

Lethal Weapon FAQ/Walkthrough

by Tarrun

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This walkthrough was originally written for Lethal Weapon on the SNES, but the walkthrough is still applicable to the NES version of the game.

Lethal Weapon
FAQ/Walkthrough

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Welcome to my Lethal Weapon FAQ.

Any questions, comments, corrections, or contributions are welcome, my email is tarrun75(at)gmail(dot)com. Please make sure to add something related to Lethal Weapon in the subject line so I don't have to figure out what game you're talking about. Questions regarding something that's already covered in the guide will not be answered. Credit will be given to anything sent to me that I add or major corrections. For corrections, please email me only if it's something really important, something that will clearly confuse anyone reading.

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Version History:

First Submission: Version 1.0

II - Game Basics and Codes

001.0 - Controls

B - Jump

A - Karate Kick

Y - Shoot

Left/Right - Walk

Up - Enter Door/Hang From Ledge

Down - Crouch

Start - Pause

002.0 - Items

- Bulletproof Vest - Flak jackets act as health items in Lethal Weapon, and each vest you find will add a gold shield to either Riggs or Murtaugh's life.

- Ammo Clip - Not surprisingly, the ammo clip item will give your character an additional clip of ammo to use. Obviously, since the karate kicks is much more difficult to use in most cases, you'll want to pick up as many of these as possible.

- Clock - Time will frequently be a factor in the levels, and you'll have to manage your time to successfully defeat the boss before it runs out. To make things a bit easier, you'll occasionally find clock items that add a full minute to the countdown.

003.0 - Characters

- Who should I use - Riggs or Murtaugh? Does it even matter? -

Does it matter? Well, not really. According to the game, Riggs has a faster rate of fire while Murtaugh jumps higher, but the differences are so insignificant that you would probably never notice unless you knew beforehand. However, with this in mind, this makes the platform puzzles designed for Murtaugh and the gunfights, particularly boss fights, aimed at Riggs. Unfortunately, since you can't switch characters without dying, this doesn't really help anyone.

Personally, I always play as Murtaugh. The boost in jumping abilities may be minor, but it's infinitely more valuable than being able to shoot faster since avoiding enemy attacks isn't terribly difficult. Should you be stuck with Riggs or just happen to love the character over Murtaugh, feel free to use him, but you're able to cut corners in some of the levels as the old man.

III - Walkthrough

Briefing: Reports received of a group of international smugglers guarding an illegal consignment of goods. Infiltrate the dock and seize the consignment.

Walk to your right and climb up the ladder. A thug with a spear is patrolling the top of the crane, so after he starts heading back to the opposite end, jump up and shoot him. Climb down the other side, and take out the goon on the ground as well if you'd like, though it's unnecessary. There's a ladder leaning against the side of the large, gray building, and since the lower docks are blocked off by another crane, head up to the roof. At the top, wait for the thug with a pistol to fire off a round before actually standing up and returning fire, otherwise you won't have time to react.

Grab the ammo clip and begin climbing up the side of the crane, but watch out of the goons with spears. Since you can't shoot from a ladder, you'll have to let them walk above you before you can continue climbing up. At the top, begin down the other side using the same tactics, and shoot the thug walking around on the ground as soon as you drop down. Jump over the black thing in your way and wait for a second spear-wielding goon to come into view. After he's out of commission, take out the thug with a pistol at the end and climb up the crane.

At the top, jump to the right and grab onto the bar running under the catwalk above you. Make your way to the edge, avoiding the mechanic dropping tools on you, and jump to the metal beam suspended by the hook. Repeat this with the next set of bars and beams, and you'll reach a platform you can jump to guarded by a sole thug. Shoot him and take his place on the crane. Afterwards, jump to the beam and use it to reach the bar. At the end, instead of a ladder of platform, you have to wait for the hook to drop to the bottom of the screen and grab onto the wire it's attached to. If you fall, you'll land in the shark-invested waters below, so swim back to the crane on the left and climb up the ladder to try again.

Once Riggs or Murtaugh is hanging from the cable, wait for the second hook to drop to the bottom of the screen and leap to the cable before the hook you're currently on rises back up and knocks you off. Repeat this with the third cable, and finish the puzzle by jumping to the bar under the catwalk and dropping down to the crane once the thug is out of the way.

Unfortunately, the next puzzle is identical to the previous one. Use the bars to reach the crane cables, and use them to reach more bars or cables while avoiding the mechanics' projectiles raining down on you. However, if you'd like, there's a clock at the bottom of the first ladder in this set guarded by a thug with a pistol. At the end, climb down the ladder and kill the goon on the roof in front of you.

Drop down to the docks and shoot the guy with the spear gun hanging around the area. Climb up the ladder and shoot the two thugs on top before heading down to the other side. Dive into the water, but stay close to the ladder to avoid the shark that swims across the screen and into the pipe. Follow its lead, grabbing the ammo clip in the process. Swimming through the pipe takes you to the second area in the level.

There's a small boat you can use as a platform to avoid the sharks, but you can accomplish the same goal by simply swimming forward and jumping onto the second boat just off screen. Use it to reach the platform against the ship.

Now, there are a few different paths to take, all of which eventually lead to

the same place, but some are more direct than others. There are a handful of portholes scattered along the length of the ship, and you can enter any one of them and follow it to the end. However, if you remain on the outside and reach the stern of the ship, you'll be able to skip a large portion of the mission inside the freighter.

The trade-off is that you have to deal with the narrow platforms and falling objects for about three times as long as you're required to. Still, it's a pretty fair deal. As you jump to the various platforms, you'll have to avoid falling buoys, goons with rifles perched on some of the platforms, and chefs dumping buckets of garbage on you. You can avoid the buoys and garbage by standing near the edge of the platform you're standing on, and in most cases you can avoid fighting most of the enemies. In fact, it's pretty impractical to actually attempt to kill every one of them, and you're much better off jumping over them. Should you fall, swim around until you find a platform that's low enough to sea level to jump on.

Once you've reached the back end of the freighter, jump from the last porthole to the ladder and climb up to the deck. Shoot the rifleman and enter the door.

Inside, you'll find yourself surrounded by two very large explosive containers, which will go off if you shoot or come into contact with one. Instead, grab the ammo clip and leap over the ones on the left and land on the ladder. Instead of climbing down, jump to the hanging bar and make your way over the other containers, but you'll have to watch out for the barrels that drop down from above in various places. They fall often enough that you'll have plenty of time to figure out where they all are, however.

About halfway through, you'll see another clock on the ground, which I highly recommend you pick up. This is one of the few levels where time can be a factor you have to pay attention to, so you'll want every second you can scrounge up.

With an extra minute on the clock, continue along the ceiling until you reach the end of the final hanging bar, right above an open door. Unfortunately, there's nothing inside, so don't bother exploring it. Instead, continue to the next screen, where you'll find a skinhead that throws knives at you. Crouch to avoid the attack, and fire off two rounds to put him down. Jump over the final container, and climb up the ladder to reach the second floor.

There's another skinhead waiting for you immediately after you step on the second level. Take him out, and then jump onto the life raft. As you bounce up and down, you'll gain more and more height until you can eventually reach the porthole above you. In this new area, climb down the ladder and jump across the platforms to find a clock item and an extra ammo clip. If you fall, enter the door on the lower level to reenter the ship on the first floor, through one of the doors that you passed over. At the far right side is a porthole that will take you back to the main area, just slightly farther ahead than where you were before.

Follow this path down until you reach another porthole. As before, it leads to an optional area, this one with a pair of ammo clips and a bulletproof vest. Afterwards, continue to the right, jumping over the gaps where the barrels fall through and killing the machine gun-carrying thugs and skinheads walking around. At the end, use the life raft to bounce up to the third level and use the small yellow platforms to cross over the spinning blades.

After several of the yellow platform puzzles, climb up the rope, but watch out for the foghorns, which will sound and knock your character off if

they're in front of it. Though the top of the freighter looks solid, you will fall to your death if you attempt to stand on it. To avoid an untimely death, climb to the very top of the rope and jump to the one hanging next to it. Repeat this to make your way across, and at the end, slide down and jump off to the left to land back on the deck. Shoot the machine gun goon just in front of you, and climb up the rope beyond him. The puzzle that follows is identical to the one before it, with more foghorns and ropes to jump to, so head across and drop down to the other side.

As you land, immediately crouch to avoid gunfire from the thug patrolling the area. Kill him, and grab the bulletproof vest on the right. Head left, and jump over the first explosive container. There's a thug with a machine gun on the other side of the second container, but unfortunately you can't shoot at him without destroying the container. Not only that, but while your bullets do not pass through, his will, so the best you can do is crouch and wait for him to turn around. Afterwards, jump over the second container and take him out. Climb up the ladder, kill the skinhead, and grab the ammo clip on the left. There isn't anything left to do here, so avoid the falling barrels and enter the door to fight the boss.

Boss: Freighter Crewman

Thankfully, this boss isn't terribly difficult since he only has a single attack. In between periods of aimlessly walking around or jumping to one of the several platforms placed around the room, the crewman will throw three knives in your direction. As long as you stand relatively far away from the boss, however, the knives will spread far enough apart that you can safely jump in between two of them.

Otherwise, there really isn't much else to this boss. Avoid his attacks, and take any opportunity you can to fire off a few rounds to knock away at his health. It takes two shots to get rid of one of the crewman's ten health bars, so you'll need several clips to take him down.

002.0 - Mission Two

Briefing: Emergency! We have received a threat that unless the city pays ten million dollars by midnight, a series of bombs planted in the city's sewers will detonate, causing billions of dollars of damage! Find the perpetrators and prevent them from carrying out this act!

Grab the two ammo clips in front of you, and jump over the pile of debris after the rock drops from above. Jump to the chain hanging from the ceiling, and wait for the spikes on the platform to disappear before stepping on it. There are alligators swimming in the water, so avoid falling. Use the next chain to reach the ledge with rocks falling on it, and shoot the thug in the back before taking his place on the platform. From here, there's a small strip of dry land in front of you being guarded by an alligator on the lower level and a thug with a rocket launcher above. Naturally, the thug is the lesser of two evils, so shoot him and use the platform to bypass the beast below.

The next jumping puzzle is similar to the one before it, but with one slight twist. Along with the hanging chains, you can use the floating piles of garbage to cross the sewers, but the danger here is when the alligator swimming around sticks its head out of the water to attack. Since the

floating platform and the alligator move at the same speed, simply stand behind the alligator's head to avoid being injured. When the garbage platform reaches the end of its route, jump to a hanging chain and wait for the next one to float your way. Near the end, for those too impatient to wait for the platform, make sure the alligator is out of sight before diving into the water and swimming to the strip that isn't submerged. Shoot the thug from the edge to avoid being hit, and continue to the next screen. Climb down the ladder to enter the new area.

Pick up the two ammo clips and the clock, and drop down to the platforms below you once the two thugs have finished shooting. Kill them both, and drop down to the ledge directly beneath you to find an ammo clip - just be sure to avoid the spike trap. Afterwards, head right and kill the two thugs on the separate platforms. To continue, reach the platform farthest to the right and climb up the chain, but there are some items around here worth picking up. In the corner below the chain is an ammo clip behind another spike trap, and in the right corner of the pool of water is a clock. Equipped with more ammunition and more time, climb up the chain and use them to reach the ledge surrounded by falling rocks. Jump across, avoiding the rocks, and slide down the chain and jump off to the left to avoid the spikes directly below.

Shoot the thug walking around here, but more importantly, watch out for the falling rocks from the previous puzzle. To avoid both the rock traps and the alligator, jump into the water when the coast is clear and sink to the bottom of the screen before swimming to the right. If it looks like a rock is going to drop on your head, pause for a moment and allow it to fall in front of you.

Clear of the rocks and alligators, swim to the right and jump up to the floating platform. Grab one of the hanging chains and use it to reach the ledge on the right, but keep an eye on the pipe firing rocks horizontally. Kill the terrorist with the rocket launcher, and use the platforms in this area to reach the highest level. There are some goons on the main level, as well as an alligator, but you can avoid them entirely. On the platforms, grab the ammo clips and clocks, and shoot the various terrorists before leaping to the platform they were standing on. Repeat this a few times to reach the far right side, and slide down the chain to find another sewer grate leading to yet another area.

Immediately after taking control of Riggs or Murtaugh, shoot the rocket launcher-wielding thug sharing the platform you're standing on before grabbing the ammo clips. Climb down the chain and jump to the ledge on the left, but make sure to shoot the two terrorists there in the process. From here, hug the left wall and karate kick the terrorist on the platform below before taking out his partner. To proceed with the level, head right, but if you do you'll miss out on quite a few items, including two ammo clips, a flak jacket, and a clock directly below you surrounded by a few spike traps. If you're desperate for ammo, there's also a third ammo clip in the pool of water in the far right corner, but it's pretty far out of the way so it may not be worth it. Once you have everything you need, head right and climb to the very top of the chain hanging from the ceiling. About halfway up you'll come across a narrow platform with a second chain near the edge of the screen, but even Murtaugh can't reach it with a perfect jump.

Instead, at the top you'll find a clock and a thug with a rocket launcher. Kill the latter before picking up the former, and use the chain to climb down to the platform below. Grab the ammo clip sitting on the pile of garbage, and use the extra height to shoot the three terrorists at the other end. There is another clock and an ammo clip here, as well as more chains to climb. Jump to each chain and drop down from the platform to the ledge below. Shoot the thug

here before continuing down, another thug is on the next level down, so take him out as well.

There's a terrorist with a rocket launcher on the platform opposite you, but killing him is unnecessary. Instead, drop straight down from the edge of the platform, and jump to the narrow ledge with an ammo clip sitting on it. Drop down again and shoot the thug standing on the platform, and use the chain to slide down. Since Riggs and Murtaugh can't shoot while climbing, wait for the various thugs and goons in the area to attack before crossing their line of fire and continuing down. Alternatively, you can jump behind the thug on the right and pick up the ammo clip on the ledge. Both are pretty easy to slip through unscathed, so do what you want to reach the door at the bottom.

In this new area, the two things to watch out for are spike traps and hidden enemies. Directly above the entrance is a thug that will shoot at the ledge with the ammo clip sitting on it, so wait for him to fire off a round before grabbing it. From here, quickly jump across the two platforms on the right to avoid the spike traps, and jump straight up on the third ledge to avoid the gunfire from the thug hiding behind the pile of garbage. Kill him and take his place. Stand on the garbage and use it to reach the platform directly above you, and jump to the left to where the clock is. The ledges leading to the door have spikes on them, so kill the terrorist on the left from the clock platform and wait for the spikes to reset themselves. Enter the door to reappear in the same area, only from the door above you.

Kill the terrorist here and jump to the platform on the right, shooting at the thug above the ledge you're aiming for in the process. Avoid the single spike here, and jump to the main platform on the right. Shoot the terrorists and avoid the falling rocks and spikes, and enter the door at the end.

In the pipe system, shoot the terrorist directly in front of you and make your way to the right. There's a ladder and some vertical tunnels in the floor that lead down, but there's more to do up top first. Head right, killing the various terrorists that get in your way, and climb up the ladder at the end to find some sort of machine. It should say "On" in green letters, so jump in front of it to switch it off. Pick up the ammo clip near the machine and climb back down.

One of the vertical tunnels has jagged pieces of metal sticking out from it, but otherwise you can technically get down from any of the other two. The ladder is safer, however, so that's the best way to go. Kill the pair of terrorists on the right, and jump into the alligator infested water. Normally you'd want to avoid this, but there's another machine that needs to be switched off. Swim to the bottom right corner and flip it off, but make sure to avoid the spikes on the floor and the alligator swimming around. When both machines are off, use the fat cables hanging from the ceiling to reach the platform on the right. Kill the terrorist walking around, and climb down the ladder when you come up to it. Drop down into the water and swim to the left to find another machine. Wait for the alligator to swim away before flipping it off, getting rid of the black and yellow barrier beyond the ladder. Climb back up and continue right. Drop down and kill the terrorist below, and pick up the body armor before entering the door.

Wait for the two terrorists standing on the boxes to fire off a few rounds, and then return fire. A single terrorist guards the lower path and leads to a clock, so grab it before backtracking and taking the higher path. Follow this tunnel right, killing the handful of thugs that get in your way, and switch off the machine on the lower level to get rid of the barrier. Afterwards, cross the platforms to reach a lift at the end. Before heading down, however, pick up the clock and ammo clips.

Once the lift reaches the bottom, quickly step off to avoid having to sit through it going all the way back up and kill the thug standing around on the left. Drop down and shoot his buddy below. To the right, there are some pegs that you can stand on, so jump to the open spots to reach the top right corner. Kill the terrorist with a grenade launcher just off screen, and drop down through the tunnel. Pick up the ammo clip, and jump down to the platform beneath you. Killing the terrorists around here isn't necessary, but you shouldn't be desperate to conserve ammo so you're welcome to if you'd like. Head left, shooting the two terrorists that get in your way, pick up the bulletproof vest, and enter the door at the end.

Grab the ammo clip and climb down the ladder once the terrorist walks out of the way. Shoot him when you reach the bottom, and climb up the next ladder just ahead to switch the machine off. Take out the second terrorist in this area, and switch off the next two machines, picking up the clock and ammo as you go. Walk up the steep tunnel, and when the paths branch off, take the lower one, which leads to a pool of water. Fortunately, it's unprotected, so swim at your leisure to the end and switch off the machine before heading back and taking the remaining path. This area can be annoying since there's very little room to maneuver to avoid the gunfire coming from all directions, so hang back and shoot the terrorist on the lower level before heading up. There are two terrorists, each at the top of a short, vertical platform, but it's more difficult to take them out than it is to simply avoid them. Continue to the end, climb up the ladders, and shoot the terrorist on each level as you go. Pick up the two ammo clips before the final ladder, and enter the pipe to reach the next area.

The sewers lead to a subway platform, and there's a terrorist that's unfairly positioned right next to the entrance, who will plow into your character almost immediately. Head right, killing the terrorists that get in your way, and stay on the tracks instead of jumping onto the subway platform. When you reach the gateway that says P1, avoid any gunfire and head inside to P2.

On P2, the entrance to P3 is just off screen to the right, but there are a few items around here to entice you to stick around. To the left is a pair of ammo clips, and to the right are an ammo clip and a bulletproof vest. At this point, I had twenty-four spare clips, so ammunition is necessarily a priority, but if the vest might be worth picking up. Either way, once you've taken what you need, enter the gate to P3.

Once again, there are some items at either end of the P3 subway platform, but they each consist of a single ammo clip, so it's probably not worth the effort. To continue with the level, head right, killing the two or three terrorists that get in your way, and enter the gate to P4.

P4, like the previous two, have a single ammo clip on each side of the platform. The gate to P5 is to the right, but standing in the way are five terrorists almost back-to-back of each other. Take them out one at a time, and crouch when they return fire. Once the group is out of commission, simply walk right and enter the gate.

Cruelly, there aren't any items here on P5, so don't waste your time looking for any. Instead, follow the subway platform right, kill the three terrorists walking around, and enter the gate to P6.

Jump and shoot the two terrorists standing on the soda machines, and pick up the ammo clip on the first one. There's a third terrorist on another soda machine off screen, so take him out and stand on the final soda machine, just above a group of terrorists. To make things easier, wait for the thug

standing on the bench to finish attacking, and jump directly in front of him to avoid his two comrades on the floor. Beyond this group, there are a few more terrorists scattered around, but it's actually easier to jump over them instead of attacking. At the end, take out the final terrorist walking around and enter the gateway.

In this new area, immediately turn around and shoot the terrorist coming at you, and take out his partner on the bench to the right afterwards. There are a few sticks of dynamite on the floor, but don't bother attempting to diffuse or pick them up. Wait for them to explode, and jump over the hole in the floor that's created as a result. Use the subway benches to cross over the remaining holes, and take out the three terrorists perched on the soda machines at the other end. Kill the final terrorist on this level, but wait for the dynamite to explode before leaping over the gap and entering the gate.

From here, shoot the terrorist walking around near the entrance and pick up the ammo clip to the left. There are a few more terrorists scattered around the area, but they're easy enough to deal with. More importantly, there are also several ammo clips sitting on the ground, so be sure to pick them all up. At the end, kill the thug with a grenade launcher, pick up the clock, and enter the gate.

Entering the next level, you're greeted by a terrorist a few feet in front of you and several packs of dynamite. Kill the thug and wait for the explosives to go off - while waiting, shoot the terrorist on the other side of the dynamite to make things easier later on. When the dust settles, jump to the now-empty platform on the right, and then to the next one after it. Kill the remaining terrorists on this level and enter the gate at the end.

Immediately crouch to avoid the attacking thug, and shoot his partner on the other side of the hole created from the recently detonated explosives. Jump over, and take out the terrorist protecting the gate. In the next area, shoot the terrorist before picking up the ammo clip. This level is nearly deserted, with only two other terrorists and void of any explosives. This makes reaching the end a breeze, so walk over to the end and enter the gate.

The next level is almost identical to the previous one, but there's one pack of explosives near the end. Otherwise, repeat the same strategy to drop the three thugs standing around, and if you're quick enough, you can actually pass by the dynamite before it explodes. Safely on the other side one way or the other, enter the gate.

With a mind-numbing lack of originality, there's yet another thug standing right next to the entrance, so take him out and pick up the ammo clip. Afterwards, wait for the dynamite to explode and jump over the gap. There are three more terrorists hanging around here, but otherwise the platform is empty. At the end, enter the subway car.

The gameplay addition from the subway car is that occasionally the lights will flicker, briefly leaving you in darkness. Ironically, while the backgrounds disappear, any enemies or projectiles on screen do not, so there isn't actually anything different, gameplay-wise. As you make your way through the subway cars, take your time shooting enemies and crouching to avoid their attacks and there shouldn't be any problems. The only enemies you have to watch out for are the thugs that wear gas masks and carrying grenade launchers, since you can't crouch to avoid the grenade. If one is on screen, either take him out before taking cover or back up out of the grenade's range. At the end, the screen will turn black and you'll drop down into a new area where the boss is waiting.

Boss: Terrorist Leader

The leader of the terrorists seems tough at first, but the key to this fight is patience. He has three attacks - shooting from his machine gun, lobbing grenades (which explode upon impact), and dropping mines from his pack that explode a few seconds later - that allow him to attack you wherever you are. On top of that, he has twelve health bars, so it takes two-dozen shots to take him down.

When the fight begins, take a few cheap shots before jumping onto the soda machine. From here, you'll avoid any gunfire and explosives, but the drawback is that it's impossible to counterattack. The only thing to do here is wait for the terrorist leader to walk under the soda machine, allowing you to jump down and run past the turnstiles. The area is symmetrical, so there's another soda machine at the opposite end you can use.

With this in mind, simply repeat the above strategy to take the terrorist leader out. Shoot as many times as possible while the leader is still across the screen, and once he gets too close use the soda machine to avoid losing health. As mentioned, as long as you're patient, this fight shouldn't be a problem.

003.0 - Mission Three

Briefing: We have received a threat of a terrorist's bomb planted in a nearby shopping mall. Terrorists have been trapped inside - be careful!

There's an ammo clip teasing you on the other side of the wall behind you, but since you can't reach it head left and kill the two terrorists - a thug with a rocket launcher and his partner crouching in front of him. Just off screen is a terrorist with a flamethrower, so be prepared to take him out before he attacks. Beyond the area he's patrolling is another pair of thugs, one with a rocket launcher, so shoot him before he can fire off a rocket.

Continue along the lower level, shooting the weak thugs that get in your way and picking up the ammo clips on the ground as you go, until you reach a set up platforms in front of the dead end. The terrorist with the flamethrower on the second platform can be a bit of a pain, so kill his partner on the first platform and take shots just after he finishes waving the stream of fire around. If you take too long to get the second shot off, jump down and wait for him to finish his attack. Once he's dead, use the platforms to reach the ceiling and shoot the flamethrower terrorist on the other side of the room from where you're standing. Pick up the ammo clip on the platform in between the other two, as well as another you can reach by walking off the right edge of the same platform, and jump to the second level.

From here, kill the thug patrolling the edge of the level and grab the ammo clips on the ground. There are a few of the tougher terrorists just ahead, including rocket launcher and flamethrower-wielding goons, but you have more than enough room to avoid being attacked. In some cases, some of the terrorists are also standing on barrels, so you can shoot their kneecaps and not have to worry about being injured unless you decide to jump for some reason. At the end of this level, enter the door marked "2" and head to the third floor.

Kill the goon near the door and begin heading to the left, but watch out for the air vents. You've probably seen them already, though those were the bottom halves. In this case, if Riggs or Murtaugh step in front of one of the vents, they'll be transported back down to wherever it leads, which can be quite a pain. To avoid this, use the bars hanging from the ceiling to climb over them, but shoot the thug with a flamethrower first to avoid falling. This is the only vent trap on this level, and otherwise there are some weak terrorists walking around, so plow through them to reach some more platforms. As before, keep your distance from the flamethrower goons, and pick up the bulletproof vest, clock, and ammo clip on lying around before continuing with the level.

As soon as you step on the fourth level, you'll see more vents that will take you back down, so use the bars again to avoid them. There are some enemies on the ground, but you can ignore some of them and use the bars to pass over them as well. At the end, kill the thug with a rocket launcher, climb across the last set of vents, and enter the door to continue up.

You appear on the other side of the barrier that was blocking you from an ammo clip at the beginning of the level. There are some vents on the ground, and the first inclination is to jump over them, but don't worry, these are safe to walk through. As with the previous side, this side of the fourth floor is somewhat empty and only contain a few enemies that shouldn't give you too much trouble. At the end, enter the door and head down to the third floor.

Grab the bulletproof vest behind you on the right, and start left until you reach a thug in front of some more vents. The arrows on these have reversed, which is a clue that they will bring you back up to the fourth floor, so jump over them and use the bars to pass over the ones that are too wide. Once again, shoot your way through the still-fairly vacant level and head downstairs, which isn't any more interesting. On Level Two, you'll find two basic, meat-and-potatoes terrorists and a thug with a rocket launcher. There aren't any vents to worry about, and there's a goon carrying a flamethrower near the door, but you don't have to fight him at all. Instead, head downstairs.

As the last floor, the last thing you want to do is get caught in a vent and be sent up to the top floor, so be extra careful here. Use the bars to climb over the two vents near the door, and do the same thing for the next trap beyond a pair of basic terrorists. There's a thug with a flamethrower there as well, but you can avoid him entirely. Just after this is a terrorist with a rocket launcher, so take him down and follow this path to the end. There's a terrorist at the end on a platform with two ammo clips, and the ammo clip from the very beginning of the level is in the far left corner of this area if you want it.

Otherwise, jump onto the lift and leap to the one above it to the left. Continue with this zigzag pattern while avoiding the terrorists shooting at you from the ledges. You can take them out if you'd like, but for the most part it's easier to simply crouch in the rare occurrence that they shoot. There is one that's on a platform in between two lifts that you will have to kill, but that's about it. There isn't even anything on the ledges they're on, so don't bother exploring for goodies. At the top, jump from the highest lift on the right to the ledge and enter the door leading into the mall.

Inside, your new goal is to eliminate all of the terrorists holding the shopping mall, and you can accomplish this in any manner you'd like. Perhaps the most useful tip to keep in mind is that Riggs and Murtaugh can jump through the platforms above them. This allows you to shoot at terrorists

without walking into their line of fire. Other than that, be sure to go in a logical order to prevent accidentally missing someone.

When you enter, shoot the terrorist in front of you and walk forward. Shoot the thug above you from behind and take out his partner at the bottom of the stairs just ahead. Keep going along this floor - take out the terrorist with a grenade launcher, and another by the other stairs at the end. Shoot the two goons at the top of the stairs, but don't forget the terrorist standing on a platform in the far corner, who also happens to be guarding three ammo clips. To save time, jump from the platform through the stairs instead of retracing your steps.

On the second floor, wait for the terrorist walking around to pass by the stairs, crouching in the mean time to avoid the thug shooting down the stairs at you. To the right is a group of terrorists, two on the ledge above and another walking around below. Take them all down, as well as the other three near the stairs, and head up to the third floor.

Here, first head right and kill the two terrorists on the platform above you. Grab the ammo clip in the corner and backtrack past the stairs. There are four of five terrorists in your way, so blast through them and finish off the final two in the corner, including the one on the ledge. When the final terrorist in the mall is down for the count, the screen fades to black and the next portion of the level begins.

Most of the terrorists in this area take two shots to die, which makes things a bit more difficult. When you retake control of Riggs or Murtaugh, shoot the thug directly in front of you and head up the stairs. Kill the bald thug at the top, and jump through the platform above you and run up the stairs to avoid the goon in the way.

Stand at the top of the stairs, but only just enough that your head is sticking out, allowing you to shoot without leaving yourself vulnerable. Kill the thug on the right throwing grenades, and turn around and take out the goon walking around on the other side. Shoot the terrorists on the platforms, and pick up the ammo clips and clocks, which you probably need by now. Follow this path left until you reach a set of stairs, but continue under it and jump over the dynamite to find another clock and an ammo clip.

Jump through the stairs to avoid the thug patrolling around and head upstairs. There are a few more terrorists, but they're all spaced apart enough that they won't be any trouble. Otherwise, there are two more dynamite traps with a thug that throws grenades in between them. Beyond that is a switch that gets rid of a black and yellow barrier on the lowest level of the mall, so flip it off and begin back down.

Any enemies you left alive are still hanging around, so keep that in mind as you go. As you walk down to the second floor, however, continue going left instead down the stairs on the right. There are two thugs and a dynamite trap, but that's about it until the end, where you'll find two grenade-throwing terrorists and a pair of ammo clips. Climb down the ladder here and flip the switch off. Follow this path back to the entrance and head downstairs to the basement.

In the basement, there are some ammo clips to your right guarded by a pair of terrorists, but the end of the level is to the left. There are quite a few terrorists in this area, but most of them are standing on boxes that you can simply walk underneath and avoiding fighting. Otherwise, there are two on the floor you will have to shoot, and at the end you'll find some red barrels with wiring on it. Jump on top of them to finish the level.

No boss this time, sorry.

004.0 - Mission Four

Briefing: Leo Getz is being held hostage in a nearby office complex. Can you help him?

Note: As mentioned near the beginning of this guide, Murtaugh jumps slightly higher than Riggs. Normally, using either character doesn't really affect how the level is played, but Mission Four is the black sheep of the group. There are quite a few areas that can be shortened by utilizing Murtaugh's extra height, so using him here would be a smart move.

Shoot the thug with the flamethrower as soon as you take control of your chosen character, and walk to the edge of the area and wait for the platform to come down far enough to jump to it. On the second platform, shoot the terrorist patrolling the stable area in front of you, and jump to it afterwards. This puzzle repeats three more times, only changing the enemy from a basic terrorist to a thug with a rocket launcher or flamethrower, and the third platform contains an ammo clip as well. On the fourth ledge, grab the bulletproof vest at the end and jump into vent to reach the next area.

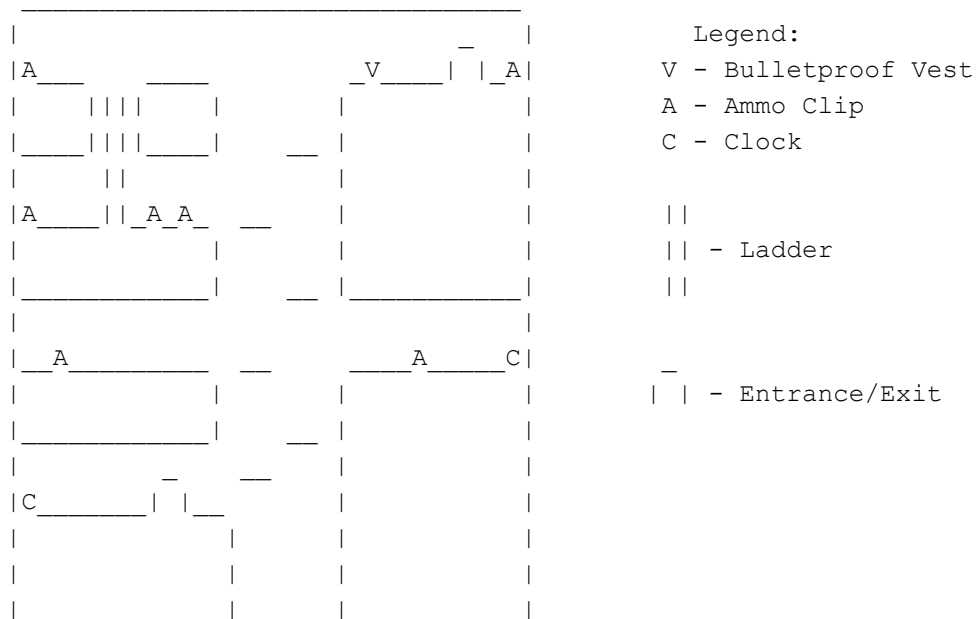
Shoot the thug with the flamethrower immediately, and search the left path to find an ammo clip. On the vent where you entered this area are an ammo clip and a clock, so grab them both before heading down the right path.

The moving platforms lead to two different areas - one that has some items, and the actual path to proceed. The former is the lower right path, and the latter is reached by taking the first platform up to the area above the entrance. The lower right path introduces a new trap - the wobbling floor collapses after standing on it for too long. After killing the rocket launcher thug standing by the edge, jump over the two collapsing floor traps and stand on the vents to shoot the terrorists. Pick up the clock and ammo clip on each vent, and continue to the end of this area for another clip.

To continue, head back to the two moving platforms and take the one on the left up to the second floor. Shoot the rocket launcher-wielding thug standing at the edge and explore this level until you find a ladder at the end, though you'll have to get through a few terrorists, a flamethrower, and a floor trap near the ladder. Before climbing up, though, pick up the two ammo clips. At the top of the ladder, jump off to the right and shoot the terrorist standing next to you. Kill his partner on the other side and pick up the items before continuing right. Jump over the three adjacent floor traps and kill the two thugs to come up to another set of moving platforms.

Once again, there are two paths to take, but this time both lead to the same place. In this case, there's the quick way and the longer, more annoying way. Stand on the first platform and wait for it to begin moving down. As it passes by the second one moving in the opposite direction, jump to it and use it to reach the ledge on the third floor to the right. Enter the door directly in front of the ledge to proceed. Using the other route involves blast through several enemies and collecting an extra ammo clip in the process. More than likely, however, you're bound to spend three or four clips getting from Point A to Point B.

The next area is a bit complicated since there are a few different places to explore, and it looks something like this:



Obviously, the difficulty of this area largely depends on how many, and which, items you're interested in picking up. The clock on the first floor is fairly easy to pick up, so grabbing it regardless of your situation isn't a bad idea. Otherwise, I normally don't find myself short on ammunition or particularly desperate for time, so the easiest way to reach the exit is by solely using the platforms.

To skip most of the fighting, when you enter the area, immediately turn around and shoot the thug with a rocket launcher near the edge on the right, and then jump to the platform over the pit. Stay on this platform to reach the second floor on the left, but watch out for the terrorist walking around. Hang around here for a moment until the platform to the third floor comes back down and leap onto it. This platform will take you up to the fourth floor, but on the wrong side. To reach the end, jump to the platform on the right, and then again to the ledge where you'll find a bulletproof vest being guarded by a thug with a rocket launcher. Past him, nearly the entire floor will collapse underneath you, so jump across the entire level - shooting the two terrorists that get in your way - until you come up to a goon with a flamethrower. Kill him, grab the ammo clip in the corner, and enter the door.

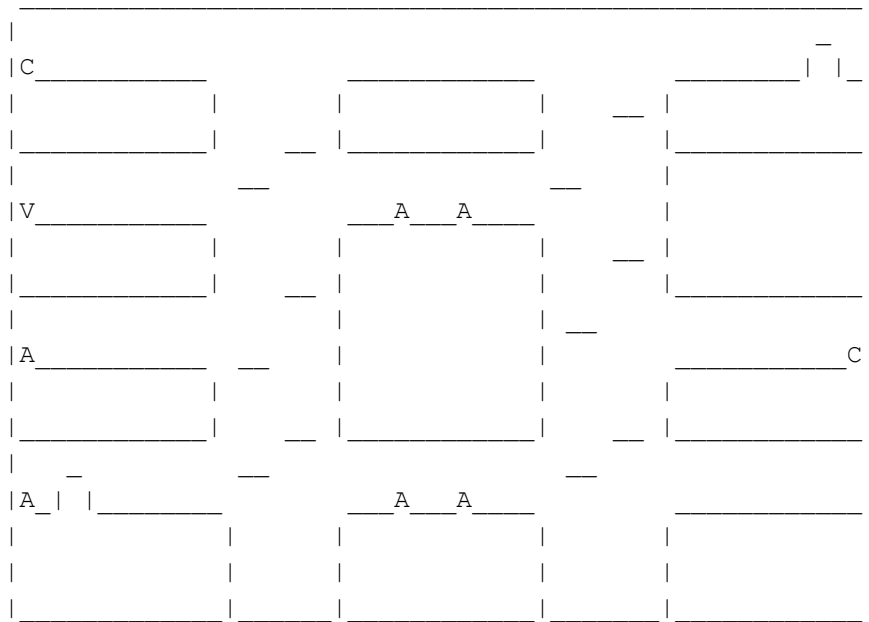
Once again, the method described above is the quickest way to reach the exit, but at the price of several ammo clips and clocks. If you want them, the goons protecting them all are mainly basic thugs with rocket launchers and flamethrowers, and the majority of the floors are rigged to collapse. To save time, instead of retracing your steps back to the platforms, climb up the ladder on the third floor and use the first strategy to reach the exit.

You appear in a room filled with small platforms that move horizontally, with a bulletproof vest on the right. Grab it and jump onto the first gray platform. Kill the terrorist and take his place until the gray platform above him hovers over your head. When it's on the far left side of the screen, jump to the platform that floats up to it. Climb up to the stationary platform with a bulletproof vest on it and wait for the platform above it to return. When it does, take it to the right and make your way up to the higher of two gray platforms. The next platform to aim for moves very slowly, and it may not appear when your platform is in position, so just wait another round for

it to get there and jump to it.

As mentioned much earlier in the FAQ, Murtaugh supposedly jumps higher than Riggs, but I honestly don't think it's very significant. However, at least as Murtaugh, you can bypass having to stand in the thug's line of fire while waiting for the platform to reach the stationary ledge on the left here by jumping straight up to the gray platform. From here, climb onto the platform where the thug is shooting at you and take him out with a swift karate kick or two and grab the ammo clip. Make your way to the left side of the room and jump up to the gray platform underneath a terrorist in a green jacket shooting at nothing. Climb up to the platform he's standing on and take him out, and then head over to the next set of gray platforms to the right. There's a thug shooting down at you, so wait for him to fire a round before jumping to the platforms on the left. Make sure the guy with the flamethrower isn't going to hit you, and climb up to the highest floor. There's a bulletproof vest on the left, so pick it up and kill the two goons in your way. Take the clock on the right and enter the door to continue to the next area.

Once again, you're faced with a large room with moving platforms and multiple paths to take. This area is even larger than the previous one, and looks something like this:



Legend: V - Bulletproof Vest -
 C - Clock | | - Entrance/Exit
 A - Ammo Clip

As before, the only items you may need to pick up are the clocks, but for the most part the reward for exploring is ammo, which you should already have an abundance of. Thankfully, the collapsing floor trap doesn't appear here, so going out of your way for extra goodies is much easier this time around.

When you enter the room, shoot the thug with a flamethrower walking towards you and pick up the ammo clip to your left. Jump onto the first platform and stay on it - when it reaches the second floor, shoot the terrorist while stepping off onto the main area. The second platform that goes up to the third floor is either just arriving or just leaving, so get on it and jump to the platform on the right with the plan to cross through the middle section on the third floor.

Jump over the terrorist on the third floor's gunshot and return fire. When he's down for the count, jump to the main floor and kill the three thugs standing on or near the vents to the right. Just be careful, because one has a rocket launcher and another has a flamethrower, so keep your distance. When the level is clear, head over and get onto the platform on the other side. Before leaving this floor, though, pick up the two ammo clips.

From the platform you're standing on, jump to the one to the right moving in the opposite direction. Keep an eye out for any gunshots coming at you from enemies off screen, and kill the terrorist on the fourth floor before jumping off the platform. There's another basic terrorist here, but otherwise the floor is empty. Kill him and enter the door to continue.

Step to the left to avoid the wave of flame coming at you, and shoot the thug with the flamethrower. There's a terrorist with a rocket launcher on the ground level, but you can ignore him. Jump onto the platform where the flamethrower thug was and climb up to the next one just above it.

There's a gray cable above your head with a small orange and gold platform running across it. However, unlike all of the others, coming into contact with this platform results in injury, so avoid it. Instead, grab the cable itself and pull yourself across to the right. Murtaugh is able to simply jump up to the platform above the cable, and can do the same for the next set of platforms and cables. I'm not sure if Riggs is able to reach it, but if not you have to follow the cables to the end and use the platforms against the wall instead.

Shoot the terrorist in the green jacket and take his place on the platform. To the left is a bulletproof vest, to grab it before climbing onto the cable. Once again, Murtaugh can cheat a little bit here by jumping up to the platform between the two thugs instead of going all the way around and dealing with the masked terrorist standing in your way. However, after killing the two thugs, check out the area to the right and pick up the clock against the wall. Afterwards, head back to the left and use the annoyingly small platforms to continue up to the ceiling. Kill the masked terrorist and pick up the ammo clip, but watch out for the terrorist off screen preparing to take a shot. Take him out and pick up the ammo clip just past him. From here, use the cable to reach the platform with the bulletproof vest on it, and, as Murtaugh, you can jump up to the platform above your head. Otherwise, follow the cable to the left and use the platforms by the wall to reach the same spot. Once there, use the last cable to jump up to the highest floor - there's an ammo clip on the right, but otherwise there's nothing left to do but enter the door on the left.

Pick up the bulletproof vest on the right, but watch out for the masked terrorist above shooting down at you. Jump up to the platform next to the collapsible floor and use the cable to reach the two ammo clips. Kill the terrorist that's been continuously harassing you in this area, and hang on the far right side of the cable. You're supposed follow it to the end and drop down from the cable above that one onto the gray platform to the right. However, it's much easier to just wait for the gray platform to come your way and jump to it from the first cable - just keep an eye out for the orange and gold runner.

From the gray platform, jump to the stationary platform while shooting the masked terrorist in the process. Climb onto the second gray platform here and jump to the platform next to the flamethrower-wielding goon. Stand near the far corner, shoot him, and jump up to the platform above. Kill the second flamethrower goon and use the two gray platforms to reach the cable to the right. Follow it to the end and shoot the masked terrorist before landing on

the ledge with a clock on it. Jump over to the slow-moving gray platform, but shoot the terrorist standing on the other side before he gets a chance to attack. Wait for the thug with the flamethrower on the top floor to walk over to the right before grabbing the cable. There's a masked terrorist here that can give you problems, so avoid both the gunshots and the runner on the cable before jumping up and entering the door on the highest level.

Jump over the floor trap and pick up the ammo clip. Use the gray platforms to reach the cable on the left, and follow it to the end and climb up the two ledges near the wall. Jump across these stationary ledges and shoot the masked thugs hanging around waiting to attack. Follow the cable to the ledges against the wall and jump up to the higher of the two gray platforms. Jump to the gray platform on the right, and shoot the masked thug before he can get a shot off and knock you down.

Follow the cable across the screen, and jump to the second cable along the same level. Near the end, drop down and pick up the clock, and climb up the ledges to find another. Murtaugh can reach the highest floor from, or else use the gray platform reach the higher ground. Kill the thug patrolling around here, and enter the door.

After getting past the major change in scenery, hit the green switch to your left from "On" to "Off" before going anywhere. Walk up the incline and shoot the terrorist on the other side of the gap, and pick up the bulletproof vest behind him. The only way to go here is down, but instead of falling down, hit one of the red switches to make the series of platforms appear. On the final platform, step off and kill the terrorist hanging around. Pick up the bulletproof vest and drop down to the lower level between two more terrorists. Shoot them both and grab the ammo clip on the left before continuing right.

After a thug wearing a gas mask, the area will branch off into three routes. Hit the red switch and climb up the platforms of the higher path. Kill the masked thug on the left and crouch down to avoid his partner's attack. Grab the clock and head right - there are a few ammo clips and terrorists, but the key prize here is another green switch. Turn it off and head back to the junction. The lower path has an extra ammo clip but is otherwise unnecessary to explore, so take the middle route and follow it down. Kill the various terrorists that get in your way, and jump over the gap and pick up the clock on the other side. Afterwards, hit the red switch and drop down to the lower level. There are three terrorists guarding the entrance to the next area, so take them out and enter the door to continue.

From here, head right and kill the two terrorists in front of the large industrial fans. When the fans begin spinning, jump over it and Riggs or Murtaugh will float up to the ceiling in the fan's draft. Press forward to the right, fall down to the second fan, and drop down onto the floor. Karate kick the terrorist in your face and shoot his comrade at the other end of the screen before either of them get a chance to attack, and continue down this route until you come up to another fan.

Wait for the masked thug to shoot and the fan to turn on before stepping off the edge and floating over the fan to the other side where the red switch is. Kill the terrorist hanging around here, and turn the switch on to make the platforms appear. Float up to them, killing the thug as you pass by, and jump up to the next floor. Shoot the two thugs in this area and take the shorter right path, which leads to another green switch.

Now take the left path, which is a bit more complicated. Pick up the ammo clip and the bulletproof vest, and stand near the red switch until the fan

pulling you in dies down. Near the fan is a green switch, so turn it off and get back before it drags you in.

The next switch is above you, but the trick here is that there's another fan near the platforms. To time it correctly, hit the red switch on the lower level just as the fan blades stop spinning - if you go too early, jump to get away. With the platforms out, quickly jump up and scramble away from the fan before you get sucked in or the platforms collapse under your feet.

Take out the terrorist walking around and check out the next fan puzzle. Hit the red switch to make the platforms appear, and use them and the moving yellow platforms to cross over the fans. There are two more red switches halfway across, so stand on the yellow platform and wait for the gray platforms to retract again. Once they have, turn the red switch back on, but be sure to only activate the closer of the two switches, otherwise the second one will offset the first. Safely on the other side, shoot the terrorist and pick up the clock. Wait for the fan to stop, and turn the final green switch off.

With all of the yellow barriers out of the way, backtrack to the area where you used the fan to float up to the platforms. Take the path that heads right and take out the two thugs patrolling around. There's another puzzle with the fans, and they're spaced apart so far that you have to be up against the ceiling before falling to the next fan. Drop over the terrorist at the edge of this area to avoid being knocked off, and shoot them both. From here, float up to the ceiling and try to turn the red switch on. If you miss, however, you can activate the other one near the second fan - afterwards, you can reach the platforms and climb up.

Safely getting to the top here can also be tricky, since there's a fan pulling you in, a masked thug shooting down at you, and a terrorist with a grenade launcher lobbing explosives just over the top of the entrance. The easiest way to survive is by killing the masked thug first, since you'll also be able to figure out when the fan will turn off as well. When he's dead, drop back down and wait for the switch to turn back off. Afterwards, activate it again and quickly jump up to the top. Kill the remaining terrorist, pick up the two ammo clips, and enter the door.

This new area throws yet another trap at you - electrified floors. The first thing to do, however, is to kill the terrorist walking around the entrance. Afterwards, turn the green switch to your left off and head right. The sky blue portions of the floor are the ones that can electrocute you when turned on, so make sure you quickly get across if you're standing on it. Mixed in between are various terrorists as well, so clear the way before crossing an electrified floor.

At the end, use the fan to float up and land on the first yellow platform. Jump across the other yellow platforms, and use the last fan to safely land on the other side. There's another, albeit shorter, electrified floor puzzle here, so get through that the same way as before.

Wait for the fan to begin spinning again, and hit the red switch as you float up to the ceiling. Fall down onto the gray platform, and quickly jump onto the yellow platform, which takes you up a vertical shaft. The two fans here never turn on, as far as I know, so don't worry about being blown off. Grab the clock and continue up, killing the two terrorists when you reach the top. Turn the green switch off, grab the ammo clips lying around, and head back down. At the bottom, make sure the fan on the far right side is on, and jump from the yellow platform and float up to the other side.

From here it's a straight path to the exit, with more electrified floors and terrorists mixed in. There are fans here, but you can either jump or float over them pretty easily. At the end, enter the door to fight the boss.

Boss: Mobster Muscle

This boss is ridiculously easy - even when compared to some of the other bosses in this game, who also don't have a whole lot of variety in their attacks. Presumably this is supposed to be some hired goon for a mafia Don Leo Getz screwed over in the past, and the phrase "dumb muscle" has never applied more.

The Mobster's has a Tommy Gun, and he pretty much walks around shooting every once in a while. If you're too far away, he may jump to close the gap, but you'll probably lose more life when he walks into you than anything else. The red switches are here, and different ones will activate different platforms. Not that it matters, of course, since Murtaugh can actually clear the Mobster in a single jump.

You want a strategy? Crouch when he shoots, jump over him when he crowds you into a corner or use the red switches to accomplish the same goal, and shoot him when you can. Just don't accidentally fall asleep before finishing the fight. Yes, it really is that dull.

005.0 - Mission Five

Briefing: Weapons have been stolen from the police storage depot. A crooked ex-police sergeant is suspected. Find him and stop him - heavy armed resistance is expected.

The jail and offices in the police department most of the level takes place in are divided into two levels, and either will get you to the same area in the same amount of time. The difference, however, is that the lower levels are more difficult to get through, but there are more items to pick up. The two floors are just as long and have the same enemies, there are just more of them packed into the same amount of space. This means that if you have some spare ammo from the previous levels, you can make things much easier by taking the high road. Should you get lose a character and have to start over with a meager three clips, though, you may have to take the more difficult route.

Pick up the bulletproof armor and ammo clip near the entrance and head to the right. Shoot the skinhead, who takes two shots to kill, and the rifleman near the edge before jumping onto the platform. Unless you desperately need ammo, take the higher level, because the lower level is a dead end with only a single ammo clip as a reward. In both cases, however, the main annoyance is jumping to the other side without being shot, either by the thugs on the floor above you or the guys standing right where you're attempting to jump to.

On the higher level, avoid being shot by the rifleman across from you and take out the skinhead walking around. Jump across the three platforms and continue along another row of jail cells patrolled by a few thugs. Beyond that is another series of platforms, followed by another row of jail cells and yet more platforms after that. This set of platforms only leads to a single row of cells on the second floor, though there is a lower level that

you can reach by taking the platform on the other side down and jumping over to it. The reward for this is another ammo clip, so it may be worth the effort if you need the extra rounds. There's also another three ammo clips guarded by just two riflemen, so be sure to snatch those up as well. Take the higher level to find a bulletproof vest and the door to continue.

The second floor is unguarded, so pick up the two ammo clips and enter the door to head downstairs. Once there, quickly take out the thug carrying a flamethrower, and take out the masked thug standing on the filing cabinets. Pick up the ammo clips lying around and enter the door on the right.

The next area is nearly identical to the beginning of the mission, with the same two-level setup and moving platforms. Pick up the clock near the door and jump onto the platform, but watch out for the masked thug shooting down at you. Kill him first, and wait for the three thugs on the left to fire off their shots before jumping onto the higher floor. The lower level is, as always, loaded with items like ammo clips and bulletproof vests, but there are only a few weak thugs on the higher level. As a bonus, you can stand on the filing cabinets to avoid the thug with the rocket launcher. Jump to the moving platforms until you reach the next set of office cubicles, but in this case, take the lower floor regardless of how much ammo you have. There aren't any items to find on either level, and it's difficult to take the thug with the flamethrower out before he attacks with the long, unavoidable stream of fire. On the first floor, you'll find the route much easier to traverse.

When you come up to more platforms, wait for the masked thug to shoot before jumping onto the platform. Continue across the next series of platforms, but make sure to jump when the one in front of you is near the bottom, since they're spaced farther apart here. The first floor is once again an easier path, but you have to jump down awkwardly since the platform stops in the middle of the screen. If you can manage to jump down, though, you'll score three ammo clips and avoid some of the more annoying enemies. The final series of platforms is simple enough, but there's a thug with a flamethrower standing at the edge of the second floor. The door is on the lower level, however, so jump to the second platform and walk off the other side to avoid the wall of flame. Safely on solid ground, pick up the two ammo clips and enter the door.

Quickly turn around and shoot the terrorist to the right before focusing on the goon at the other end of the screen. Walk down the row of cubicles, under the enemies standing on filing cabinets, and enter the door to continue upstairs. Shoot the masked thug, pick up the clock and ammo clip, and stand on the far left picking off the group of enemies standing around near the door. When they're all kissing the floor, head through the door to the next set of offices, which are fairly bland. Each one has four or five goons walking around, but they're all spaced apart and most of them are pretty weak. The only one to watch out for is the goon with the grenade launcher, since he's standing right under the masked thug perched on the filing cabinet on the second floor and it's easy to be caught with your guard down. Otherwise, however, blast through their lines and head outside to the parking lots.

Pick up the ammo clip near the door and jump onto the platform with arrows pointing up and down. Depending on which arrow you're standing on, the platform will move in that direction, so move it up to reach the higher area with parked patrol cars, but jump to avoid the thug on the left's stray shot in your direction. There's a single terrorist standing on the pavement, and the rest are on the patrol car hoods, allowing you to walk past them without breaking a sweat. At the end, pick up the bulletproof vest and jump onto one of the yellow blocks that circle the area below the parking lot. Use the

three individual pairs to reach the near level of cars. If you find that you can't make a jump, try standing on the other block in the pair - the extra second may be enough time to position yourself correctly.

From the second row of parked cars, kill the thugs standing on the hoods and grab the bulletproof vest on top of the SWAT truck between the two masked thugs. When you reach the end, jump onto the arrow-platform and wait for the yellow blocks to come by your side. Jump over to the lower level and shoot the terrorists walking around. There are some more items, including an ammo clip and a clock, lying on the ground, and you can use the car on the lift to pass over the gap. Kill the remaining enemies here, and quickly jump to the arrow-platform, and then again to the yellow blocks to avoid being shot by the thug on the higher level. Use the blocks to reach the lower level, which has a door that leads to the final boss.

Boss: Jack Travis' Bodyguards

The dirty cop Travis has two very large bodyguards at his disposal, but they aren't terribly difficult if you act fast. They each take one level of the room, with one standing on the ground and another on the filing cabinets, and they never switch regardless of what happens. This means that if you can quickly take out the bodyguard on the bottom, you can take potshots at his partner's kneecaps and breeze through this boss. Fortunately, this is pretty easy to do, since the bodyguards only attack with a machine gun and you can crouch to avoid the gunshots.

When you enter the room, the two bodyguards will be sitting motionless before getting up and walking around, giving you a nice window to take free shots. Don't pass up such an opportunity - the sixteen bars of health may look daunting, but they're divided up between the two, so it only takes three clips to kill one of them. If you have the spare health, just stand and attack, since the invulnerability time will be long enough that you should be able to finish the first bodyguard off. If you're low on health, jump onto the cabinet and quickly drop back down on the other side. Likewise, if you run out of ammo, climb up to the metal lockers above the filing cabinets to find four ammo clips.

With the first bodyguard is dead, head over the far left side of the area and stand on the shorter filing cabinet against the wall. From here, jump and shoot his partner to finish him off.

The boss's life meter may be gone, but the level doesn't end when both bodyguards are dead. Jack Travis is standing in the top left corner of the area, so climb up the lockers and jump to where he is. Don't bother trying to attack Travis, since your gunshots and karate kicks pass right through him. Instead, simply walk into the crooked cop to end the level. Yes, you will take damage for coming into contact with an enemy, but that's how the game ends. Interesting... to put it nicely.

With Travis in custody, you've successfully completed Lethal Weapon for the Super Nintendo. Thanks for reading, and hopefully you found this guide helpful.