

Lester the Unlikely Walkthrough

by tskisoccer

Updated to v2.0 on Apr 21, 2013

I highly advise you to check out AVGN's video on this game before reading ahead. It's worth a laugh

<http://cinemassacre.com/2010/11/03/avgn-lester-the-unlikely/>

Game: Lester the Unlikely

System: Super Nintendo Entertainment System

FAQ: Walkthrough

Written By: NoWorries

Allowed Website: www.gamefaqs.com

www.neoseeker.com

If you have a website you would like to post this at just shoot me an email

Version History: 1.0 Submitted 15 of 02 of 2012

-Initial Release

2.0 Submitted 21 of 04 of 2013

-Reformatted a few things

-Added the "true" way to break out of the prison

-This will probably be the final version but I'll leave that up in the air as I'm not opposed to editing, fixing and improving guides forever

I.	Introduction	[1000]
A.	Story	
B.	Controls	
C.	Items	
D.	Enemies	
II.	Walkthrough	[2000]
III.	Conclusion	[3000]

Hit ctrl+F then the number to skip around

Contact Info:

If you want to contact me about this guide,
please email me at tskisoccer@yahoo.com

[at] [.]

Please put "Lester the Unlikely" in the title. Thanks

Copyright:

This is copyright, me, Todd Lesinski, NoWorries, tskisoccer. They are all my alias. I put about a days worth of effort into this so don't steal it or claim it as your own. Capiche?

[1000]

-Who should be reading this FAQ?- #The NoWorries Contract to Greatness

I put this in every faq I've ever written, and it goes something along the lines like this. By writing this, I commit to you the reader that I will bring to you not only my vastness of knowledge but with a sense of humour. I understand it's easy to get bogged down in detail as well as a mush of opinion but I strive to bring you something more than just a guide to greatness.

So who should be reading this? I'm quite the fan of James Rolfe and his AVGN persona. Being a child of the late eighties, brought up on the video games of the early nineties, I absolutely love his reviews of the worst games ever released into a product. Having played most of them myself, it then one day sparked my interest and I poked around gamefaqs wondering if anyone had played the game, and if they had, written a faq about it. Lester, so unloved, had no faqs. Thus, here is a basic walkthrough for the new player.

The Story |

-taken from Gamefaqs description-

Marooned on a tropical island far from home, Lester faces it all with the courage of a small frightened rodent. Our unlikely hero has as much trouble walking as he does facing treacherous obstacles. It's the ultimate "geek to greatness" adventure as you guide Lester through his rite of passage. Help him face the terrors of the beach, the haunting chills of the underworld, and the dreaded pirates of the south seas. Do all of this and Lester just might make it home, maybe even a little cooler than when he started. There's just one catch though, Lester can be slightly opinionated when it comes to his safety.

So in short, it's the coming of age tale of a super nerd who wanders aboard a ship by falling asleep on some loading docks and ends up in the jungle. The rest, is a painful experience of a game.

Controls |

One should be rather familiar with the controls of a SNES controller. The buttons used in this game, are as follows:

D Pad

The D Pad, like most games, is critical for movement. Moving left and right cause Lester to move in that direction. One important thing to remember is if he is turning (as in, facing right and you tap left) he will turn without moving. This allows for a bit more precise movement in an already clunky control system. Pressing down allows you to crouch (used like once in the game) and up allows you to jump up (used quite frequently).

Start

Pauses the game, simple enough

X

X is your item button. If you have no weapon or item (indicated at the top of the screen) Lester will air hump. However, there are various items all over the ground which pressing X will allow you to pick up. X is also used to push various large items around

Y

Luckily, they got this right. Y causes you to run. A word of caution though, as running blindly will cause you to take damage as you will probably run and fall.

A

Your attack button. If no weapon is selected, you will do a incredibly pathetic kick which is actually quite powerful. Just know the range of said kick is quite low. If you have a weapon, the weapon will be used instead

B

Your jump button. You can jump while running or standing, which causes a small leap across the screen. If running, your jump will be more potent. Pressing Up and jumping will cause you to jump up, often allowing you to grab various edges of cliffs.

Items

There are a number of items available to you in the game; more often than not being required to advance to the next stage. A brief list follows

Canteen

You might notice your health bar looks like three grenades with X's slashed through them. Those are canteens and signify your three health points. On the ground however, you can press X to pick up a canteen to restore some lost health. You cannot have over 3 canteens

Rock

Rocks are rather difficult to see, often blending in with the background of the rock stages. They are grey and if you look closely they do stand out slightly. Press X to pick them up and A to throw them (to scatter bats). They have a 1 time use but can be picked up again

Jewel

The Red Jewel/Ruby is required to blast open a rock so you may leave the cave. Get this by throwing a rock at a treasure chest

Emerald

Looks more like a diamond. Use this to safely pass by the guardian Tiki

Skull

In the Burial Grounds, you are confronted with 3 Skulls and the warning if you throw in the wrong one, you die. Best pay attention to... gosh you have no idea what to do. Throw in the first two, but how would you know that otherwise? Trial and error I guess

Key

A key to free Lester from prison

Candle

A candle to burn rope obviously, different than a torch

Boomerang

"I'm pretty good with Boomerangs" says Lester. Doubtful. While he does manage to throw it and have it return, you are unable to move while the boomerang is moving. Make sure you through this when you are out of danger from being attacked

Blue Torch

A blue burning torch that allows you to see in the darkness. Know that the other torches cause spikes to kill you

Sword

By far the best weapon, the sword is found in the last level after you knock a pirate out with your boomerang. Pressing A will sheath/unsheath you sword and B, Y, or X will attack. Is has pretty low range and all the pirates require 2 slashes to be killed

Torch

A regular torch. Used to light a cannon and blow free Hector

Enemies

There are a number of enemies in this game (some make no sense, some make only a little), but either way, here is a list of all the enemies (and traps) you should encounter on your Nerd trip.

Crab

It's a crab! Found on the beach levels, your best bet is to approach slowly and kick it

Turtle

It's a turtle! Unlike Mario, do not attempt to jump on it, rather to defeat requires a well timed kick. This too is found on the beach and the beach part 2 (the Tiki theme)

Eagle

An evil bird that attempts in the beach level to grab you and bring you back towards the beginning. So far as I know, there's no way to kill it

Bats

Often appearing in groups of 4 on the cave level, they will chase you down beating you to a pulp. Throwing a rock will cause them to scatter

Green Ooze

Not the stuff on the floor. This hazard drops down from above causing a single point of damage

Black Tiki

Unlike their statue counterparts, these will shoot darts that instantly kill you. Take em out with a kick

Evil Spirit

In the Burial Grounds, in addition to boiling lava hot fire that instantly kills you, there are these ghost hands that will try to grab you and pull you down

Native Tribal Man

Obviously located in the village, he will throw with absolute precision a spear which is instant death. I would heavily suggest avoiding these at all costs

Piranha

On the river level, these devils jump out at you. Avoid them by ducking

Snakes

On the river level, these devils drop down at you. Avoid them and then kick them viciously. They also drop down in the jungle level

Fire Plant

In the jungle, there are giant fire flower plants that spew green ash at you that causes pain if you touch it

Weight

A 4 ton weight in the village that splatters Lester all over the pavement. Nah, that would be too cool

Great Big Ape

A huge, well Great Big Ape. The first boss of the game is in the village and you have to kill it with the boomerang. Actually the only boss

Cheetah

A huge Cheetah that chases you down. Your only hope is if it falls into a pit and dies (pretty convenient)

Ceiling

What more to be said, the ceiling comes crushing down upon you

Red Fish Devil Thing leaping out of water

Pretty self-explanatory no?

Spider

Black Widow spiders who attempt to hurt you as you past beneath them. They cannot be hurt

Stalactite

Rock formations (barely different from the background) that fall when you move near

Huge Giant Spider

The "mini boss" this spider can be hurt but not killed, so don't anger it since that only makes it move faster

Lava

As you're escaping the underworld, there are numerous lava traps that can end your nerd life

Barrel

A seemingly simple object, these will cause you pain if they hit you

Pirate

The last enemies of the game. Some wield swords, some throw bombs. The sword wielders can be killed by your sword

[2000]

Level I, Stage I, The Beach

Items to be found:

-canteen x1

Just be warned, Lester will often shake his head or run from enemies the first time you encounter something, dangerous...

The game starts out very simple, and this stage is quite linear and you should have no trouble progressing through it. One thing that's important now is to familiarize yourself with the art of scaling things. You cannot drop down by jumping, you'll take damage. But, if you simply walk over and drop down, or climb down, you'll be safe from harm.

About halfway through the level, you'll encounter a very large boulder (you'll know you're here when you cannot go right anymore, the cliff is too high). Get on the left of the boulder, hold X and move it as far right as possible. Now you can climb atop the boulder and jump up. Shortly there after, you'll beat the stage.

Level I, Stage II, The Beach continued

Items to be found:

-canteen x1

The game has stepped up it's difficulty! There are several places here where you will notice very sharp looking rocks below, forcing you to make a well timed running jump, remember Y to run and B to jump. Shortly there after, you will see a turtle in a crevas. Don't go down there, you won't be able to jump up. Instead, do another running jump to make it to the cliff. A hop, skip, and a jump later, you'll be near the end. However, there is this pain in the @\$@ eagle that if it grabs you, will take you back towards the beginning of the level. AVOID IT. Running and crouching can help you here. You'll know you're at the end when you find a box. Press X and move it and you'll fall below into...

Level II, Stage I, The Rocky Abyss

Items to be found:

-rocks

You first weapon will be found right after you initially drop down the first time. I suggest keeping this for the many bats that will torture you. This place is still rather linear, but can be confusing with its many dead ends. Below however, is a terrible ASCII art drawing to give you an idea if you're lost.

D = drop down

U = jump up

x = a long path

Start--->D

```
      D                U-x->D
D<---D                U   D
D                    U   D--->D
D--->D    U--->    --->        D
```

D U Death D<---D
D--->U Death D
D---->Exit

So it's not too terrible. See that you must jump over death (it's a pitfall)

Level II, Stage II, Your first "item"

Items to be found:

- rocks
- jewel
- canteen x2

This level actually requires a little strategy, but is quite straightforward so no ASCII drawing for you. From where you start, the jewel required to beat the level is almost right above you. Jump right, then work your way up and left (there should be a rock around you before you start this endeavour). Up and left a couple of times and you'll see the chest. Throw the rock at it and press X to grab the Jewel. Now work your way back down to the flat platform. There you need to go up and right a few times and you'll see a tall column of light and a caved in hole. Press X by the light to put the Jewel down and it will destroy the cave in, allowing you to move to...

Level III, Stage I, Tiki Island

Items to be found:

- Emerald

This part is once again rather linear, work your way right. Once you're able to drop down (after a couple climbs) careful as there is a turtle right below you. After moving right more and jumping over spikes, make your way past the tiki statues, and then you'll come to some Black Tikis. Those will kill you, so kick the first one to cause a domino effect. Shortly there after, you'll climb up twice. Jump across, but then hop down and grab the Emerald. Very soon after, you'll see an alter, put the Emerald down and hear some story, then move right to enter...

Level III, Stage II, Burial Grounds

Items to be found:

- Skulls

This level is as linear as it gets. As it is, it can be quite challenging. You are faced with a series of jumps that require precision, otherwise fire will kill you, or Evil Spirits will pull you into said fire. After a number of these jumps, you are faced with a task of throwing 2/3 of the skulls into the fire, select wrong, you burn. Toss in the first 2 and move right to exit this haunted place

Level IV, Stage I, The Village

Items to be found:

- canteen x2
- key
- rocks

You are faced with a row of houses. Here's what each one contains. Oh by the way, press up to enter the houses

- #1 has a canteen
- #2 has tribal men

can hop across. Careful! As you move right a massive weight will be swinging like a pendulum. Dodge it and grab the Boomerang. Now you're faced with your first boss!

Boss: Great Big Ape

Health: 12-13 hits

Strategy: If you're lucky, the boomerang will strike twice. Avoid it as he climbs up and drops down. The falling leaves indicate where he will be climbing down from

Reward: More cheesy story

Level V, Stage IV, Run from that Cheetah

Items to be found:

-none

What more to be said? Hold Y and run right, making skilled jumps on the vines to avoid the Cheetah that is instant death to you. Make several leaps and the Cheetah will fall into the pit and die. Now, see those rocks to the right? You have to break them with your boomerange, then jump up to the ledge to avoid being crushed.

Level VI, Stage I, The Underworld

Items to be found:

-blue torch

Make sure to grab the blue torch at the beginning

This place, is as confusing as can be. So here's ASCII art to help you out

```
Start----->D
W----->D-----D-----D-----DDW
W----->D-----WW-----D-----W-----DD-W
W----->W-----D-----W-----W-----DD--W
Exit----->D-----W
```

Note, it is kind of to scale. D marks ladders, W marks wall. > marks a block

Basically, the each block you step on opens/closes a door, and you need to get the exit. To get there, you need to open all the doors. So here's the best strategy, if you walk across a block, consider that block +1 (open). If you walk back across a block, consider it -1 (closed). You need them all +1 to leave. Some, like the far left two on level 2, require you to backtrack across a block, so it is important to count to yourself to ensure they are all +1. Once you do that, you can climb down on the far right and run across to exit the stage.

Level VI, Stage II, The Underworld continued

Items to be found:

-none

Another confusing place, but this time you're timed for if you touch a block, the ceiling will start to collapse. IF you feel like taking some damage, you can jump, jump, then jump down to avoid all the blocks so the ceiling won't kill you. However, that's silly, because the path is not that hard.

```
Start---->D
          D
          D---->D
```

```

      D
    D<----D
      D
    D----->D
          D
          D----->D
                D
    D<---jump<----D
      D
    D<--D
      D
    D----->D
          D
          D----->D
                D
    D<-----D
      D
    D----->Exit

```

As you can see, it's a bit back and forth, but if you get familiar with that diagram and such, you will make it out just fine. Just remember again, it's not exactly to scale

Level VI, Stage III, The Underworld, and a fake boss

Items to be found:

-none

This part is tricky but not too bad. There's 3 pillars in the water and a huge thing blocking your path from jumping. And there's that thing leaping out of the water. Standing on 1 pillar will cause the other 2 to raise up while it drops down. So raise up pillars 2 and 3 so you can hit that blob with your boomerang. Use pillar 1 to raise up 2 and 3. Careful jumping back and forth as you can fall and die or that thing will hurt you. Get ready to advance to...

Level VI, Stage IV, The Underworld, Spiders!

Items to be found:

-canteen

Don't be fooled, there's alot going on here. First know these spiders cannot be killed. Second, there are stalactites that will fall from the ceiling and hurt you. Third, parts of the floor break away (again, very little difference from the background). Once you go right for sometime, you'll see a TON of spiderwebs. This is home to the Mini-Boss, Huge Giant Spider. She can be hurt, by I advise against it, since you won't be able to kill her. Hitting her only speeds her up making your real goal impossible. On the far right, is a blocked door with web. You must destroy that web with your boomerang and avoid getting hit by the Spider. Simple enough no?

Level VI, Stage V, The Underworld Erupts

Items to be found:

-none

If that lava touches you, you die. If you fall into the lava, you die. If you get hit by the shooting fireballs, three times, you die. Run right, dodge the fire, leap across the pits and you will be successful. Once right, you are

faced with the task of jumping up alot, then climbing the ladder and escaping the fiery hazard

Level VII, Stage I, The Beginning of the End

Items to be found:

- canteen
- sword

This part is very difficult. There are 3 barrels, all very difficult to leap over. So you must jump over at least one. It is possible to jump over all 3. The latter 2 have the same strategy as the first, except you don't have to bait them, so listen up



The barrels roll back and forth in this pit. Stand near the top, and jump over them as the roll near, then run like hell. However, the first barrel is more tricky as you must bait it. Walk slowly, inch right turning left asap. Somewhere in the middle, the barrel will come rolling. Run left and get to safety. The barrel will now roll back and forth so that you can jump over it and avoid damage. Shortly there after, you'll see your last enemies, Pirates. Take out this first one and pick up your sword. Now we are ready to fight to the ship and board it

Level VII, Stage II, The Ship

Items to be found:

- none

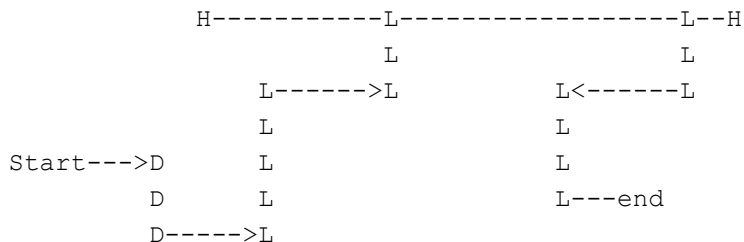
For being the last level, this part is pretty easy. Work you way right, stabbing pirates and jumping around. Soon, you'll see that below you are far to many pirates to jump down. See the rope ladder near you? Climb up, and stab the rope of the box. Now you can climb down because the pirates are squished. Continue right. Now you're faced with bomb throwing pirates, these bombs, once again, kill you instantly. So you're faced with running through them and killing the sword pirates instead. After 3 bomb throwers, take out the remaining pirates and work your way right

Level VII, Stage III, More Ship, More Pirates, And an Ending

Items to be found:

- Canteens
- Torch
- Cannon
- Ladle

Welcome to the biggest letdown of a final level ever! A very straightforward path takes you to Hector, so here's the description.



Drop down, then climb around the ladders towards end. H are canteens available

if you need it. Once you get to the end, there are somethings required to finish this game. Pick up the torch, and move the cannon (which is far right) all the way back left in front of the first cabin. Use X to light the cannon and blow down the door. But first, you need the ladle. It's in the second cabin. But wait! Now you need not poisoned water. That's located in the last cabin. Walk by the barrel and press X. If you did it right, it will look like Lester is spoon-feeding the barrel. Now go back to the first cabin and head in. Press X in front of Hector to put out the dynamite. Congratulations, you have now won. Enjoy some of the cheesiest dialogue ever

I Conclusion I

[3000]

I certainly hope you found this helpful. While this game is plagued with stiff controls, pretty bad graphics, and misleading items, I still rather enjoyed playing it, hopefully you do too. As it is, I highly suggest playing this on an emulator with save states, mostly for the vine jumping since they are so difficult to make. THE END