Lethal Weapon FAQ/Walkthrough

by merc for hire

Updated to v1.0 on Aug 21, 2015

WMX MMWMMMMMWaM: MM @MB 7M@ MM rMO MMMWMM .MM; @MBWMXSMWMMS8MMi MX .
MM MM:a MM MM7aMZ M;MM MM . MM.MM@rXMM7S rWSMZ MM MMWM0 ;MXMiMM M .
MMa 0MX; MM78MZ MMSMMSMM:MM , MMM MM7ZMa .MM88MMSM0:; MM; MM0Z MMMa .
Waa@Za2aW0 88 ZZ ZS2 7S7S20@,. 27 Sr SXS88r , .7 ;7227 r i;7;
••
ZMMMMMMM
MMMMMMMMMMM MMMWW8BZa2SSSSWMX
:,MMMMWB@BOM@B0ZBMM MMWBWZ80Z7:ir2S@M
ZMMMM@@MMMMMMMMM@WMMX
, MMOMMMM@@80S;8MMWOBMM@ MM@MW@ZaWMWriiraM
MMMBa;::. i8008W@BMM MM@BB@MM02MZXMMMM
MMr:;7, :;rZMMZ8M@0M M0MW82i7;SaXrZaMM
M@SSZ@MMOaSiiBMMMMM@Mi .: MMMMWWS7iSOS:77WM
Z SMMM.; W80; r7; aMa aMMM BS, iiS. , M00W0W; i, aMM0; W2
MMMM Ma,:7::XS7S i MW@M;Z8B2BM@WM7 MM@WWWMMMMWWMMM ,MMX
MMWM MW ra8arXXS2XX MMMM8 XSaB08ZXrS MMMM@W8a27i:SMa 2MM
@MBM 8MMX::;;i;r;r8aSMM@MM.XZa00ZW8r: , iZMMMMMZaZ@MM , MM@
MWBr M@ZZaaar7r;SZiiM@OOM BMO;Xa@ZXZMMMB rMMMMMMMMi . ;MMM
M8WB ZMaaX;7r7SZZ;:.MMMWM,,BB.a0@X2MM;r8:,, :7iiiZ2. MMM
: :MMa@M Ba, .r28ZSr: .WMMMWrX@8:Z.WMM,MMWM@X MM WMWMS
M;@MZMM, BMMM@ZX;iXZWW2S8 r7.2iaW82r X.XWWWMM 0 aM; MMWMMM
S@@@M2ZM aMMMM7 :XZW@00Za8B8 X; XS8XXiri XBZ0M ,. 7MMZB MMMiMMB :
i:B0MMaZM BMMM0@MM00BZ0888BBB@MrM .i,. WaM aMM0@W@ZMM80W
ZWBB WMWXMMXrBWWMBMM@Sa008aW0ZZZZZ8W@MB7;8BZ XMM,08MM;i .
aB:.:ii:ZMM@2MM0MMB8BMMZ0BZW@88WB08B88Z80MMi ., Xa0 :MaMMM8X7SMXS:
BMZ,S 7M 0WMW7@M22ZW00BBB080WW0008Z8ZZZ20Ma i Z, Mi8i:XaMMMMMMa
SMMMMMMM@S MMW@8ZZOWB0BBB8000WB8B8Z08ZZ80ZaWM; Z72 , i M@Z20:8Z;:,rZ2
. @MM8; BM@BM@ZZW8WWWZ0BBBWW20B8WBZ80BZaZBMri MMi .; WMZZ7ZWX28WBa2
0X ;a0SMMWBB@0000BM00W00WW0SW@WB8800ZaaZ2BM7 .,;M: ,; MMMB78;S88r;X
SS80;., 7MW@@BW00WM0WB0BWBBXWMMWB88aZaZ8aSWMi:, 2X rX MWBMMMMWXrr22
SX.:X,iX ZM00BBWZWMMWWWBB8SBMB0ZaaZZZZZ8ZSM@;.,., r; ,aZMMM@BZ
SZ82;7:7,MMMMBW8B0ZZZB0008B@MB80WWW8aZZZZaZMXXi,, X WWWMa
SS72aX2Xi7MMM@WWa00WB0BBB888ZZZ22a8ZaZZZZaBM,X; .,.,,i7.,: M@WW8
SSX77XSa2r,iWMMMM@BWBaWM82ZZa800088ZZZ8ZaSM2:Xi :,, i: r :BMaX0MZ
2Z82XXS2aaaXi,2MMMMMM@MW8S80888Za888ZZZZa2Mi7Srr ,, : : 2MB r
SWBMM8;7Sa2227 :BBW@MMMMMZaZZB0088ZZZ8Za2BMiX2777;r;,,::::::::::::::::::::::::::::::::
XZ0B@MMZr72a2XXMB802Z@8B0Ma2Za000Z8ZZZZa2MM 7Xa.SX::, MW28MXX2Z2
SSBZO@MMM2rsZ2MM880BBWa@8WMSZ88ZaaZZZZaSWMMXiiSiri2Z,: i,., MBZ8W8S8@S
X2ZB@MWWMM@rXraMB0BW@Ba8MWB7Z8ZZZZZZZZZZZZZZM@MBMSrX7;2;.i.,i,:, M@88MWaa
2raXS@WWW@MMB,.MW0WB@BWSWMM0a888Z888ZZ2WM@M00Mr;7Xa ,, :, MMaZM2
MMMMMM@@@B@BWM@ MB8WO@@@070MM2888Z88ZZ20M@@M@22MS:ra: .,. ,,,. MMZaM2 .,.
MMMMMM@@BBMZ8MMMMMO@BOOWW@WS2MaZZ8ZZZa22MMWWBMO;SM8.;2a; :i, M@ZZMO
XMMMMMBBM@00@w@@Bw@wBwwwBw088ZZZZaaawMMwww@@MM0MMM; ,7i ar. M8ZaM@
MBMM00WMWB@@@@@@WBW@W08Z2Z8BBWWW@WWWWWMMMMMMMMDBMMMMBZaSr, MZZaBM
M8MM80@@B0WW@W@MMMMWMWBB@8ZaaZWMWWWWWWWWWWWWMMMMMMMMMMMMMMMMMMM2aZBM
, MOMBZOWBBZM@BBWOBW@MMMMMMMW@@MM@WWWWWWWW@@2B82:r77X28MSMMMMMWWXa@M
WMM@80BWMWWMM@M@WZSrriii;aW2MM@WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
Table of Contents
1 Controls

2. Weapons
3. Walkthrough
3.1 Level 1
3.11 Stage 1: The Park
3.12 Stage 2: The Camp
3.13 Stage 3: The Exhibition
3.2 Level 2
3.21 Stage 1: The Mall
3.22 Stage 2: The Gardens
3.23 Stage 3: The Docks
3.3 Level 3
3.31 Downtown
3.32 The Suburbs
3.33 The Freeway
4. Codes
5. Contact
6. Disclaimer
1. Controls
A - Jump, After jumping press B to do a kick in midair.
B - Attack
D-Pad - Move up, down, left, and right.
Start - Changes weapon
Coloot Poyon come
Select - Pauses game
2. Weapons
Fists - Your default "weapon". Your punches are short range and do minimal damage.
Knife - You can find these almost anywhere. When you pick it up you use it
once. It is a long distance weapon.
Handgun - Slightly rarer to find then knives. A good long distant weapon that does a lot of damage. Has limited ammo unless you use a cheat. Its a default weapon.
Grenade - Dropped by enemies only when they throw them at you. Walk over them before they explode to pick them up. Then you can throw them back at an enemy.
3. Walkthrough
3.1 Level 1
3.11 Stage 1: The Park
From the start move left and pick up the knife. Then go down to the bottom of

the screen to pick up another knife. Move to the right and an enemy will junp of the roof of a cabin and two enemies will exit out of the cabin. Kill then and continue to the right. When you move in between two treestumps at the top of the screen three enemy soliders will drop down and attack. Kill them any w way you see fit and pick up their weapons. Continue to the right. Move right until two treestumps are at the top right of the screen. You will have to fight three kickboxer enemies. When they are killed continue going to the right. Keep moving left and defeating each solider that you come to thats on a platform. Once you reach another two platforms three kickboxer enemies will attack. Defeat them and three soliders will attack. With them killed go right until you come to another cabin with a kickboxer on the roof and two kickboxers will emerge from the cabin. Move past the cabin towards the cars and three soliders will come out of the cabin. Kill them and jump from car to car to get past them. When you reach a room at the end of the cars. Three Big Guys will attack. Kill them and three Kickboxer enemies will come out of the room and a helicopter will appear above. Take out that helicopter first by jumping onto the roof and then pressing attack while in midair to kick the helicopter. With the helicopter and kickboxers defeated continue to the right. When you reach a large clearing three kickboxers will come out of the previous room. Kill then and continue to the right. You will reach another cabin with a solider on the roof and two soliders will come from the cabin. Kill them and go past the cabin and three Big Guys will jump from the sky. Move to the right and Armed Guards will attack. There wil now be a big wall in your way. Go the bottom part of the wall and punch it to make a hole to the other side. Continue to the right and avoid the water. After moving into a large area another helicopter will appear. You can't kick it this time. Instead, the helicopter drops grenades. Pick them up before they explode and throw them back at the helicopter. You will have to jump and throw the grenade for it to hit the helicopter. Also be cautious of Armed Guards during the fight. After moving to the right three soldiers will attack. Beat them and continue your way to the right. When you reach a cabin three Kickboxer enemies will attack. After them three Big Guys will attack. After beating them punch out the wall at the part at the bottom to reveal a hole to jump through. In the next part you will have to fight another helicopter. This time you can either throw grenades at it or jump onto the boxes and kick it in midair. Keep moving to the right until you come to another van. Several Big Guys will come out and attack you while some will flee off of the screen. Once they are all gone or defeated the Purple Kickboxer will fight you. With him defeated continue to the right to go to the next stage.

3.12 Stage 2: The Camp

Move to the treestump at the top of the screen next to the wall. Jump onto the treestump and then jump onto the top of the wall and land on the other side. On the other side three soliders will attack you. Kill them and continue to the right until you come to two holes in the ground, one at the bottom of the screen and the other at the top. There are two soliders hiding in these holes that you will have to defeat. To defeat them dodge their gun fire until they throw a grenade. Quickly grab the grenade and position yourself so that when you throw the grenade it will land in the hole and killing the solider. Do this for both holes. When you move towards another hole a solider will drop down from above and an armed enemy will pop up from the hole to shot at you and throw grenades. Just follow the past tactic. Move past the hole and fight the three soliders until you come to a bridge. There are three armed guys on the bridge to deal with. When they are killed cross over the bridge to the other side. On the other side a helicopter will attack you. Again just follow past tactics to defeat it. Keep moving to the right until you come to a cabin with a satellite dish on the roof. Use the small ledge on the right side of the cabin to get onto the roof. Hit the satellite dish and jump down and go near the hole at the bottom of the screen. An Armed Guy will appear that you will have to defeat. He will not throw grenades at you so unequip your weapon and then jump

and kick in the air to hit him whenever he appears. When he is defeated two Big Enemies will come out of the cabin. Keep going to the right until you come to another cabin with a satellite on the roof. There are also two Armed guys and a helicopter to deal with. Take out the helicopter first then the Guys. With no enemies left on screen destroy the satellite and continue to the right. Continue to the right fighting any enemies in your way until you come to a large, open area. Three soldiers will attack you. Kill them and three Armed Guys will attack you. Defeat them and continue on your way to the right. When you reach a cabin with a pink truck outside and a satellite on the cabin's roof a pink helicopter will attack. You will have to get onto the roof and do a kick in midair to damage the helicopter. With it defeated from out of the van come two Big Guys. Kill them and three Armed Guys will appear from the cabin. Defeat them and a Large Guy will come out of the van. With him defeated continue to the right to beat the stage.

3.13 Stage 3: The Exhibition

Move to the right and fight any Purple Guards you should come to. When you reach an elevator you will have to fight three Armed Guys. When they are defeated you will then have to fight two Big Guys who will come out of the elevator. Continue to the right until you can't move anymore. A new enemy will now attack you, Purple Solider. Kill him and continue going right. The next time you can't keep moving you will have to fight three Purple Guards. Every few screens some enemies will appear and begin to attack you. Defeat them to procede. When you come to a screen where the walls have big holes in them you will have to fight three Blue Kickboxers. Go to the right and two Purple Soliders will attack. Keep fighting the enemies that appear on each screen. When you reach a part where there are three big gray towers at the bottom where there is a gap to allow access to the other side of the room is a hostage. Kill all the enemies that are around them and they will thank you for helping them. When you reach outside you will have to fight some purple helicopters again. When you reach the screen where there are weird boxes on the ground those are actually explosives. You will have to punch or shoot them to dismantle them. Just dont throw grenades at them or you will take heavy damage. In the next area another helicopter will attack you. To reach it you will have to use a small box on the ground next to the wall to jump onto the wall itself. Once on the wall attack that helicopter. With it defeated fight the enemies that appear from the van. With them all defeated its on to Level 2.

3.2 Level 2

3.21 Stage 1: The Mall

This level is fairly straight foward. From the start of the level there will be three Armed Guys. Two of them will be on stairs while one will be on the ground shooting at you. The other two will throw grenades from the stairs. I recommend you shoot at the guard walking around from the far left of screen in the bottom conrer so that you avoid some of the grenades. With the guard on the ground killed move to the top left corner and jump and shoot at the two guards on the steps. Continue to the right fighting enemies to advance. When you reach a second set of holes in the ground you will have to defeat the enemies in them before moving on. Just use the past tactic of picking up the grenades that they throw at you and then throw them right back at them. When you reach an outside area you will have to fight through several screens of enemies hiding in holes. Defeat them and continue going to the right till you reach a purple van. Defeat all of the Big Guys untill a Huge Guy appears from the van. Defeat him to move onto the next stage.

3.22 Stage 2: The Gardens

You will have to fight through several screens. Some of which have those oh so hard to kill enemies in holes. When you get to a screen with what appears to be a chimeny sticking out of the ground you will have to fight an Armed Guy, an enemy in a hole and an enemy will appear from out of the chimey. The only troublesome part is the enemy in the hole. You can easily shoot the enemy in the chimney when he pops up. With all the enemies defeated continue to the right. In the next part is similar to the previous screen with the chimey. In the oart following this one is a helicopter fight. Follow previous tactics on it and continue to the right. After going to the right for a few screens you encounter another helicopter. Destroy it and continue to the right. In the next screen is a large body of water. If you fall into it you will die. There is a small path at the top of the screen at the edge of the building you can take to get across the water. On this path is a hostage. Shoot the enemy thats behind them to free them. Continue to the other side. Move over one section to fight another helicopter. Go up the stairs and jump and shoot at it to defeat it. After a few more screens you come to another purple van. Fight all the Big Guys that come from the van until two Purple Kickboxers attack. Defeat them and move onto the next stage.

3.23 Stage 3: The Docks

Move to the right until you come to a part of the ground full of holes. You will have to defeat all the enemies in the holes before moving on. With the enemies killed continue to the right and kill the two Big Guys on the screen and the mob that comes out of the small house. Go along the small path at the top of the screen to get by the water. When you reach the halfway point of the small ledge an enemy will fly onto the screen shooting at you. Jump up and attack him as he zooms by. With him killed continue to the right. Continue to the right fighting enemies as they appear and watching out for the enemies that fly by at the top of the screen. When you reach a boat you will have to jump onto it and follow the narrow hallway down to the right. After awhile you will reach some explosives. Pay attention to the flashing light on top of them and punch them when the light is pink to dismantle them. After the bombs you will have to fight three Purple Kickboxers. Defeat them to beat the level.

3.3 Level 3

3.31 Stage 1: Downtown

This level has no gimmicks to it. As with all the other levels go to the right, fighting any enemies you encounter along the way. When you come to an area with metal grating behind you and holes in it a small army of Big Guys will attack you. Keep defeating them until you can continue to the right once again. When you come to a narrow walkway above the train tracks and below a building there is a hostage. Shoot the enemy behin them to rescue them. Continue on the narrow walkway. When you come to a purple van you will have to fight three Big guys. After them are two Huge Guys. Defeat them to beat the stage.

3.32 Stage 2: The Suburbs

This is another simple level where all you need to do is continue to go to the right. When you come to a large wall you will have to jump onto the purple truck next to the wall and then you will be able to jump over the wall. On the other side you will have to go by several booths where enemies will emerge from and attack you. Defeat them and continue to a wall. At the bottom of the screen is a gap in the wall allowing you to get to the other side. When you come to a purple truck on the left and some large purple boxes on the left another gliding enemy will attack. Along with some other ground enemies. There is also

an enemy hiding in the hole on the right part of the ground. When you come to another wall punch out the bottom section of the wall to make a gap enabling you to jump out onto the other side. When you come to a dock you will have to move along it fighting waves of enemies till you reach a grey hut at the end where a Giant Guy will attack you. Defeat him to move onto the next stage.

3.33 Stage 3: The Freeway

Move to the right and you will have to fight an Armed Enemy. After beating him a helicopter will attack. Its to high up to be able to reach it so you will have to wait for it to drop grenades and pick them up and throw them right back at it. When it is defeated another two Armed Guys will attack. With them defeated continue to the right. In the next part you will have to fight two Purple Armed guys and then another helicopter. This time you can jump onto the building to attack the helicopter. With it defeated three Big Guys will attack. Defeat them and continue to the right. In the next screen you fight two Armed Guys and then another helicopter. After defeating them three Big Guys will attack. Defeat them and move to the right to come to an orange van. Defeat all the enemies that appear out of the van and onto the screen to continue on. When you reach a small path at the bottom of the screen there is another hostage here. Shoot the gunman behind them to free them. Continue to the right until you reach a red van. Defeat the enemies that appear from both sides of the screen and from within the van. Once all the enemies are defeated continue to the right to appear outside. You will have to fight sets of enemies and a helicopter every few steps now. In some of the screens there will be things you can jump onto to be able to jump and shoot at the helicopter. When you reach a set of explosives you will have to disable them while watching out for the attacks from a overhead helicopter. To disable the explosives wait for the light on it to flash pink then punch it. When you reach another red van you will have to fight another wave of enemies leading to a fight with a Giant Guy. When everyone is defeated the stage is defeated and the game is over.

You are presented with a newspaper from the L.A. News with the headline Crime Rate Drops! Hero Cops Clean Up Day.

Congradulations You have just beat Lethal Weapon for the Nintendo Entertainment System!

-=The End=-

4. Codes

-=-=-Game Genie Codes

-=-=-

OLSSGSOO = Infinite ammo when shooting on the ground.

AKVIXAAP = E restores energy fully.

AEVIXAAP = E worth nothing.

AKKSEAAP = Extra ammo restores energy fully.

AEKSEAAP = Extra ammo worth nothing--if you run out of ammo you can't use gun till next stage.

AEUYXAAZ = No energy lost when falling off screen.

```
AKUYXAAZ = Falling off screen is fatal.
NNNISAAU = Bullet proof vest lasts longer.
XVUKOOXK = Bullet proof vest lasts until end of stage--except when you die from
          punches or falling off screen.
XTUGTXXK = Start on Level 2.
OUSSISOO +
OUXIPSOO = Infinite ammo when shooting in the air.
ZENISAAU or
AONTSAAL
XZUGLXVL +
LAUGGZNP +
XTUGIZEK = Bullet proof vest does not last as long.
______
5. Contact
Any tips, hints, secrets, suggestions, advice are all very much appreciated if
you find something I don't have already here or you have a question without an
answer already listed here then you can email me at (removed).
Any input will be greatly appreciated.
6. Disclaimer
```

Copyright (c) 2004 to merc for hire. This is the work of merc for hire and International Copyright law protects this FAQ/Walkthrough. You can not sell, change, post on a website as your own. You can post it on your website

as long as I recive full credit for it. If you do post it on a website I want an e-mail from you first so I can give you the go ahead. Unless I don't tell you to then you are not allowed to post it on your website. I will only update

the FAQ/Walkthroughs I have on http://www.GameFAQs.com

This document is copyright merc for hire and hosted by VGM with permission.