

# Last Action Hero FAQ/Walkthrough

by merc for hire

Updated to v1.0 on Aug 21, 2015

This walkthrough was originally written for Last Action Hero on the NES, but the walkthrough is still applicable to the GENESIS version of the game.

```
  / /  _ _ _ _ / /  / /  \ _ _ / /  ( ) _ _ _ _ / / / /  _ _ _ _ \
 / /  _ / _ \ ( _ < / _ / / _ / _ / _ / _ / _ \ \ / _ \ / _ ) _ / _ \
 / _ _ / \ , / _ / \ / / / \ \ _ / \ / \ / \ / \ / \ / \ / \ / \ / \ /
```

## Table of Contents

1. Controls
2. Walkthrough
3. Game Genie Codes
4. Disclaimer

### 1. Controls

Left - Moves character to left  
Right - Moves character to right  
Down - Duck  
Up + A - Kick  
A - Punch  
B - Jump  
Start - Pause  
Select - Not Used

### 2. Walkthrough

(Stage 1: Streets)

????????????????????

Don't keep me waiting Jack the boy here is dying to meet you!

You start off next to a cop car and thugs begin to appear on screen from the left and right. Avoid the thugs from the left and make your way right. Jump over the first cop car. There will be a man in a garbage can who throws grenades at you and a union soldier with a rifle.

Ignore the ridiculousness of the homelessman who lives in a garbage can and throws bombs at you and the union soldier shooting at you and jump the baracade and onto the cop car. Run along the roof of the 1st cop car and onto the 2nd. Drop down inbetween two cop cars and avoid the bombs from trash man.

Jump onto another cop car and on the other side you will have reached another baracade with two more union soldiers. After both there will be one more garabage can bomber and union soldier. Continue past them and you will reach another set of the same enemies.

After hoping another couple of cop cars you will have reached some health.

Keep going to reach the stage mini-boss, an armed thug. He comes equipped with a gun so avoid his shots and move in for quick punches then avoid his shots after defeating him and some interesting dialogue will appear.

You kept me waiting Jack, I'm afraid I will have to take him. Too bad!!

You will now be on a rooftop with what appears to be the Scarecrow from the Batman series. What he's doing here I have no idea same with why he is throwing tomhaws. Anyways duck to avoid them and then move in for some quick punches. When he is defeated he will simultaneously combust for some reason.

It's out of focus and I've missed the end! Never mind, take this and come back later.

---

(Stage 2: Hamlet)

~~~~~

Danny falls asleep in class - he has his own ideas of how Hamlet should be! He dreams...

Run to the left and take out the archer. Knights will constantly appear on screen from the left and right while archers will only be in one spot. Go all the way to the left to reach a set of stairs, press up on the d-pad to go up them and reach the second floor.

Jump the barrel and take out the archer then keep going to the right. Punch the door off its hinges instead of opening it because it looks cooler and go through the doorway and kill another archer. With him out of the way go up the stairs to have reached the third floor.

There will be an archer to the right as soon as you enter the floor. Defeat him and go to the left. Jump on the table and run to the end to take out another archer. Drop down and head to the stairs all the way to the left. Kill another archer then go up the stairs.

Another archer will be here waiting. Take him out and head to the right. Jump onto the table and take out the archer to the right. Again break the door down and head up the stairs. Take out another archer then break the door down that's to the left.

There will be a cook who throws grenades. I like to imagine that when he does it he yells "That's a spicy meatball!" but after defeating him take out another archer then go up the stairs. An archer will be lying in wait to the left. Anihilate him and then break the door down.

Jump onto the bed for lifelike bouncing and then break another door. Jump another realistic bed and break another realistic door that goes flying offscreen. On the other side will be a guy wearing a fishnet skirt. Kill him for wearing it then go up the stairs.

Break another door down and then jump the barrel to kill an archer. Kill another guy wearing what appears to be a fishnet pants. That will have completed the stage mini-boss and some more fantastic dialogue will appear to help further the story.

To be or not to be? Not to be! Skater hurls the body of Polonius through the window.

You will exit out of the castle and will enter a grave yard. A constant rain of arrows will fly down from the top left, surprisingly only injuring you and

not the boss. If you let the boss get too close to you he will pull out a dagger. Hit him fast then dodge his attack until he is defeated.

Danny wakes up and sighs.

---

(Stage 3: The House)

~~~~~

Danny watches in disbelief, the dynamite flies out of the screen and lands in the aisle! Fizzing!! Danny realizes the dynamite is real and he runs! With a flash it explodes behind him throwing him into the screen. Skater realizes that Danny and Whitney are in danger. He takes off with tires smokin'

Enter into the house, mobsters will pour on screen from both the left and right side of the screen. I won't mention them but just presume that you will have to fight them as well as the enemies I mention, unless if its the boss. Jump over the couch for some lifelike bouncing.

Go through the doorway and then jump the table and press up while standing in front of the stairs to go to the second floor. Go through two doorways and then jump the bed. In the next room kill the armed thug and then go up another set of stairs.

Keep going to the right and then jump the couch. Go up the stairs on the other side. Run to the left and pick up the health and then jump the bed to reach another set of stairs. Head up them and run straight to the right. Kill another armed thug.

Slater runs from the house like a man with a mission! He must get to Benedict before he can reach the freeway. Punch it you moron! We have to make the freeway,, Lets go!

---

(Stage 4: The Freeway)

~~~~~

You need to stick close to the blue car as it drives away. For the enemy that runs on screen it is a motorcyclist. Run along the top of cars and after almost every red van is a guy who throws tires which is rather odd. When you come to hills you can't run up them because that's unrealistic. Instead jump up them.

When you reach solid ground after another hill the car will drive off screen and an armed thug will come on screen. When he is in close he will punch you and when far away he will fire a pistol. Get in close to duck and then punch at him to defeat him.

---

(Stage 5: The Office Block)

~~~~~

Leo is dead and all the families are paying their respects, but Leo is set to blow! Slater must clear the building and get to the roof!

Grab the health and then enter the next room. Jump onto the desk and drop off on the other side. Run all the way to the right and go through the door with the arrow pointing up. On the second floor jump over the desk and chair and at the other end get on the elevator and ride it up.

Run straight to the other end of the floor and jump another desk and chair. Go through the door with the arrow pointing up. Jump the filing cabinet on the next floor and in the next room jump the chair and then desk. Get on the elevator and ride it up.

Jump the chair and desk near the end of the floor and then jump over the filing cabinets. On the other side go through another door with an arrow pointing up. Jump over the desk and fight the enemy all the way to the left. He is unarmed so just get close and punch.

Slater grabs Leo's body and throws it from the building. As it drops it snags on the crane's hook! Everyone is in danger!

---

(Stage 6: The Helicopter)

~~~~~

Slater climbs to the roof and is met by an awesome sight! If Benedict can't kill him on the ground, he will do it in the air!

A helicopter will constantly hover above the rooftop and will continuously drop soldiers down. Keep fighting the soldiers and the helicopter will take damage. You will need to keep attacking the soldiers until the helicopter is completely destroyed. When the helicopter begins to create smoke the soldiers have guns.

Slater dives from the roof and hangs from the crane's hook. He kicks Leo's body free and they drop into the tar pits. Death gets up from his chess board and walks through the screen and out of the cinema. Check-mate!

---

(Stage 7: The Film Premiere)

~~~~~

In the background there will be protestors working for the cancellation of this crappy movie. Cops will pour on screen from the left and right. Jump the limo and on top of the second limo will be some health. When you reach the cinema you fight Death. Hit him fast then move to avoid his attacks.

"..What will you be doing tonight?" "Err I think I'll take somebody!"

---

(Stage 8: The Cinema)

~~~~~

Somebody spots the Ripper, he's in the cinema! "Everybody down!"

Run all the way to the right while fighting off cops. You will automatically run off screen and reach the second floor. Run past the huge Last Action Hero sign and pick up the health. You will automatically run off screen again. Time for the final battle.

---

(Stage 9: The End)

~~~~~

To the roof old friend!

Run to the left to fight the Scarecrow boss again. He still throws those tomhaws so duck to avoid them and move in close to punch him. Keep dodging the tomhaws and getting in close in order to attack. After he implodes you will have beaten the game.

Well done! You have stopped the evil from crossing into the real world. Slater goes through the screen and back into the film.

Congratulations you have successfully beaten the game!

-----

### 3. Game Genie Codes

-----  
AAUVSTLA - Start with 1 life  
TAUVSTLA - Start with 7 lives  
PAUVSTLE - Start with 10 lives  
AASTAILA - Continue with 1 life  
PASTAILA - Continue with 2 lives  
ZASTAILA - Continue with 3 lives  
SXXLOGVG - Infinite lives  
AAKTOTZA - Start with 0 continues  
IAKTOTZA - Start with 5 continues  
PAKTOTZE - Start with 9 continues  
SZEZIVG - Infinite continues  
ESXZLAEY - Kill bosses with one hit  
VZSAEYVT - Red hearts worth nothing instead of 1 life  
SXOLSGTG - Infinite energy  
ZENTAAAA - Start on stage 2: Hamlet  
GENTAAAA - Start on stage 3: The House  
IENTAAAA - Start on stage 4: The Freeway  
TENTAAAA - Start on stage 5: The Office block  
YENTAAAA - Start on stage 6: The Helicopter  
AENTAAAE - Start on stage 7: The Film Premiere  
PENTAAAE - Start on Stage 8: The Cinema  
ZENTAAAE - Start on the end-of-level bad guy

### 4. Disclaimer

-----  
Copyright (c) 2006 to merc for hire. This is the work of merc for hire and International Copyright law protects this FAQ/Walkthrough. You can not sell, change, post on a website as your own. You can post it on your website as long as I receive full credit for it. If you do post it on a website I want an e-mail from you first so I can give you the go ahead. Unless I don't tell you to then you are not allowed to post it on your website. I will only update the FAQ/Walkthroughs I have on <http://www.GameFAQs.com>

This document is copyright merc for hire and hosted by VGM with permission.