

I. REVISION HISTORY

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3/9/02: v1.1

- Added my current email address.
- Made a few cosmetic changes.
- Added a link to the game's manual.

8/18/00: v1.0

- Completed Level 3.
- Added more Frequently Asked Questions.
- Changed the Controls section.
- First version submitted online.

8/17/00: v0.85

- Completed Level 2 and started Level 3.
- Added more Frequently Asked Questions.

8/16/00: v0.7

- Started the Walkthrough section.
- Completed Level 1 and started Level 2.
- Added some Frequently Asked Questions.

8/8/00: v0.5

- Added a Disclaimer section.
- Added a Story section.
- Added a Table of Contents.
- Added an Introduction.
- Added a Game Genie and Pro Action Replay Codes section.
- Added a Gameplay section.
- Added an Acknowledgements section.
- Added a Controls section.

8/7/00: v0.1

- Began guide.
- Only got the ASCII title done.

[NOTE: All of my revisions up to 1.0 are based roughly on about what percentage of the FAQ/Walkthrough I think is completed, just in case you are wondering why I went from 0.1 to 0.5. When I finish all the sections and consider the FAQ/Walkthrough complete, that will be version 1.0. Any small updates after that will raise the version 0.1 points and any major update that really shakes things up will raise the version 1.0 points.]

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II. INTRODUCTION

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Hudson Hawk. I've only seen parts of the movie, but what I did catch looked pretty cheesy. I like Bruce Willis, but from what I gather (from reading a review at imdb.com), you either loved or hated this movie. I guess the same could be said for the NES game, though I don't know anyone who loves it.

The first time I played this, I played for about 5 minutes before pulling the cart out of the NES in favor of something else. The controls seemed a bit off, as running and jumping weren't as smooth as, say, Contra and that damned dog kept hauling me off the screen.

A month or so later I decided to just read through the game manual, which could have been about 10 pages longer, and saw the screen shots for other parts of the game. This piqued my curiosity and I gave it another try.

Many hours later, with the help of a PAR code I created for infinite lives, I finished the game. Since beating it, I've actually grown to appreciate the game more, even though I'll admit it's still on par with most other NES movie games, like Cliffhanger or Jaws.

In my ongoing quest to find obscure games to write walkthroughs for, I believe Hudson Hawk will be a solid contribution to my anonymity as a video game FAQ writer. I've probably heard this game mentioned twice, maybe 3 times, in my 5 years on the net and none of it has been favorable, so I guess someone has to show it some love. Don't quote me on this, but I believe this is the only video game where you get to visit the Vatican...not even the Wisdom Tree games had a Vatican stage ;)

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III. STORY
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The following is taken straight from the manual:

Eddie Hawkins, a.k.a. The Hudson Hawk, has the reputation of being the best cat burglar in the world, but he's decided to go straight.

Unfortunately, Darwin and Minerva Mayflower have other plans. They are rebuilding Leonardo da Vinci's Alchemy Project, a machine that can make gold! Good for them but disastrous for the world's economy. They need Hawk's help, and they'll hurt his best friend unless he gives it to them.

The Mayflowers order Hawk to steal two priceless works by Leonardo da Vinci. One is located in Rutherford's, the heavily guarded auction house. The other rests in the vaults of the Vatican! Quite a challenge...even for the Hawk!

We need you to help the Hawk first, to save his friend, and second, because if Hawk can find where the gold machine is, maybe he can steal its key component and save the entire world from financial ruin...!

If you want to read the entire manual, check here:
http://sardius.steakandcheese.com/manuals/hudson_hawk.txt

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IV. GAMEPLAY
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There are 3 levels in this game. At the start of each level you are given your location and what item you need to find.

Hawk has two weapons. He can either throw softballs or use his fists. Most enemies can be taken out with softballs, while some can be stunned with a softball then finished off with a punch.

You can also use the softballs to flip switches you find throughout the game.

Objects throughout the game, like chairs and crates, will have to be used to get to certain areas in a level. I will be precise about these in the walkthrough.

The status screen can be viewed when you press Select. It displays your lives, energy level and score. You can press Select again at the status screen to toggle the game's music and sound effects off and on.

As I mentioned in the Introduction, jumping is a bit slippery, but the more you practice it the easier it will be for you.

When you lose 5 lives, the game is over.

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V. CONTROLS
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START

- Push to begin the game or level.
- Push to resume the game when paused.

SELECT

- Press to display the status screen (pause game)

UP

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- Climb up (ladders & ropes)
- Stand up (after crawling)
- Go through door (when standing in front of one)
- Move a platform up (when standing on one).

DOWN

- Climb down (ladders & ropes)
- Get on hands and knees to crawl
- Drop down (from the end of a rope)
- Move a platform down (when standing on one).

LEFT

- Move left.

RIGHT

-Move right.

A Button

-Press to jump.

B Button

-Press quickly to throw a softball, press hard and hold to throw a punch.

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VI. WALKTHROUGH

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For those of you who have played this game, you know it is one that you cannot run recklessly through. There are tons of traps and levers you must flip in order to get to the next area. This Walkthrough will spoon-feed you through the levels, telling you of just about every trap and enemy so you can avoid them with minimal damage. If you are using this Walkthrough to beat the game, I suggest you follow it carefully and read ahead a little before you walk into one of the multitudes of traps.

There are 3 levels in the game. Each level has an introduction screen, which I will paraphrase in its entirety.

If anyone has any questions on the game or can contribute anything more to what I have already provided, please send me some email (alamont1@maine.rr.com) so I can make this thing as complete as possible.

As for the game, have fun stealing Da Vinci's stuff!

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A. LEVEL 1

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"HAWK, YOUR FIRST TASK IS TO ENTER RUTHERFORD'S AUCTION HOUSE. AVOIDING THE HIGH SECURITY SYSTEM, MAKE YOUR WAY TO THE 7TH FLOOR, WHERE YOU WILL FIND THE SAFE. OPEN THE SAFE AND RETRIEVE LEONARDO DA VINCI'S PRICELESS HORSE SCULPTURE, THE 'SFORZA'.

GOOD LUCK..."

Alright, you start on a rooftop by an open door. A dog comes at you from the right. Jump on one of the tables (they have umbrellas on them) to avoid the dog. If it gets you, it will drag you down to the ground level.

Go right, jumping from table to table, then from the last table jump up onto the grey ledge. You will see a wire leading across to the next building. Stand under it and jump (you will automatically grab the wire). Toss softballs at the owls on the wire and move to the other side.

You'll find a lift with a crate next to it. Get on the right side of the crate and push it so it is on the right edge of the lift. Now stand on the lift and push up to carry the block up with you. Push the block off the lift to the right just a little bit, but don't push it off the ledge.

Jump off the ledge and you will see another block to the right. Push it to the left a little until it is in that shadowy area between the building and the ledge where you moved the first block.

Now jump up to the first block and push it off the right side of the ledge so it lands on the second block. Now you can jump up to the windows. Jump over to the open window and push up to enter it.

RUTHERFORD'S

Now you are inside the Rutherford building. Stand still and observe the pattern of the security laser, as you will see many of them throughout the building and just about all of them have the same pattern. Avoiding the laser, push the red block against the yellow wall. Before you climb over the wall, jump and toss a softball over the wall to eliminate the guard on the bike. Now jump over the wall.

You'll see a ramp in front of a wall. Jump onto the ramp and it will spring you over the wall. Grab the coin you find.

The next trap you encounter will be the floor sensors. Do not step on the striped tiles, as they will set off an alarm (the alarms either make more guards appear or make the lasers run about 4 times as fast for awhile). After you jump over the first striped tile, toss a softball to the right to dispose of another guard.

Jump over the other 3 tiles and you will notice a grey alarm panel in the wall. Duck and crawl under this panel, then jump over the yellow alarm panel right after it.

After the yellow panel you will see a door and a crate. Quickly toss a softball to the right to take out a guard. Now push the crate to the right until it is just before another grey alarm panel. Jump onto it and jump up to grab the wire.

Cross the chasm and when you reach the other side, drop straight down and toss a softball at the next guard. Do another low-crawl under a grey panel and go right, past the red doors to another security laser. Carefully work your way past the lasers and you will find some coins on the other side.

Continue to the right, where you will find the elevator leading down to the Tenth Floor.

10TH FLOOR

There will be a guy shooting at you from the left. Crawl over to the chair, then jump onto the chair and jump and toss a softball to eliminate him. Before you jump over the gap, note the security laser on the other side. Make a running jump off the chair and over the gap.

When you get by the laser, quickly push the red block all the way to the wall at your left. Jump up on the wall, then do a low-crawl past some grey sensors,

but before dropping down, make sure to toss a couple softballs at the janitor.

When you continue left, toss a softball at a kid with a camera and jump over a single floor sensor.

Continuing right, low-crawl under a sensor and jump over another, then push the red block to the wall and jump up onto it. On the other side is a chair. Make a running jump off the chair and over the floor sensors. When you land, immediately duck down and toss a softball to the left to take out a guard.

Now slowly work your way to the left, past a security laser, and you will see what looks to be a window. It is actually some kind of chute. Push up to climb into it.

INTO THE CHUTE, FLYBOY

You go down a series of chutes and end up near some coins. You are obviously in the guts of the Rutherford Building now. Grab the coins and climb up the ladder.

Move one screen right. There will be 3 exhaust jets and a ladder. Cautiously get by the first 2 jets and climb the ladder. Move slowly up the ladder as there will be 2 more jets aiming for you.

Get off the ladder to your right and throw a softball at the yellow switch. This will disable some electrical nodes down in the basement. Avoiding the fan (it kills you instantly), go back down the ladder.

At the bottom, go right past the exhaust jet and into an area with a ladder and 3 exhaust jets. Climb the ladder (when you get to the top, just press left to get off) and go left past the jets to a yellow switch. Throw a softball at it to move it to the "up" position.

Now fall back down to the floor and go left back to the ladder and climb it. Notice that the fan isn't moving anymore. Now you can crawl to the left.

On this next screen, cautiously climb the ladder all the way up and exit right at the top.

In this room, jump up and use the red bar to get across the electric nodes. Now go past the exhaust jet and you will then come to 2 more electric nodes. You will have to be extremely quick here. When you throw the softball at the switch, it will only shut off the electricity for 2 seconds. Here's what to do:

Stand as close to the electricity as you can, then turn to face left. Tap "B" to throw a ball at the switch and immediately jump right over the nodes, ignoring the coins.

Now go right, past the jet, and you will see some little blue squares. Run off the ledge so you land on the lower right one. The screen will scroll down, with you at the top center of it. You will see a yellow switch under you. Carefully work your way down to the blue square under the switch.

Before you hit it with a softball, know this: it only stops that fan over on the right temporarily. The moment you flip the switch, fall to the bottom and run like hell past the exhaust jet and up past the fan before it turns back on and mulches you.

Grab the coins and head down the ladder. The yellow switch here will turn the electricity nodes below you off for a mere 5 seconds, so flip the switch and race down past them.

Work your way down to the next screen and carefully get by the battery of exhaust jets and head right to another area of the Building.

9TH FLOOR

On this level, first crawl under a grey panel, then toss a softball at a biker, all while avoiding the security laser. Crawl under another panel and you'll reach a couch.

Jump onto the left side of the couch, then jump up and land on the right side and it will catapult you over the bureau. When you land, quickly toss a softball at the guard.

Continue slowly to the right, avoiding several panels and floor sensors. When you get to the security laser, get by it and slowly crawl under another grey panel. There will be another laser after it. Get by it and head to the elevator to reach the 8th floor.

8TH FLOOR

Upon exiting the elevator, quickly duck and toss a softball to the left to silence the guard. Now use the couch to jump over the floor sensors.

Go left past more floor sensors and when you see the red doors, toss a softball left to take out another guard. Push the red crate to the bureau and climb up it, then make a running jump to the other side.

Continue left, using the red crate to get over another obstacle, then quickly toss a softball left to eliminate another guard.

Now jump over a yellow panel, then crawl under a grey panel, then, while still crawling, throw another softball left to take out another guard.

Push up at the red door to enter.

In this room, do away with the bike guard and low-crawl past the grey panels.

When you reach the chair, be careful. Jump on the chair and it will toss you to the next chair. When you bounce off this one quickly hold left on the controller so your momentum is stopped and you land before the red door. You'll have just enough time to hit the guard with the softball.

Continue right, where you'll have to move across a gap in the floor via a wire.

When you get across, get past the yellow boxes and take out the guard on the bike. You'll see the elevator door, but BE WARNED! You cannot enter the elevator. It is a trap, as there is a security laser above and to the right of it. Move slowly until the laser appears. When you are in front of the elevator door, throw a ball to the right to eliminate a guard.

Familiarize yourself with the laser's pattern again. Creep to the right, where another security laser is right after the first one. Carefully avoiding both lasers, press up in the square under the second laser to enter the Gallery.

GALLERY

Quickly throw a softball to the right to dispose of the guard.

Proceed slowly to the right, avoiding security lasers. Right after the second laser, two guards come at you. Either throw a couple softballs at them or take a chance and use your fists by holding down "B" to throw a punch.

After the guards will be a faster, third security laser. Get by this and you will be rewarded with a bunch of coins.

THE SFORZA

When you grab the last coin, Da Vinci's 'Sforza' painting will start flashing. Punch it and the safe will open, revealing the actual sculpture, and you will move on to level 2.

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B. LEVEL 2
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"HAWK, YOUR NEXT TASK IS TO RETRIEVE LEONARDO DA VINCI'S SKETCHBOOK, 'THE CODEX'. THIS YOU WILL FIND DISPLAYED IN THE VATICAN HALLS. BEWARE THIS IS A VALUED POSSESSION AND HEAVILY GUARDED."

You start standing next to an orange block. Go left, fall to the bottom level, and go right and up the stairs for a coin.

You'll see a guy on a pogo stick. Hit him with a softball to stun him, then punch him to get rid of him.

Now climb over the orange blocks and eliminate the guy on the other side with 2 softball shots. Push the wooden crate off the ledge to the ground then push it over to the lift. Push up to move you and the crate up on the lift, then push the crate to the right against the orange blocks to get onto them.

Take out the guard at the top of the screen with 2 softballs and climb up to the upper level. Walk right over to the gap and you will see what looks like a nun on the other side. Hit here with 2 softballs then make a running jump over the gap.

Go right and you will reach a wire you need to cross. When you reach the other side jump down onto the orange blocks below you. There will be another orange block to your right. It is a trampoline. Jump on it to get over the blocks to your right and continue until you reach another nun, and take her out with a couple softballs (that's just wrong :)).

Now push the crate over to the lift at the right and then use it to reach the ladder to the next area.

MAZE

Underneath the Vatican building is a maze. There are a ton of hazards down here, including exhaust vents, moving spears, wheelbarrow-toting dudes and an invincible bouncing balls. Avoid all of them and read the following which will

give you the quickest route out of the maze.

From the start, go down the first ladder you reach. Pass by the 3 exhaust vents (don't let the steam touch you) and climb up the ladder.

Now work your way up the ladders avoiding the bouncing red ball until you reach the top, then go left and there will be a guy pushing a wheelbarrow full of bombs. If he rolls a bomb at you, jump over it, then hit him with a softball to stun (he only stays stunned for about 2 seconds) him and follow that up with a punch to knock him off the screen. Now run past the exhaust pipe and then up the ladder.

Work your way right, low-crawling past some dripping stuff, until you reach a ladder. Climb the ladder then go right, avoiding a spear, then up another ladder and finally up one more to the next screen.

On this screen you must cross a wire with your hands while avoiding the exhaust jets. Now ride the lift down to the next screen. There will be two exits on the screen...jump off at the bottom exit then climb down the ladder to the next screen.

There will be another wire to cross, this one with spears poking at you. Carefully cross this thing over to the other side (if you fall here, follow the path down, left, then up a couple screens back to an area you will recognize).

When you get across, climb the ladders up to the next screen. Get off the ladder in the opening on the right, but avoid the switch. Go right, past the spears, and carefully up the ladder where you must dispose of that weird looking guy with a softball followed up by a punch. Be quick and avoid his bombs that he dumps at you.

After beating him, climb the ladder up to the next screen. Carefully work your way to the top, avoiding all the obstacles, and head over to the right, where you will meet another of those wheelbarrow guys. Stun him with the softball and do him in with the punch, then stand in front of the hole on the right and push up to enter the rooftop.

ROOFTOP

This area is among the hardest of the game. The only general advice I can give is to proceed slowly. All the enemies can be beaten with a couple of softballs tossed at them, so just be on your toes to avoid them while thumping them with the balls.

Travel along the top level, defeating the enemies, until you reach a highwire. Cross it, but keep in mind you can toss softballs at the baddies while crossing the wire.

When you get to the other side, press up in front of the opening in the building.

INSIDE

A bunch of those wheelbarrow guys infest this level. Avoiding the floor sensors, beat the first one (softball, then punch). An enemy on some kind of mini-tank tread thingie comes at you. Get rid of him the same way you do the wheelbarrow guys.

Continue to the right and climb down the ladder, then repeat what you did before going towards the left. You might want to throw softballs ahead of you to hit any enemies that might be right off the screen about to attack.

Also, you will see panels in the floor. These will spring you back to the top level, so don't step on them.

When you get to the end of this second level you can climb down to the ground floor. Leap from platform to platform, defeating the same enemies, until you reach a blue pole at the end that you must climb down.

Work your way to the left, avoiding the springs in the floor (you will have to make running jumps to get over some of the springs) and eliminating your enemies like before. You will notice that you can walk on top of the bookcases, but you will not be able to get down from them when you reach the end, so stay on the floor. That is why you want to avoid the springs, as they will bounce you up on top of the bookcases and you will have to go all the way back to the right to get down to the bottom again.

When you make it all the way to the left and climb down the ladder at the end, you will be at the bottom floor of Level 2.

THE CODEX

Da Vinci's sketchbook, The Codex, is at the end of this hallway.

You will notice a bunch of platforms and strips of blinking lights. The key is to make it all the way to the right without touching the floor. Whenever you touch the floor, the gate in front of The Codex starts to come down while you are standing on the floor, so if you fall off a platform, quickly jump back onto another to stop the gate from moving. Make sure you avoid the blinking lights, as they cause damage.

I also noticed that if you want to make a jump to a platform without having your momentum carry you off of it, tap right on the controller at the same time you press the A Button to jump and you will make a nice, clean hop, landing solidly on the platform without moving any further.

If you reach The Codex before the gate makes it down completely (that is, if you didn't spend too much time on the floor), touch The Codex and you will proceed to Level 3.

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C. LEVEL 3
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"HAWK, YOUR FINAL TASK IS TO ENTER LEONARDO DA VINCI'S CASTLE IN SEARCH OF THE MIRRORED CRYSTAL. OBTAINING THIS CRYSTAL IS THE ONLY WAY OF DESTROYING THE GOLD MACHINE AND THE ALCHEMY PROJECT!! THE ECONOMIC FATE OF THE WORLD IS IN YOUR HANDS."

From the starting point, move right until an enemy floats down at you. Hit him with 2 softballs before he can attack you. Now low-crawl over to the base of the ladder and climb up to the top, carefully avoiding the flames that shoot out at you.

At the top of the ladder make a running jump over to the platform to your left.

It now looks like you'd have to make an impossibly long jump to the next platform to your left. Go ahead and try to make it. You will land on an invisible platform. This platform will become visible once you land on it.

From the invisible platform, jump left to the next platform. If you make a running jump off this one, you will land on another invisible platform. Keep going left until you reach a lift, then ride it to the top. Jump your way right until you reach a ladder and climb it.

When you get to the screen above you have to be quick. A guy is tossing garbage at you from out of his window. If you look to your left there is a vertical pipe with a couple of horizontal bars on it. You can stand on those bars, so instead of climbing up the ladder, quickly jump to your left onto one of the bars then onto the platform.

Go left until you reach a cable you must cross. Some weird looking creature is on the cable. It takes 4 softball shots to kill it. Cross the cable and climb the ladder. You will have to punch the guy in the window to get rid of him.

Continue right until you get to the other guy in the window and punch him, then ride the lift up to the top tier. Run to the left until you reach the next screen.

There will be a guy floating around with a gun and 2 weird looking creatures. Nail the guy twice with softballs then fall down to the bottom and toss a couple softballs at the cat-like creature to eliminate it.

Work your way up the small platforms until you reach the top. Go left and cross the cable (remember, you can still throw softballs while on the cable). Continue left, climb down the rope, keep going left, then climb up the platforms until you reach the ladder.

Before you climb the ladder, know this: the next screen is just a long ladder climb up to another screen. Two enemies will assault you as you climb the ladder. Just go straight up without stopping. Even if those guys touch you it won't decrease your energy, just don't wait around for them to shoot you.

When you get to the top of the ladder take out the floating enemy and work your way right past several enemies (they're easy to avoid) until you reach a crate. Use it to reach the ladder and climb up.

When you get to the next screen you will see, of all things, a dude hitting tennis balls. The balls come at you from the left and he hits them back where they came from. You will have to go left, being sure to avoid the balls. You'll have to alternate ducking and jumping over them until you get past the machine that is shooting them.

Go all the way left, then climb up the wooden platforms heading up and to the right. The kangaroo can be defeated with a couple softballs. Keep going right, careful to avoid the tennis balls, and you will reach a lift going up.

On this screen you will see a kangaroo jumping around at the top. I advise to defeat him before going up to his level by standing on one of the higher platforms on the bottom of the screen, then jump and throw softballs at the height of your jump. You'll be able to knock him out this way before even climbing up to his level. Now go left and take the lift up to where the kangaroo was (at this point the kangaroo would have come at you and knocked you off the screen if you wouldn't have disposed of him already).

Beat the floating guy and go to the right. Take the lift up to the window and press up to enter.

INSIDE

In this room, quickly toss softballs at the 2 guards to beat them. Now go right over to the ladder, climb it and push the crate off the left side, then over to the lift. Ride up the lift with the crate, then repeat with the next lift.

The rat up here is invincible so just avoid him. Push the crate to the right and use it to get up to the doorway on the right. Enter the doorway to find...

THE MIRRORED CRYSTAL

You are now on the final screen of the game!

This is actually pretty easy for being your last objective. First, fall down to the bottom of the screen. Walk all the way to the right and hit the switch with a softball. This will disable the flame jet in front of the door on the top of the screen.

Go all the way left and climb the ladder (avoiding the flame) and climb another one to reach a wire you must cross. Get across it then start going down the ladder, but be sure not to touch the machine holding the Crystal.

While on the ladder, jump to the right so you land on a platform. From here jump over to the ladder on the right. Climb it, but don't flip the switch yet.

Once you flip the switch you have to be extremely quick and get to the Crystal before the machine closes. Here's what to do: Hit the switch (from the ladder, with a softball), then drop down to the floor and run past the machine to the ladder on the left. Climb it quickly, avoiding the flame, and get up to the wire and cross it again. Now quickly climb down the ladder and jump off of it, controlling your jump, so you land on the Crystal.

The machine will stop moving. Now that you have the Crystal you just need to get up to that door on the upper right. Go back to the ladder on the left, back up to the wire, cross it, then jump to the upper right area with the door.

Hit the switch with a softball and the door will open. You will automatically enter it and be congratulated on retrieving the Mirrored Crystal.

Sit back, knowing that you have saved the world from economic disaster.

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VII. GAME GENIE AND PRO ACTION REPLAY CODES
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For some reason I did not think any Game Genie codes were published for this game, as I have every code update book and never remembered seeing any. Because of this I went through the pain of making my own Pro Action Replay code for infinite lives. The reason this was painful is because my PAR has a garbled entry code screen, so it is a pain in the ass to do anything with it, but worthwhile when you actually do.

Anyway, I did come across some Game Genie codes for the game. Whether they actually were in the code update books or someone on the 'net created them, they are listed below along with my lonely PAR code. Happy cheating!

GAME GENIE CODES

PEVGTIA	Start with 1 life
LEVGTIA	Start with 3 lives
PEVGTIE	Start with 9 lives
SXETGYSA	Infinite energy
OZSKYYUK + OZVGZYEN	Infinite lives
PEVKZVNY	Start with very little energy--first life only
AKVKZVNY	Start with 1/4 energy--first life only
ANVKZVNY	Start with 1/2 energy--first life only
EUVKZVNY	Start with 3/4 energy--first life only
PESKPTLA	Start with 1 continue
IESKPTLA	Start with 5 continues
PESKPTLE	Start with 9 continues
OZKKEAAU + OZKGVAVK	Infinite continues

PRO ACTION REPLAY CODE

0000F205 - Infinite Lives

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VIII. FREQUENTLY ASKED QUESTIONS

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Some of these questions are probably answered in the Walkthrough section, but I will post questions for some of the more difficult areas of the game in this section:

Q) I'm stuck in the building in Level 1. After you go down the chute then climb the ladder, there is an area with a bunch of switches, but I don't know where to go.

A) This question is answered in detail in the walkthrough. Just keep in mind that every switch serves a purpose. Flipping a switch will most likely shut something off on another screen that you will not notice. Just follow my walkthrough on this :)

Q) You mention "Punching" enemies. How do you do this?

A) The controls are very touchy. Tapping the B Button will usually cause you to toss a softball. If you press and hold the B Button, you will throw a weird looking punch, but a punch nonetheless.

Q) What do I do at the flashing horse portrait at the end of Level 1?

A) Do what nobody in their right mind would do to a Da Vinci portrait...punch it. It will fall to the ground, revealing the safe.

Q) Are those really nuns that you must beat in Level 2.

A) They sure look like it, don't they. Maybe they're corrupt, evil nuns or something.

Q) There's this guy with a wheelbarrow and nothing seems to stop him. I can see an exit behind him but I cannot get to it. Please help!!

A) This part of the game had me stumped until I learned a technique that you will be using for the rest of the game that is actually mentioned briefly in the manual (which I didn't have at the time I first played the game). Throw a softball at the wheelbarrow guy and it will stun him for about 2 seconds. Quickly get right next to him (I think you can actually touch him when he is stunned and not get hurt) and punch him to get rid of him. You will have to use this on enemies throughout the game after this point.

Q) When I reach The Codex, it starts me back at the beginning of that section. What do I have to do?

A) You must skillfully reach The Codex, trying not to touch the floor in the process. Touching the floor lowers the gate guarding the sketchbook and if you spend too much time on the floor the gate will lower all the way, keeping you from the book.

Q) How do I beat the red ball that keeps following me in Level 2?

A) I think it is invincible. Just try your best to avoid it.

Q) Why is Hawk stealing all this stuff? I thought he was one of the good guys.

A) Read the Story section for a full run-down on that.

Q) How come there isn't a final boss?

A) There are a couple villains mentioned in the storyline, but I guess they aren't really fighting types. Just destroy their gold machine and be happy that it was so easy.

Q) How do I destroy the machine?

A) You don't really destroy the machine, you just swipe the key component, the Mirrored Crystal. It would have been cool to be able to trash the thing though.

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IX. ACKNOWLEDGEMENTS
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Bruce Willis - Simply for being associated with Hudson Hawk. Too bad the character in the game looks nothing like you.

Sony Imagesoft - For pumping out another mediocre, movie-based NES title. They also brought us Cliffhanger, Bram Stoker's Dracula, Hook and Last Action Hero. If I didn't know any better (and maybe I don't), I'd think they formed some kind of alliance with Ocean Soft to bring every early 90's movie out for the NES (Cool World, Addams Family, Dark Man, Jurassic Park, Lethal Weapon, RoboCop 3 and the Untouchables). Don't even mention LJN to me...

[NOTE: After writing the previous paragraph, I noticed on the title screen to the game that Ocean was responsible for developing and designing this game...Sony Imagesoft simply purchased the licensing rights from Ocean :)]

The NES mailing list - One of the very few places I've actually seen this game mentioned was on the NES mailing list. This thing is pretty much abandoned, but before all the message boards, it was pretty much the only cool place to talk NES. It IS still functioning, and if you care to inject it with some kind of life, send an email to nes-list-request@xyrid.com with the word SUBSCRIBE in the body of the email. There are still some cool people on the list who might actually respond to something :)

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X. DISCLAIMER
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