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SEGA

GAME GEAR™

LAST ACTION HERO™



SONY

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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HANDLING YOUR SEGA CARTRIDGE

This Cartridge is intended exclusively for the Sega™ Game Gear™ System.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play to rest yourself and the Sega cartridge.

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

2. Make sure the power switch is OFF. Then insert the Last Action Hero cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Last Action Hero Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

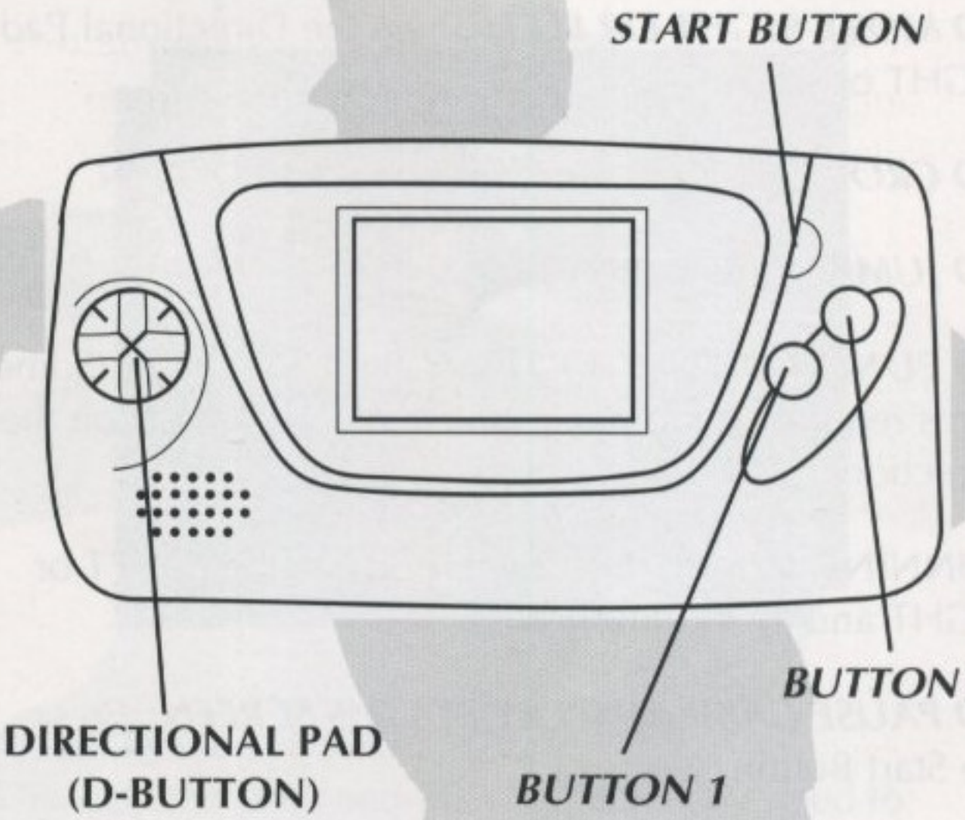
From the Title screens, press the Start Button to begin play.

You're Jack Slater, the greatest movie hero of all time, and you've just been cast in the biggest adventure of your life. It all began when Danny Madigan got hold of a magical movie ticket that somehow blasted him onto the silver screen. Suddenly, this kid's your faithful sidekick and the two of you are making big-screen history dodging bullets, crashing cars, and taking on the bad guys.

But something's gone wrong! Super bad guy, Benedict, got Danny's magical ticket and transported himself and his criminal crew into the real world. Needless to say, the real world is now in real trouble!

Only you, as Jack Slater, can save the day. So come on, work your big-screen magic and give us another one of your patented Hollywood endings!!!

NAMES OF CONTROLLER PARTS



GAME CONTROLS SUMMARY

TO MOVE RIGHT OR LEFT: Press the Directional Pad RIGHT or LEFT.

TO CROUCH: Press the Directional Pad DOWN.

TO JUMP: Press Button 1.

TO PUNCH OR USE AN ITEM: Press Button 2. (Some items require you to press Button 2 and DOWN on the Directional Pad.)

RUNNING JUMP: Press the Directional Pad LEFT or RIGHT and press Button 1.

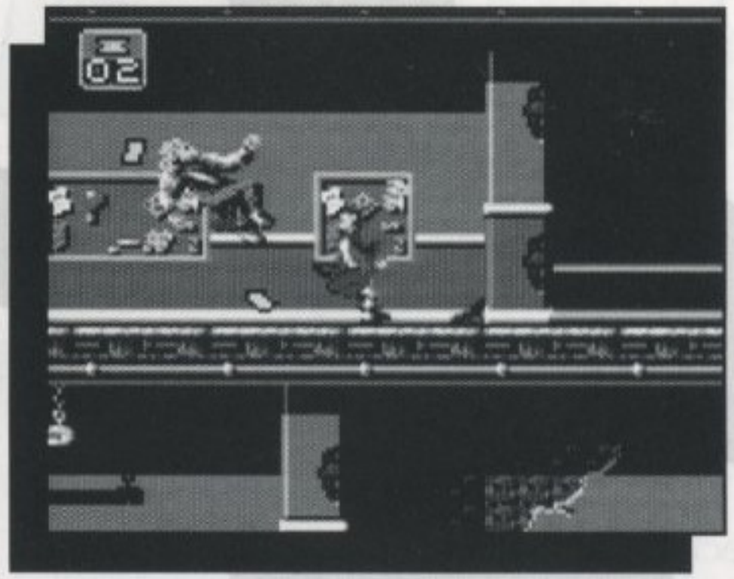
TO PAUSE GAME/DISPLAY STATUS SCREEN: Press the Start Button.

DRIVING CONTROLS: To steer, press the Directional Pad RIGHT and LEFT. To accelerate, press Button 1. To brake, let go of Button 1. To activate an item, press Button 2.

When facing off with Benedict, alternate pressing Buttons 1 and 2 rapidly.

MAIN GAME SCREEN

1



1) ITEM/TICKET STUB METER
This displays how many Ticket Stubs you need to collect in order to obtain a certain tool or pick-up item. It also displays what items you currently possess.

PICK-UPS



Apart from the Ticket Stubs, there is a variety of power-ups and a pick-up for you to collect and use. The following is a brief description of each:

Heart: Collect these to replenish your energy level.



POWER-UPS

Power-Ups will increase your firepower and the length of time you can use that tool. To collect a Power-Up, just run over them when they appear on the screen.



Vertical Missile Bomb:
Great for taking out the helicopter.

Horizontal Missile Bomb:
Great for destroying doors.

MOVIE WORLD TICKET STUBS

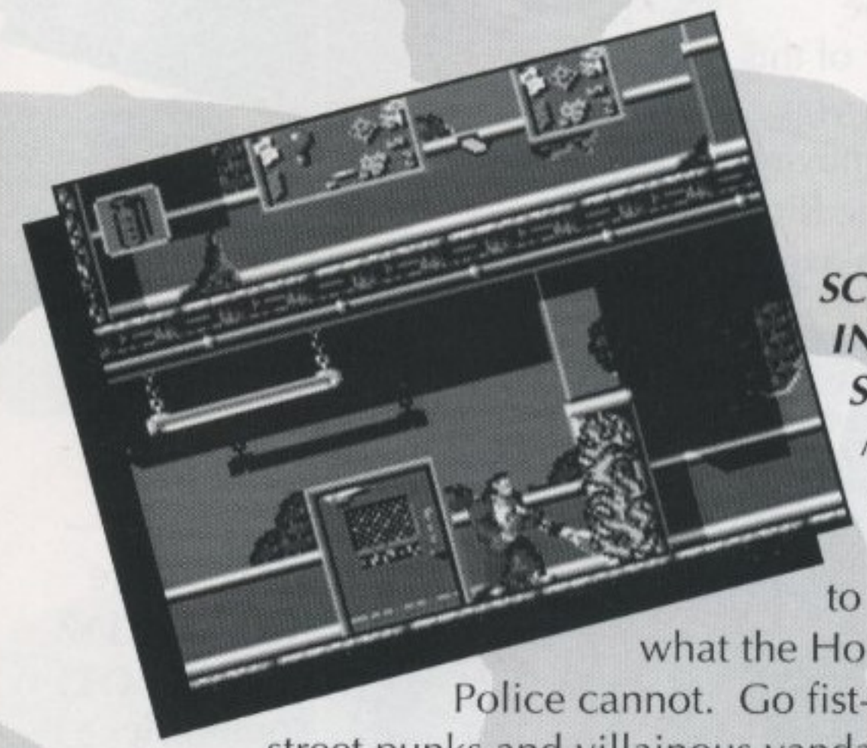
To collect a Ticket Stub, jump into it. Movie World Ticket Stubs give you special tools.

STATUS SCREEN

Press the Start Button to call up this screen. The Status Screen displays your current score, lives, power, ticket count, and how much time you have left to complete the level.

LEVELS

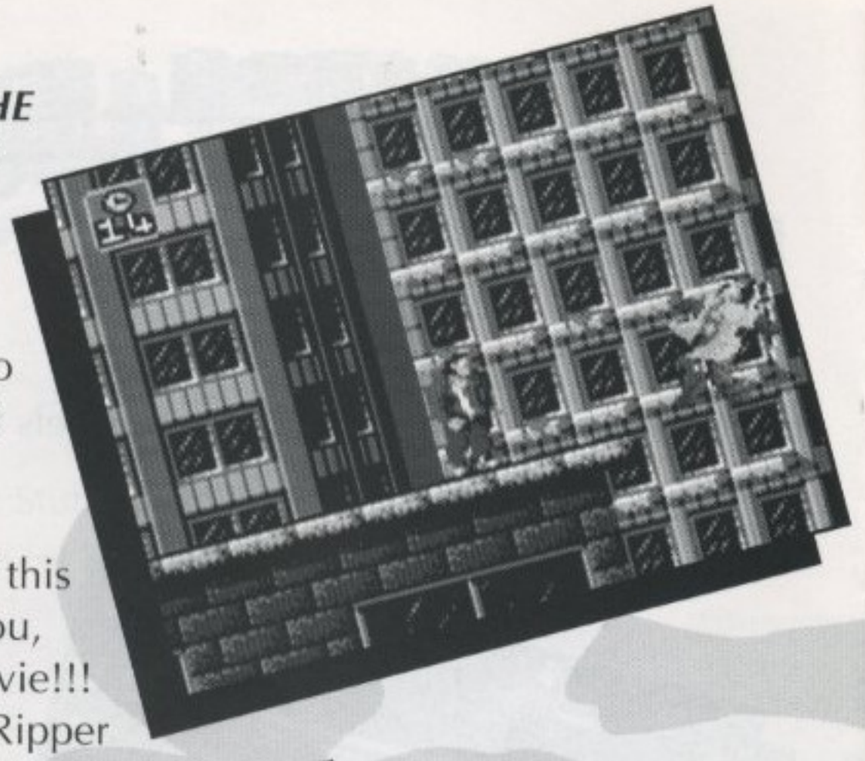
The following is a list of the different levels that you must survive as The Last Action Hero.



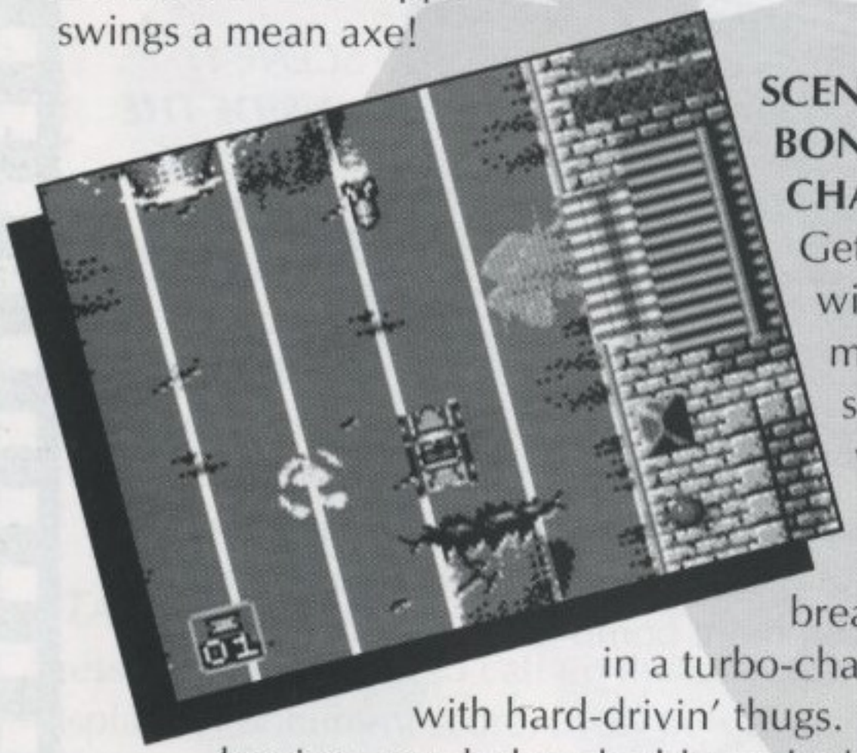
SCENE 1: INSIDE THE SCHOOL

As Slater, your first mission is to clean up what the Hollywood Police cannot. Go fist-to-fist with street punks and villainous vandals, then go to school and use your fire-extinguisher to put out the fires and bust even more bomb-hurlin' street punks.

SCENE 2: ON THE SCHOOL ROOF



Now it's time to battle The Ripper on the roof... first one to fall off loses. It'd better be The Ripper because you're the star of this flick. Without you, we've got no movie!!! Be careful. The Ripper swings a mean axe!



SCENE 3: BONNEVILLE CAR CHASE

Get ready for a wild car chase—motion-picture style! Jump in your Bonneville and drive at breakneck speed in a turbo-charged battle with hard-drivin' thugs. Negotiate barriers, manholes, double-parked cars and perform superstar stunts like ramp jumping.

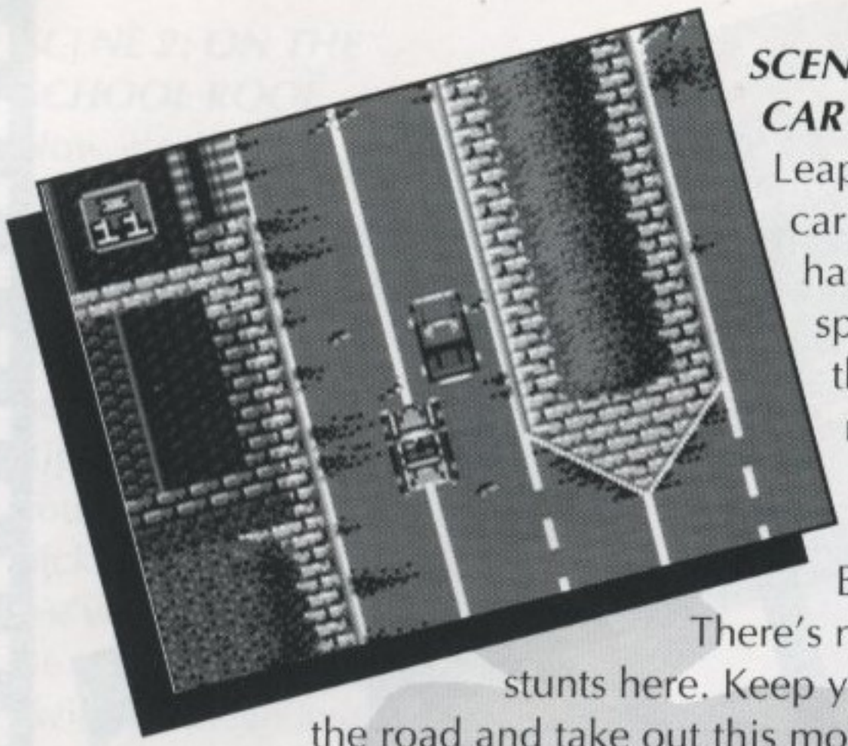
SCENE 4: OUTSIDE THE SUBWAY

Better plan on missing your train—Benedict's goons are waiting for you! Jump crates, sewers, watch out for falling platforms, and be sure to collect as many Ticket Stubs as you can.



SCENE 5: LEO'S FUNERAL

Leo's funeral reception has been booby-trapped. Ride the glass elevators to the roof and stay clear of the heavily-armed helicopter. It gets pretty hairy up here.



SCENE 6: THE CAR CHASE

Leap into your car! Benedict has been seen speeding through the most rotten neighborhoods in the Big Apple. There's no room for stunts here. Keep your eyes on the road and take out this mobster motorcade. Ready...and ACTION!!!

SCENE 7: PREMIERE NIGHT

It's the premiere of your new movie, "Jack Slater IV," and everyone's shown up to cheer you on...including Benedict's henchmen. Battle Benedict's guerrillas in the Projection Room, the Film Store, and in the Manager's Office. Then prepare for the biggest scene in your action hero career!

SCENE 8: ON THE ROOF WITH THE RIPPER

It's just you, him and a 40-story drop. Use everything you've got to dust this slasher and his fireball blaster. Beware of The Ripper's leaping attacks. His amazing jumping ability will make you dizzy if you don't keep your wits about you. Don't pull your punches.

SCENE 9: THE FINALE

He's back! And he's making his real world debut. Just like a bad dream...or sequel, Benedict is now a crazed celluloid incarnation. Take on this big-screen bandit and watch out for his projector-propelled energy beams.

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