

SEGA

SEGA
GENESIS™

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LAST ACTION HERO™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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

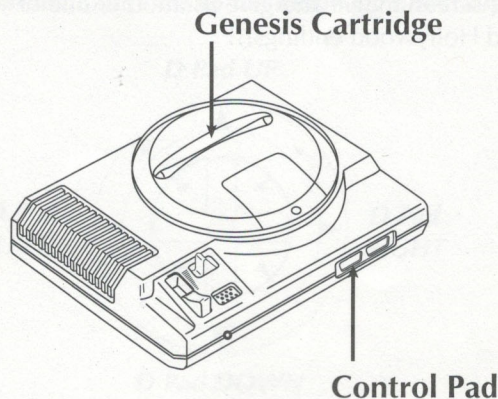
- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

STARTING UP

1. Check the power switch on your Genesis System. Make sure it is OFF before inserting or removing a cartridge.
2. Insert the Last Action Hero cartridge into the Genesis System and press it down firmly.
3. Turn the power switch ON. If the screen stays blank, check to see if the cartridge is fully inserted and your system is properly set up.
4. When removing the Last Action Hero cartridge, be certain the system is turned OFF.



INTRODUCTION

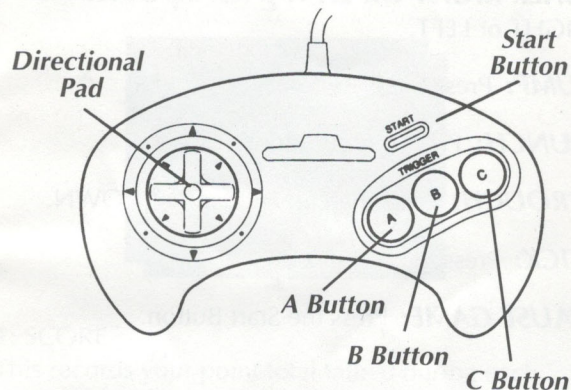
You're Jack Slater: the greatest movie hero of all time... And you've just been cast in the biggest adventure of your life. It all began when Danny Madigan got a hold of a magical movie ticket that somehow blasted him onto the silver screen. Suddenly, this kid's your faithful sidekick, and the two of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

But something's gone wrong! Super bad guy, Benedict got a hold of 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!

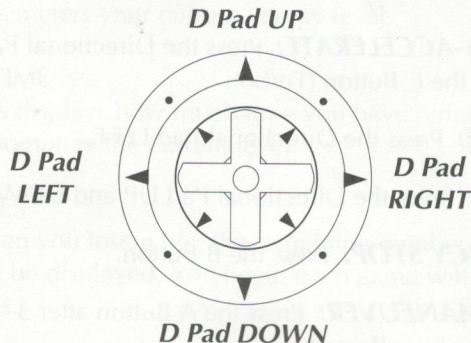
Only you, Jack, can save the day. So come on—work your big-screen magic and give us another one of your patented Hollywood endings!!!



NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GAME CONTROLS SUMMARY

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

TO JUMP: Press the C Button.

TO PUNCH: Press the B Button.

TO CROUCH: Press the Directional Pad DOWN.

TO KICK: Press the A Button.

TO PAUSE GAME: Press the Start Button.

DRIVING CONTROLS

TO ACCELERATE: Press the Directional Pad RIGHT.

TO ULTRA-ACCELERATE: Press the Directional Pad RIGHT and the C Button (Turbo).

TO BRAKE: Press the Directional Pad LEFT.

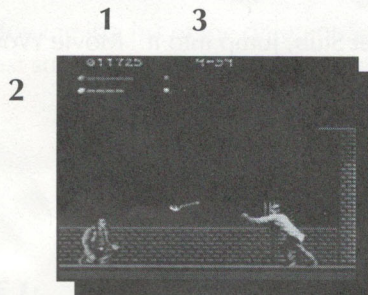
TO STEER: Press the Directional Pad UP and DOWN.

EMERGENCY STOP: Press the B Button.

SPECIAL MANEUVER: Press the A Button after 3 Ticket Stubs are collected.

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MAIN GAME SCREEN



1: SCORE

This records your point total tallied during each level of play.

2: ENERGY

This meters your current energy level.

3: TIME

This displays how much time you have remaining to complete the current level.

LIVES

When you lose a life, the remaining number of lives will be displayed. You begin each game with five lives.

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MOVIE WORLD TICKET STUBS

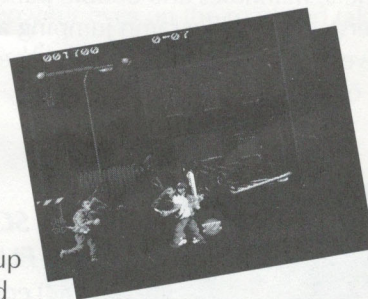
To collect a Ticket Stub, jump into it. Movie World Ticket Stubs replenish your life meter.

SCENES

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

SCENE 1: ACTION HERO MOVIE

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 bust even more bomb-hurlin' street punks and knife-wielding gang members.



MOVIE WORLD TICKET STUBS

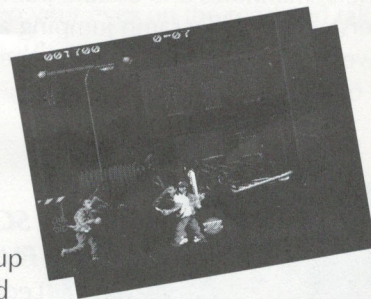
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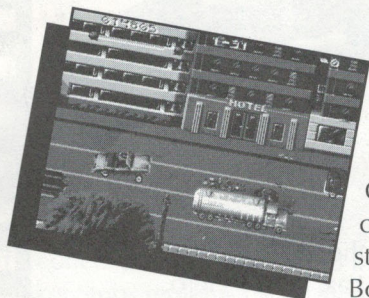
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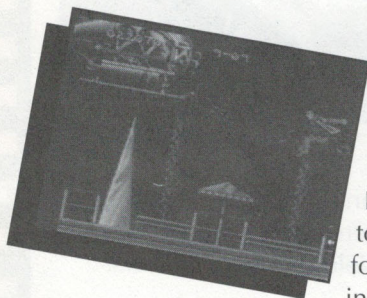




SCENE 2: BONNEVILLE CAR CHASE

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 and double-parked cars. Perform superstar stunts like ramp jumping and slipping between semis. And blast more speed demons than any other Big Screen hero.



SCENE 3: LEO'S FUNERAL

Leo's funeral reception has been hyjinxed. Ride the glass elevators to the roof and watch out for machine-gun wielding Mafioso's...and stay

clear of the goon-ridden helicopter.

SCENE 4: THE CAR CHASE

Hop in your car...it's time to play terminator and run down some more hard-drivin' mobsters. Benedict has been

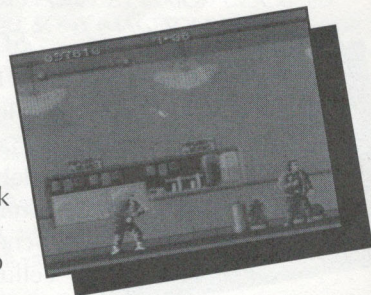
seen speeding through the most rotten neighborhoods in the Big Apple. There's no room for stunts here. Keep your eyes on the road and take out this mobster motorcade. Ready...and ACTION!!!

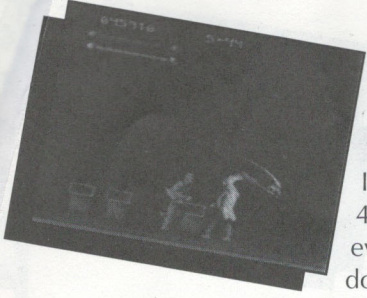


SCENE 5: PREMIERE NIGHT

It's the premiere of your new movie, Jack Slater IV, and everyone's shown up to cheer you on...

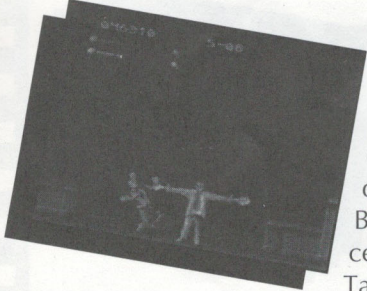
including Benedict's henchmen. Battle Benedict's henchmen in the Projection Room, the Film Store, even in the Manager's Office. Then prepare for the biggest scene in your action hero career.





SCENE 6: ON THE ROOF WITH THE RIPPER

It's just you, him and a 40-story drop. Use everything you've got to down this slasher and his fire-ball blaster. Beware of the Ripper's super leaping attacks. His amazing jumping ability will make you dizzy if you don't keep your wits about you. This guy is beatable. Don't pull your punches.



SCENE 7: THE FINALE

He's back! And he's making his celluloid 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. Give this one your all and you could be a shoe-in for an Academy Award.

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