

# Out of This World FAQ/Walkthrough

by THayes

Updated to v1.1 on Apr 2, 2006

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## FAQ/Walkthrough for ANOTHER WORLD

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### GUIDE INFORMATION

Author: Tom Hayes  
E-mail: thayesguides(at)gmail(dot)com  
System: Super Nintendo Entertainment System  
Updated: 2nd April, 2006  
Version: 1.1

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### VERSION HISTORY

1.1: 2nd Apr, 2006 (Format update)  
1.0: 8th Mar, 2003 (First version)

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## 1. Introduction

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Another World is an adventure game created by Delphine Software in 1991. It features the adventures of a scientist named Lester Knight Haykin, who travels to his lab one stormy evening to conduct experiments on particle acceleration. Everything is going fine until lightning suddenly hits the experiment he's working on and he gets transported to another world. Giant squids and huge beasts with glowing red eyes are only the start of Lester's problems in this mysterious world, and an interesting, atmospheric adventure soon starts.

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## 2. Controls

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1. Pressing the D-Pad left or right makes Lester walk in that direction, while holding A or Y at the same time makes Lester Run. Down is used to crouch, which will make Lester immediately draw the gun. The D-Pad is used to climb up or down objects like the stalactite in part six, and can also be used in controlling Lester for the swimming sections of the game.
2. There are two types of jump in Another World. For the standing jump, stand still or walk in a direction and press B to jump. For the running jump, run in a direction and press B to jump. The first jump is more precise, while the second jump covers a greater distance.
3. Before Lester picks up the gun in part two, pressing A or Y while facing left or right will cause Lester to kick in that direction. This is useful for defeating the Leeches in the first part.
4. After Lester has picked up the gun near the start of part two, press A or Y to draw the gun. There are three stages of the gun. In the first stage, tap A or Y to fire a normal shot from the gun, which will defeat most enemies in the game. For the second stage, hold A or Y until a small ball appears in front of the gun, and then let go to create a shield. Shields protect Lester from shots fired by guards. In the third stage, hold A or Y until a large ball appears in front of the gun, and then let go to fire a super shot. Super shots can be used for destroying walls, doors and shields.

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3. Walkthrough

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PART 1

As soon as Lester exits the pod, hold up to swim to the surface of the water before the squid grabs him. After he exits the pool and climbs out, a huge beast with shining red eyes can be seen standing on top of a cliff in the background. Continue right to the next screen to find two leeches. To defeat these leeches walk slowly up to them and press Y to kick. Run right to the next screen and defeat these three leeches in the same way, and then continue right again to arrive in an area with a ledge up on the right.

Run to the middle of this area and the massive beast we saw standing on the cliff earlier will drop down. As soon as you regain control, run back four screens to the left while jumping at the same time to increase speed. At the end of the path jump left to land on a vine, which will break and swing Lester back to the area on the right. The chase isn't over yet though, so continue running and jumping back to the right until you arrive at the area where we first met the beast. Run over to the right side of this area to bump into some aliens who kill the beast and take Lester back to their secret lair.

PART 2

At the start of this part Lester has been put in a cage. Workers chip away at rocks in the background, and a guard patrols the path down on the right. Hold left to swing the cage one way, and then hold right to swing it back the other way. Soon the cage will fall down and land on the guard below, who will drop his gun. The alien that was in the cage with Lester says something in a strange

language and then runs off to the right.

Crouch down and press X to pick up the gun. Run two screens to the right to find a guard walking left. Quickly shoot the guard before he has a chance to shoot Lester, and then continue right to the next screen. Walk about half-way across the area and face left. Soon the friendly alien will run across the screen to start working on the control panel. At nearly the same time some shots will be fired from over at the left side of the screen.

These shots from the guard are harmless, so don't do anything just yet apart from turning to face left. When the blue ball starts floating right and the guard walks on screen, then quickly set a shield to the left and run right to the control panel. When the first shield starts to disappear set another shield to the left, and then two more. By the time the fourth shield disappears the doors should open, so quickly run right to the next area.

Run onto the platform on the right and wait for the friendly alien to walk on as well. When he does, go down two floors to the bottom level. Run left to the next area, and as soon as you enter hold down to crouch and shoot the gun to defeat the guard. Run left to the wall and shoot the gun to deactivate the power circuit. Run back to the right and ride the platform up one floor. Run left to the next area, and use the super shot to destroy the door.

The guard down on the right will start shooting through the doors, so quickly run left to the gap and press down to transport down to the floor below. Run left to the next area and press up to transport up to the path, and then run left along the path to come to a door. A guard uses the control panel on the other side of the door, while the friendly alien lifts up a panel in the floor. Quickly run right to drop down the gap and land in the tunnel. Roll left to drop down to the next area.

### PART 3

In this area, jets of steam appear in various places in the tunnel. The steam only disappears for a very short time, so you have to be very quick in rolling through. Start off by rolling left along the tunnel and avoiding the first jet of steam. Drop down to the tunnel below, and roll right down the slope. A jet of steam appears about half-way down this tunnel, so quickly roll by when it disappears and drop down to the next level of the tunnel. Roll right when the short burst of steam vanishes and drop down to the next section. Roll left off the edge of the next path, and then roll right to exit the maze.

### PART 4

After dropping down to the floor, run into the room on the left to recharge the gun. Exit the room and use three super shots to destroy the three doors. Run into the room on the left to recharge the gun again, and then continue right two screens to arrive in an area with a guard walking on a bridge. Quickly hold down and shoot the gun to defeat the guard, and then move right to the next area. As soon as you get to the end of the bridge jump right to land on a ledge down below. Use a super shot to blow a hole in the cliff on the right, and then run through the hole to exit the area.

### PART 5

Walk right at the start of the area and drop down the gap to land on a path far below. Drop down the next gap, and then jump off the right side of the rock to

land in the next area. Some tentacles will move above the path above, but they aren't dangerous. Run right to the end of the path and jump over the spikes to the path below. Continue right to the next screen. As soon as you arrive in the area, quickly run and jump right to avoid the falling rocks.

In the next screen, rocks fall in sets of three. Wait for the first set of rocks to fall, and then quickly run right up the path to avoid the second and third sets of rocks. Near the top of the slope some tentacles will stretch down toward Lester. Before this happens, quickly run right under the tentacles to the next screen. Run right under the first set of tentacles and jump the three traps to arrive in the next area.

Walk slowly right along the tunnel until you get near the trap, and then shoot three times to defeat the three tentacles. Quickly jump to the gap between the first and second trap, and then jump right to other side of the third trap before the tentacles reappear. Continue on into the next screen and jump the gap to land at the left side of the trap. Jump over the trap and run two screens right. In this area, use a super shot to destroy the wall.

#### PART 6

Run two screens left and jump carefully over the trap. Jump left over the gap, and continue left to the next screen to find three tentacles and three traps. Quickly shoot all three of the tentacles and jump over two of the traps to land at the right side of the first trap. Jump over the first trap and continue left to the next screen. Jump over the three traps in this area and run left under the two sets of tentacles to return to the area with the falling rocks.

Run left under the only set of tentacles in the screen to start running up the slope. The falling rocks can't hurt Lester on this path, so run left to the next screen to arrive in an area with a red bird. Run up to the left side of the area and shoot at the bird to make it fly off to the left. Follow the bird to the next screen, where it will eventually get caught by the tentacles. When this happens, jump off the edge of the path to land on the first stalactite. Jump left across the stalactites to land on the rock in the next area.

#### PART 7

Walk off the left side of the rock. Face right, and use a super shot to destroy the bottom of the rock, causing it to slope up to the right. Run up to the top of the slope and go right to the next area to find two small gaps. Jump carefully over these two gaps and the gap in the next screen, and then continue right to arrive in an area with a huge mass of water. Stay at the left side of the area and use a super shot to destroy the wall under the water. As soon as this happens, run quickly left and jump over the three gaps in the two areas.

Jump over the next gap which leads down to the area with the rock, and run left to the platform near the wall. The water will launch the platform up to a higher level of the area. Run right to the next area and super shot to destroy the wall at the top of the slope. Continue right to the next area and climb the steps leading up to the left. Jump over the gap on the right and run to the next area to find that the waterfall has stopped. Run right to the next screen to complete this part.

#### PART 8

Run right to the next area and stop at the bottom of the steps. Walk slowly

right and shoot the guard as soon as he enters the screen. Go right to the next screen and jump over the gap with the steps leading down to the right. Continue right to arrive in an area with a triple door and a guard standing still over on the right.

Walk close to the left side of the door and put up a shield. Quickly run to the right side of the shield and the guard will throw a grenade. Run back to the left side of the shield and the grenade will bounce back toward the guard and defeat him. Use a super shot to destroy the door on the right, and then run right two screens.

In this area, green balls on the ceiling reflect the guard walking below. When the reflection is in the exact middle of the ball, crouch and shoot the ball to hit the guard. Run back to the area on the left. Stand under the teleporter and tap up to arrive on the higher level. Run into the room on the left to recharge the gun, then run back to the right and transport down to the lower level. Run two screens left and go down the steps to find an area with another teleporter.

Transport down to the level below, and run left to the next screen. Shoot the guard as soon as you enter the area, and go left to arrive in an area with three lights. Run up to the top of the steps and shoot the middle light on the right to free the friendly alien, and then run two screens right to return to the room with the teleporter. Run to the right side of this area and a guard will pick Lester up. Tap Y and Lester will kick the guard.

Quickly run left and crouch to pick up the gun, and then shoot right to defeat the guard. Continue right to the next area, but don't run any further than the first arch when you arrive. Instead, create three shields as you walk to the right. When you pass the first arch, two guards will appear from either side of the area. Create a fourth shield to the right, but stay behind it. When the right guard appears, use a super shot to destroy his shield, and then shoot the guard. Ignore the left guard and run right to the next area.

#### PART 9

Drop into the water on the right and swim down two screens. Near the bottom of the water, swim left twice, and then go up the second tunnel on the left for air. Swim down twice, and exit the water near the traps on the right. Jump over both traps and run right to the next screen. Shoot the blue power circuit and then jump over both traps in the area on the left to land in the water. Swim over to the left side of the area, and then swim up one screen. Swim right twice, up twice, and then climb up to the path at the right side of the water. Run right two screens to complete this part.

#### PART 10

Drop down the gap to land on the path far below, and then quickly use a super shot to destroy the door on the right. Guards will appear in the room shortly after this happens, so quickly run right through the various doors in the four screens on the right. After finding the dead end, stand under the hatch near the light door and set shields to the left. Soon the friendly alien will reach down from the hatch and pull Lester up.

#### PART 11

Run left after arriving in the area and Lester will walk onto a path in the background. Run two screens right, and then run left to enter the building

where the friendly alien has been found by two guards. Walk to the shield on the left and shoot the guard on the other side. Run two screens right to an area with a massive drop.

Walk near the edge of the path and the friendly alien will show up shortly after to throw Lester across to the other side of the gap. Face left and jump off the edge of the path to swing on the awning below. After landing on the path, quickly set a shield to the left, use a super shot to destroy the guard's shields, and then shoot the two guards. Run left twice to complete this part.

#### PART 12

Run one screen left to find three guards running left toward a door. The third guard gets left behind, so walk through the door on the left and carefully approach him. When the guard sees Lester he'll raise his hands in the air. Run back through the door on the right and the guard will push a button which changes the layout of the doors in the area. Run back to the area on the right and climb the steps leading up to the left.

At the top of the steps create a shield, and then use a super shot to destroy the door. The guard will start throwing grenades, so quickly jump over the steps on the right to the path on the other side. Face left on the path and create another shield, and wait for the guard to throw some more grenades down the steps. When this shield disappears, shoot the guard and use the teleporter on the left to transport down to the lower floor.

As soon as you arrive in this area start charging the gun for the super shot. When the guard on the right uses his super shot to open the door, use Lester's super shot to destroy the guard's shield. Quickly shoot to defeat the guard, and then go down the teleporter on the right. Shoot right to deactivate the power circuit, and use the two teleporters to return to the top floor. Run right and drop down the hole at the bottom of the steps.

Run right twice and jump over the gap to the path on the other side. Run right to pull the lever on the wall, and then drop down the gap on the left. As soon as you land in this area, run right three screens and press up to use the teleporter. Walk left to activate a bridge so that the alien can drop down, and then follow him to the area on the right. Press up under the tunnel to arrive in the next area, and run down the steps on the right to board the ship.

#### PART 13

A control panel appears in the top-left corner of the screen. Press the top button, the bottom button, and then the bottom-left button to reveal a further six buttons on the left. With the set of six buttons, press the top four buttons in any order to reveal a white button on the right. Press the white button to complete this part.

#### PART 14

As soon as you regain control of Lester, run right to the next area and create a shield to the right. Use a super shot to destroy the shield of the alien, and then shoot the gun to defeat the alien. Repeat this process to defeat the other three aliens that enter this area, and run right two screens. Lester will fall at this point, but will be grabbed by a guard who pulls him up to the path.

After he kicks Lester to the next screen, the friendly alien will drop down and

attack the guard. Hold right to move across the floor to the lever, and then wait for the guard to start walking right. When he walks under the hatch, pull the lever to destroy the guard, and then pull the next lever to activate the transporter. Move left to the transporter and press up to complete the game.

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4. Enemy List

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BEAST

This huge black beast can be seen lurking on a cliff in the background as Lester exits the pool in part one. An extremely fast enemy, the best thing to do is to run from it. Beasts also appear in part twelve.

GUARD

Guards are the most common enemy in the game, and appear in nearly every part. Like Lester, they can shoot guns, create shields, and use super shots to destroy Lester's shields.

LEECH

These little leeches appear often in part one. If Lester gets too near to the leeches they'll jump up and bite him in the leg, so make sure you either jump over them or kick them.

SQUID

This is the largest enemy in the game and can be seen as soon as Lester exits the pod at the start of the game and arrives in the water. This squid can't be defeated, so the only thing to do is swim quickly toward the surface.

TENTACLE

Tentacles appear frequently in part five and part six, where they try to reach down from the ceiling to grab Lester. A normal shot from the gun causes the tentacle to hide for a few seconds, while a super shot destroys the tentacle.

TRAP

Traps are small enemies that remain still on the floor in part five, six and nine, but when Lester gets too near they reach up and bite him. Traps can't be defeated, but they can be jumped over.

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5. Copyright Information

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