



Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, California 95131

LETHAL WEAPON, characters, names, and all related indicia are trademarks of Warner Bros., a Time Warner Entertainment Company ©1993.
Game program ©1993 Ocean Software Limited.
Ocean is a registered trademark of Ocean Software Limited.

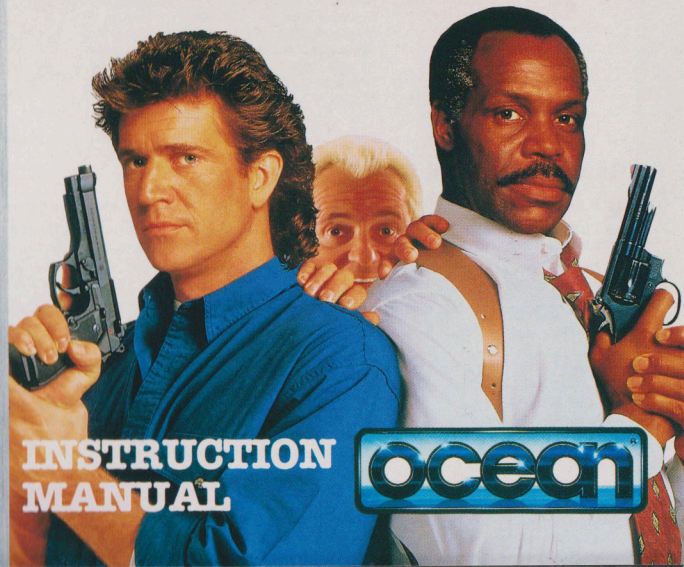
Printed in Japan

Nintendo

GAME BOY

DMG-LT-USA

LETHAL WEAPON™



**INSTRUCTION
MANUAL**



LICENSED BY



Nintendo, Game Boy and the official seals are trademarks of Nintendo of America Inc.

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System. All Nintendo products are licensed by sale for use only with other authorized products bearing the official Nintendo seal of quality.



AK

Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

ADVISORY: READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Contents

Lethal Weapon.....	2
Setting Up.....	3
Your Controls.....	4
Playing the Game.....	8
Pick-Ups.....	10
Playing Tips.....	12
Limited Warranty.....	13

Lethal Weapon

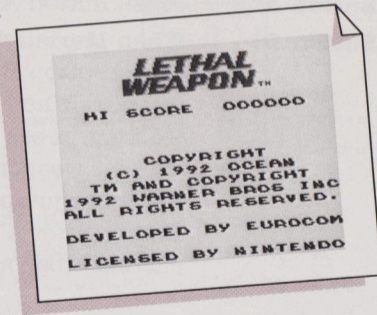
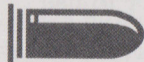
Riggs and Murtaugh, two tough Los Angeles cops, face their toughest challenge yet. **Riggs** is a Vietnam veteran, trained in the techniques of the U.S. Commandos. He's high-strung, unpredictable, and impulsive, with little regard for his own safety. His incredible skill in Martial arts makes him truly a living, breathing Lethal Weapon. **Murtaugh** is more of a career cop and a family man who had it easy until Riggs showed up a few years ago... and those few years already seem like a lifetime. Preferring ammunition over hand-to-hand combat, Murtaugh is less athletic than Riggs — but he still packs a mean punch.

Now this mismatched duo must face their most treacherous mission, dealing with bank robbers, bombs and illegal money exchange.

Getting Started

To start playing LETHAL WEAPON:

- 1) Make sure that your Game Boy is turned off.
- 2) Insert the Game Pak into the game pak slot.
- 3) Turn on the Game Boy.
- 4) After the copyright notice appears, press Start to begin the game.

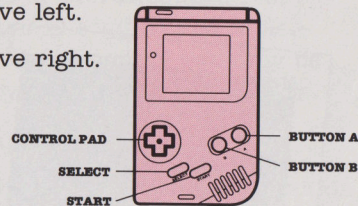


Your Controls

- Start:** Press Start to begin play. Pressing Start during play will pause and unpause the game.
- Button A:** Press Button A to jump.
- Button B:** When Murtaugh is standing or walking, press Button B to punch or use current weapon. When Riggs is standing or walking, press Button B to kick or use current weapon. When Murtaugh or Riggs are jumping or falling, press Button B for a flying kick or to use current weapon.

- Control Pad Up:** Move into the screen.
- Control Pad Down:** Move out of the screen.
- Control Pad Left:** Move left.
- Control Pad Right:** Move right.

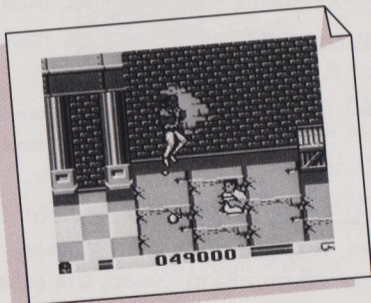
To change between Riggs and Murtaugh, move to left of screen.



You can choose to play either Riggs or Murtaugh, but each has different abilities. Riggs is trained in Martial Arts and Murtaugh prefers ammunition. Select the most appropriate one for each task.

Status Display

The following information is displayed across the bottom of the screen: Character, Energy, Score, Ammunition and Weapons.



Character: Indicates whether you are playing Riggs or Murtaugh.

Energy: When Riggs or Murtaugh are resting, some of their energy will be replenished. Additional energy can only be achieved by collecting energy icons.

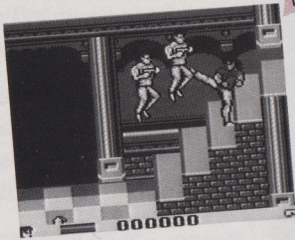
Score: Displays the current score.

Ammunition: Displays the percentage of ammunition the current character has remaining.

Weapons: Displays the current weapon.

Playing the Game

Your first mission is to infiltrate a group of hoods dealing with illegal currency exchanges. You must stop a bank robbery which is in progress in the shopping mall, and protect any innocent bystanders. The gang has converted Krugerrands and diamonds into money and are attempting to escape the country on a ship at the docks. You must stop them, defeat the boss, and defuse a bomb which has been planted on the ship.



Your second mission involves a cache of police weapons which has been stolen with the help of an insider. Riggs and Murtaugh have to track them down, making their way along a freeway, through an industrial works, and finally ending up at a construction site, which is the front for the whole operation. Finally, they must confront the ex-policeman who is behind the gang, and neutralize a bomb which has been planted at the site. All this must be done, and seconds are ticking away!

Throughout the game, Riggs and Murtaugh must rescue innocent citizens who have been taken hostage while being hindered by helicopters, punks and hoods.

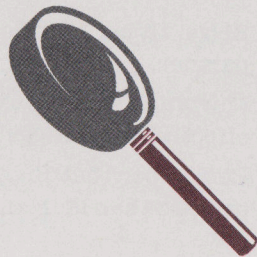
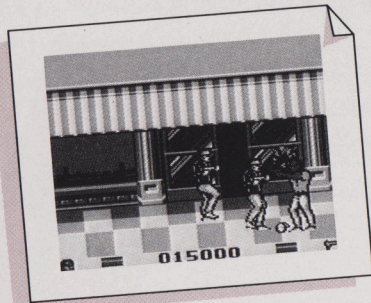
Pick-Ups

There are several objects that may be collected, and either Riggs or Murtaugh can pick up certain ones. You have to figure out which items these characters can pick up.

Objects are collected simply by walking through them. Each time an object is picked up, it will replace the one currently held, except for the energy, bullet-proof vests and extra ammunition.

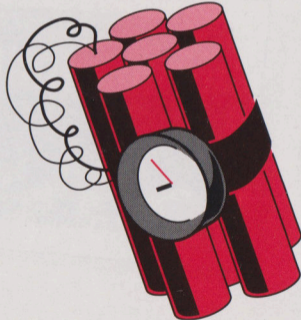
Extra Ammo is in the form of hand-guns which appear frequently. But the hand guns only last as long as they have ammunition.

Grenades, guns, knives and packing cases may also be collected.



Playing Tips

- Remember to bear in mind the strengths and weaknesses of Riggs and Murtaugh.
- Riggs' flying kick has double the strength of his partner.
- Murtaugh's punch is more effective than Riggs' kick.
- Remember that Riggs is more athletic than Murtaugh.



Limited Warranty

Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Ocean of America, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Ocean of America, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty give you specific legal rights and you may also have other rights which vary from state to state.

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131. (408) 954-0201.