

# VENDETTA - THE SOLUTION

PA

Three down, four to go. Prepare to blast your way through the last few levels of military mayhem with Andy Roberts at the controls.

### LEVEL 4 - DRIVING

The driving sections become tougher, with more cars, tighter bends and less time. Slow down when taking a bend or you'll waste valuable seconds if you skid off the road. If your car veers violently in one direction, push the other way on the joystick to counteract it. If you go too slowly, however, you'll be pulled over by the police - it's therefore essential to collect every object on the 3D stages. The MAP is also important, as it's used by the computer to point out the correct fork in the road.

### LEVEL 5 - AIRPORT

From here on in, every terrorist is armed, so it's better to stick to the Kalashnikov or Uzi when entering a room

for the first time. There are also fewer objects to collect, so you can keep your

weapon selected without having to worry about switching back to fists. From the start, blast the armed terrorist and kick the door to open it. Go through the door, blast the guard, and collect the DISGUISE from the filing cabinet - this makes you invisible to the guards until you board the plane. Leave the room, blast the terrorist again, then take the upper right exit into the hanger. Kill the guy in the next room, take the right-hand exit, then kill the terrorist and collect the AMMUNITION.

Take the right exit, blast the terrorist, then take the right exit again. Kill the terrorist then take the right-hand path to arrive at the plane. Kill the terrorist who's waiting here and collect the extra AMMUNITION, then climb up the ladder into the plane. Your disguise will have worn off, so quickly blast the terrorist and take the left-hand exit into the next room. Kill the terrorist and take the left-hand door into the cockpit. Quickly blast the guy, collect the map from the cabinet, then select the WIRE CUTTERS and use your 'pick up' motion on the girl - cut the middle wire, the

left wire, and then the right wire (red, yellow and blue) in that order to defuse the bomb and complete the level.

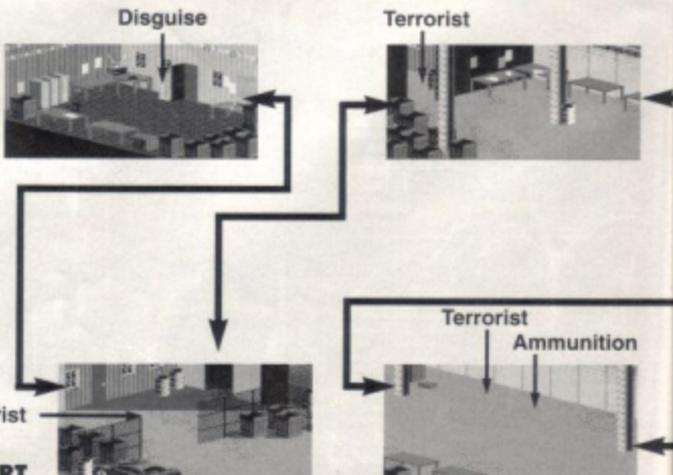
### LEVEL 6 - DRIVING

By now the time limit will be getting rather low, so use the turbo function at every opportunity (straights usually appear after several tight bends). You may also notice an abundance of helicopters, so be ready to switch to missiles as soon as they appear. Keep ground guns selected for the rest of the time, however, to shoot cars before they bump you off the road (motorbikes are particularly fendish).

### LEVEL 7 - CENTRAL PARK

This level is, surprisingly, easier than the previous ones, basically because there are no objects to collect - it's just a straightforward, no-nonsense blast-'em-up!

From the start, blast the terrorist and take the upper left exit. Kill the next terrorist, then take the upper right exit into the 'statue'



screen. Dispose of the terrorist here, take the right-hand path into the next screen then (yes, you guessed) blast the terrorist. Leave by the top-left exit, kill the final terrorist, then go back the way you came until you reach the 'statue' screen again. Here you will meet the Professor - use your 'pick up' motion on his head (face right to do this) and he will stand up and give you the briefcase.

Congratulations! You have defeated the terrorists, rescued the hostages and completed the game.

Thank you and good night.

## CHEAT ZONE

If you're having trouble with any particular level (haven't we given you enough help already?) you could always try this cunning cheat mode; at any time, hold down the keys B, U, N, and T to instantly load the next level. Easy life!



Terrorist



Terrorist



Terrorist



Terrorist  
(and later the Professor)



START

## LEVEL 7 - CENTRAL PARK

Terrorist  
Wire cutters Bomb



Map

Girl



Terrorist



Terrorist



Ammunition  
Terrorist



Terrorist



Terrorist

