

LETHAL WEAPON



COMMODORE 64/128
ENGLISH VERSION

LETHAL WEAPON

SCENARIO

DETECTIVES RIGGS AND MURTAUGH ARE REALLY UP TO THEIR NECKS IN IT THIS TIME. THE 'LETHAL' DUO ARE CALLED TO THE SCENE OF A BOMB SCARE.

RIGGS CAN'T WAIT FOR THE BOMB SQUAD AND DECIDES TO DEFUSE THE THING HIMSELF. HE CUTS THE WRONG WIRE AND THEY HAVE TO RUN FOR THEIR LIVES.

THEY MAKE IT BUT THE BUILDING DOESN'T. NATURALLY, THE CHIEF IS A LITTLE UPSET AND, CONSEQUENTLY, THEY ARE BACK IN UNIFORM AND BACK ON THE STREET - PATROLMEN RIGGS AND MURTAUGH HIT THE TOWN.

WHEN THEY FOIL A ROUTINE ROBBERY AND DISCOVER A SUSPICIOUS QUANTITY OF WEAPONRY, THEIR REPORT IS HUSHED UP. UNDETERRED THE TWO COPS INVESTIGATE FURTHER AND DISCOVER MASSIVE ILLICIT DEALINGS IN WEAPONS CONFISCATED BY THE POLICE.

IT SEEMS THERE IS ALREADY AN INTERNAL INVESTIGATION INTO THIS MATTER, BUT RIGGS AND MURTAUGH ARE NOT DEEMED RESPONSIBLE ENOUGH TO HELP.

FIRST THEY MUST PROVE THEIR WORTH IN THE FIELD OF "ORDINARY" POLICE WORK BY CLOSING FIVE LONG-STANDING FILES.

LOADING

COMMODORE CASSETTE

ENSURE THE CASSETTE IS REWOUND TO THE START AND THAT ALL NECESSARY LEADS ARE CONNECTED.

INSERT THE CASSETTE, PRINTED SIDE UPWARDS, IN YOUR COMMODORE RECORDER.

PRESS THE SHIFT KEY AND THE RUN/STOP KEY SIMULTANEOUSLY.

FOLLOW THE ON-SCREEN INSTRUCTIONS.

PRESS PLAY ON THE TAPE DECK.

THE PROGRAM WILL NOW LOAD AUTOMATICALLY.

FOR C128 LOADING TYPE GO 64 THEN PRESS RETURN AND FOLLOW C64 INSTRUCTIONS AS ABOVE.

PLEASE NOTE: THIS GAME LOADS IN A NUMBER OF PARTS - FOLLOW THE ON-SCREEN INSTRUCTIONS.

DISK

SELECT 64 MODE (IF USING COMMODORE 128).

SWITCH ON THE DISK DRIVE AND INSERT THE GAME DISK WITH THE LABEL FACING UPWARDS.

TYPE LOAD "*",8,1 AND PRESS RETURN - THE INTRODUCTORY SCREEN WILL APPEAR AND THE PROGRAM WILL LOAD AUTOMATICALLY.

CONTROLS

LETHAL WEAPON IS A ONE PLAYER GAME.

YOU MAY CONTROL EITHER RIGGS OR MURTAUGH WITH THE JOYSTICK IN PORT 1 OR 2.

JOYSTICK MOVEMENTS

LEFT/RIGHT - MOVE LEFT AND RIGHT

UP - JUMP, CLIMB LADDERS, ENTER DOORWAY

DOWN - CLIMB DOWN LADDERS

FIRE - SHOOT

PRESSING FIRE WILL ACTIVATE YOUR CHARACTER'S WEAPON. YOU WILL BE GIVEN A MINIMAL SUPPLY OF AMMUNITION THROUGHOUT THE GAME, BUT EXTRA CLIPS MAY BE COLLECTED AS YOU PROGRESS.

USE UP/JUMP TO ENTER A DOORWAY.

YOU MUST STOP IN FRONT OF THE DOOR BEFORE ENTERING.

FILE BRIEFING

FILE #1 - THE EXPORT GANG

A SHIP WILL SOON BE LEAVING A HEAVILY GUARDED L.A. DOCKSIDE, ON BOARD IS A CONTAINER FILLED WITH MONEY - THE ILLEGAL PROFITS OF INTERNATIONAL DRUG RACKETEERS. THESE VILLAINS ARE OPERATING WITH DIPLOMATIC IMMUNITY AND BELIEVE THEY ARE SAFE FROM THE LAW. EXPECT VERY STRONG RESISTANCE.
MISSION OBJECTIVE: RETRIEVE THE MONEY.

FILE #2 - THE SUBWAY

A FANATICAL TERRORIST GROUP ARE USING THE CITY'S SEWER SYSTEM TO GAIN ACCESS TO THE SUBWAY. THEY PLAN TO HOLD THE CITY TO RANSOM BY PLANTING BOMBS AT KEY POINTS WITHIN THE NETWORK.
MISSION OBJECTIVE: LOCATE AND STOP THE BOMBERS.

FILE #3 - THE FACTORY

LEO GETZ IS BEING HELD HOSTAGE DEEP WITHIN THE OLD RUN-DOWN STEELWORKS. HIS EXACT LOCATION IS UNKNOWN. THERE ARE MANY GUARDS AND THE STRUCTURE IS DECAYING AND UNSAFE. STEALTH IS RECOMMENDED.
MISSION OBJECTIVE: RESCUE LEO.

FILE #4 - THE POLICE STATION

RIGGS AND MURTAUGH HAVE NOW JOINED THE INTERNAL INVESTIGATIONS INTO A POLICE WEAPONRY CONSPIRACY. THERE HAVE BEEN REPORTS OF BULLETS BEING SHOT AT POLICE, WHICH PENETRATE THEIR BULLET-PROOF VESTS. THESE HAVE BEEN SUPPLIED BY AN EX-COP WHO HAS STOLEN THEM FROM PREVIOUS ARRESTS.
OUR DUO MUST SEARCH THE POLICE STATION AND GARAGE AND RECOVER THE BULLETS.

FILE #5 - THE VENTILATION SYSTEM

HAVING SUCCESSFULLY RETRIEVED ALL THE BULLETS, RIGGS AND MURTAUGH MUST MAKE THEIR WAY THROUGH THE STATION VENTILATION SYSTEM TO EXPOSE THE EVIL CONSPIRACY AND THE VILLAIN BEHIND IT.

HOW TO PLAY

PRESS FIRE TO START.

ON THE SELECTION SCREEN YOU MAY CHOOSE CONTROL OF EITHER RIGGS OR MURTAUGH.

RIGGS IS A MASTER OF UNARMED COMBAT AND CAN JUMP HIGHER THAN MURTAUGH, WHEREAS MURTAUGH IS BETTER WITH A WEAPON AND PACKS MUCH MORE FIREPOWER.

YOU MUST DECIDE WHICH OF THEM WILL BEST SUIT YOUR STYLE AND THE CURRENT MISSION.

PLAYING A MISSION

YOU ARE ABOUT TO ENTER A WORLD OF VIOLENT VICIOUS VILLAINS WHOSE SOLE PURPOSE IS TO STOP YOU FROM COMPLETING YOUR OBJECTIVE. EXTREME FORCE IS NECESSARY TO REACH THE END OF EACH LEVEL.

YOUR BODY ARMOUR WILL ABSORB MANY 'HITS' BUT BEWARE OF "COP-ELIMINATOR" BULLETS, WHICH CAN DISABLE WITH A SINGLE SHOT.

YOU MUST MAKE YOUR WAY THROUGH THE LEVELS, PROGRESSING BY NEUTRALISING ENEMIES, COLLECTING EVIDENCE AND DEFENDING YOURSELF.

THERE IS A BOSS VILLAIN AT THE END OF THE LAST LEVEL OF EACH MISSION!

YOUR BATTLES WILL BE FOUGHT IN DANGEROUS AND HOSTILE ENVIRONMENTS. THERE ARE MANY DEADLY CHASMS AND MUCH ROPE CLIMBING. STAY ALERT, YOU CANNOT SURVIVE A LONG DROP!

THERE ARE VARIOUS POWER-UP ICONS SCATTERED THROUGHOUT THE GAME:

- SMALL HEART - INCREASES ENERGY
- LARGE HEART - EXTRA LIFE
- AMMO CLIP - EXTRA AMMUNITION
- GUN - INCREASES FIREPOWER
- MAGNIFYING GLASS - EVIDENCE (POINTS BONUS)

STATUS AND SCORING

WHEN YOU SELECT A MISSION YOUR STATUS WILL BE DISPLAYED IN A PANEL AT THE BOTTOM OF THE SCREEN. THIS HAS THE FOLLOWING INFORMATION:

- SCORE - INDICATES YOUR EFFECTIVENESS
- LIVES - SHOWN AS HEARTS
- ENERGY - REPRESENTED AS A RED BAR
- CLIPS - AMMUNITION IN SIX-BULLET CLIPS
- BULLETS - THE NUMBER OF BULLETS REMAINING IN YOUR GUN

POINTS ARE SCORED AS FOLLOWS:

ENEMY NEUTRALISED - 100 - 2000 POINTS

EVIDENCE - BONUS POINTS ARE AWARDED ON COMPLETION OF A MISSION FOR ALL RELEVANT EVIDENCE COLLECTED

MISSION BONUS - 5000 POINTS ON COMPLETION

AMMO BONUS - 50 POINTS FOR EVERY REMAINING CLIP

HINTS AND TIPS

* DO NOT WASTE AMMUNITION.

ONLY SHOOT WHEN ABSOLUTELY NECESSARY.

* LOOK OUT FOR HIDDEN AMMO, YOU WILL NEED IT.

* STAY CALM AND DO NOT HURRY.

* CHOOSE YOUR CHARACTER WISELY TO SUIT THE MISSION.

* EXPLORE ALL LOCATIONS - YOU MAY BE REWARDED FOR YOUR EFFORTS.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS.

PLEASE READ THE INSTRUCTIONS FOR LOADING AND FOLLOW THEM CAREFULLY.

THIS GAME HAS BEEN TESTED AND CHECKED FOR VIRUSES. PLEASE DO NOT USE ANY FORM OF DISK UTILITY WITH ANY OCEAN PRODUCT AS SUCH USE MAY RESULT IN THE CORRUPTION OF DATA AND RENDER THE DISK UNUSABLE.

CREDITS

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