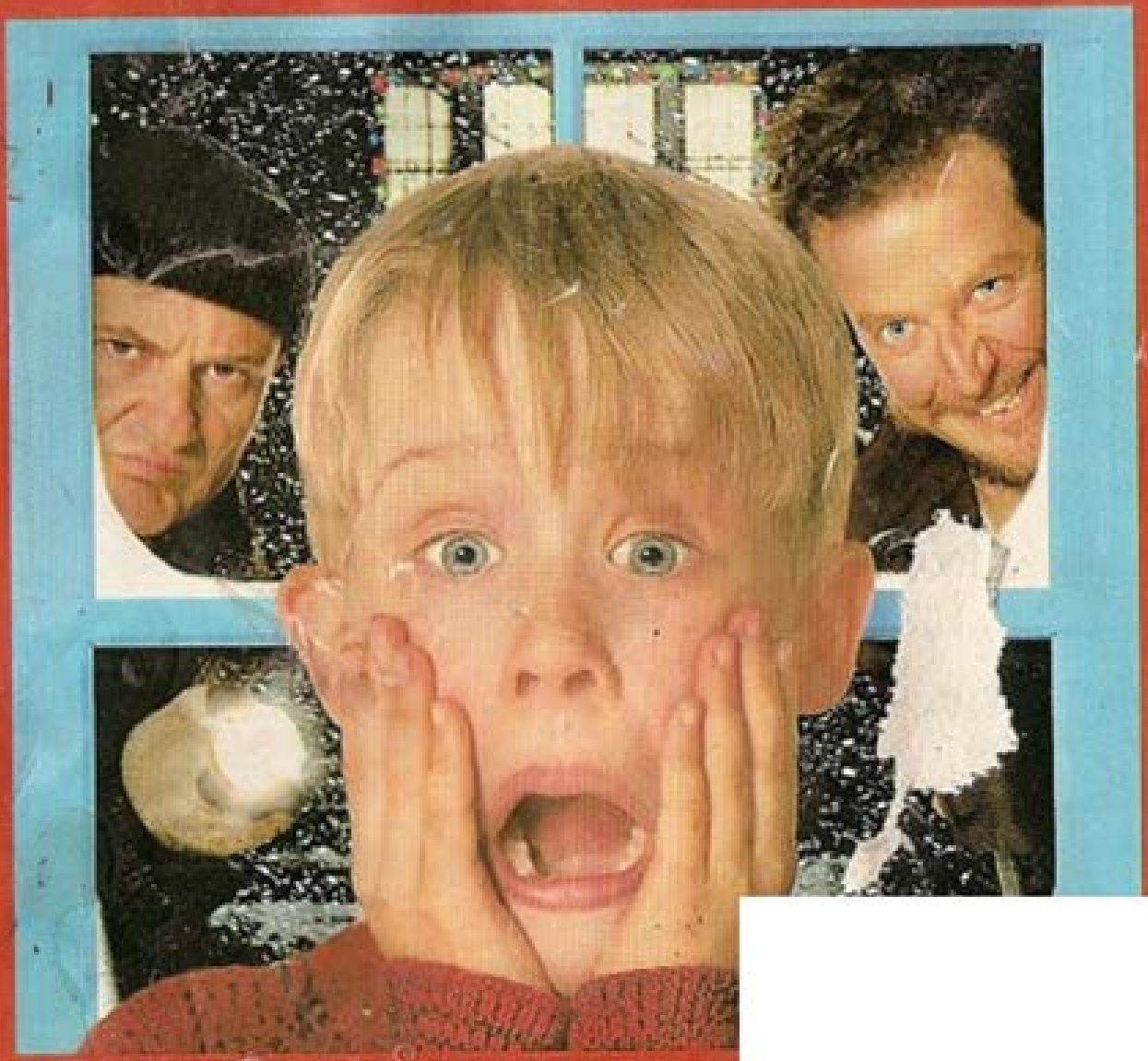
Nintendo

GAME BOY®

HOME ALONe™

DMG-HM-USA



INSTRUCTION MANUAL

Introduction

Thank you for purchasing **HOME ALONe** for the Game Boy. We hope you enjoy the adventures of Kevin McCallister as he tries to outwit Harry, Marv and their new Wet Bandit recruits. The entire McCallister family fortune is at stake in this wild treasure hunt filled with tricks, traps and piles of loot!

Kevin must dodge the nastiest gangsters throughout his house to make it to the final confrontation with his old enemies, Harry and Marv. But something even scarier awaits the young hero in the basement. . . something that has given him horrible nightmares! Help Kevin thwart the Wet Bandits *(and his worst fears)*, in this action classic from T•HQ!

T• HQ, Inc.
TOY HEADQUARTERS

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Safety Precautions

1. Take a 10 minute break after each hour of continuous play to avoid eye strain.

2. Keep cartridge stored in places away from extreme temperature changes.

3. Do not drop or hit the cartridge. Do not attempt to take the game apart. Avoid touching the connector terminals.

4. Do not clean the game with benzene, paint thinner, alcohol or any other harsh solvent.

5. Store the cartridge in its protective case when not in use.

The HOME ALONe Story

Harry and Marv, the bumbling "Wet Bandits" have paid their debt to society and are now ready to get revenge on the youngster that caused them their humiliating defeat — Kevin McCallister. They have arranged for Kevin's family to be out of the house when they come calling again, leaving him home alone for their rematch. This time, the sneaky thieves have beefed up their gang with robbers and crooks that are more than eager to help themselves to the McCallister valuables. Only the resourceful Kevin stands between the new Wet Bandit gang and his family's fortune!

Controlling Kevin

Control Pad Functions:

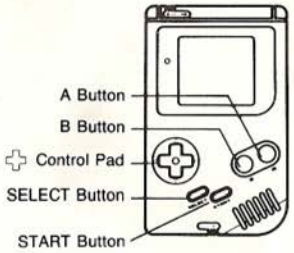
Left and Right-- Makes Kevin run in those directions.

Up-- Opens the following items when Kevin stands in front of them: doors, chests of drawers, boxes, cabinets, etc. Use this to uncover hidden valuables. It may be necessary to jump while pressing Up to locate hidden objects.

Down-- Makes Kevin squat down.

A Button-- To make Kevin jump/ To move quickly past text screens.

B Button-- To fire weapon.



Controlling Kevin *cont.*

Start Button-- To start game/ To pause game.

Select Button-- To choose weapons.

Climbing and Descending Staircases- To climb a staircase, position Kevin at the base of the stairs and press Up. To walk down the stairs, position Kevin at the top of the stairs and press Down. To reverse direction while on the staircase, press the opposite direction.

The Play of the Game

Kevin's objective is to collect his family's valuables, thereby thwarting the Wet Bandit Gang. To do so, he runs throughout the various rooms and halls searching for the items. The gigantic house is divided into four wings, each with at least two floors and its own set of treasures and traps.

THE STATUS SCREEN: Four categories are shown within the Status Screen. From left to right they are:

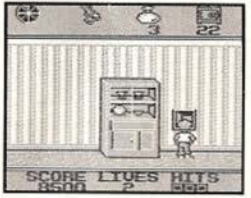
Pizza: Displays the number of pizza slices that have been collected.

Weapon: Displays the weapon Kevin is armed with and the number of available shots.

The Play of the Game *cont.*

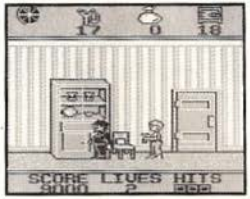
Items Collected: Displays the number of valuables that have been gathered by Kevin. This number flashes when it reaches *(bag)* the maximum level. Kevin cannot add to this number until he deposits the collected amount down a laundry chute to a pile in the basement. Position Kevin in front of the chute and press **Up**. Laundry chutes are located in several locations throughout the house.

Items Needed: This is the minimum number of valuables that Kevin must collect to complete the level. Once this number (vault) reaches "0", the player may proceed to the basement section to secure the valuables within the vault. This is indicated by a key appearing in front of the locked basement door. If you collect more than the minimum number of items, you will earn bonus points and power-ups.



The Information Bar

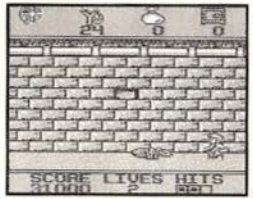
THE INFORMATION BAR:
Located at the bottom of the playing screen, it lists the score, the number of lives, and how many hits Kevin has taken. After taking three hits worth of damage, one life is lost. When all lives are lost, the game is over.



The McCallister Home

Each wing within Kevin's house has a different set of valuables. Some items can be found in the open, but the majority have been stashed inside desks, cabinets and other objects. Experiment by opening all drawers and by jumping in front of and on top of furniture and appliances.

Each time Kevin completes a level, he must face his nightmares in the basement. As with the above levels, the creatures in the basement are different for each encounter.



Hint: Loose brick must hit creature.

Power-Ups



The following items are found throughout the household and offer special bonuses to the player:

Slice of Pizza: Collect eight pieces for an extra life.

Cookie: Regain one hit.

Pizza Box: Gain one extra life.

After-Shave: Temporary invulnerability to all enemies!



Weapons

The following items are listed from weakest to strongest attack potential:

Water Pistol: Has unlimited shots and fires quickly.

Slingshot: 10 shots for each slingshot collected.

Baseball: One throw per ball. Makes a Bruiser Boy double over with one shot.

BB Rifle: 15 shots per rifle. It takes more shots to stop a Bruiser Boy, but he'll be doubled over for a longer period of time.

Enemy Characters

There are three basic burglar gangs encountered throughout the game. Each reacts differently to Kevin's presence:

The "**Light-Fingered**" Mob doesn't chase after Kevin, but will run off with any uncovered valuables *(if Kevin doesn't get it first).* They wear black suits.

The "**Sneak-Thieves**" chase after Kevin and will make off with valuables. They wear caps and jump suits.

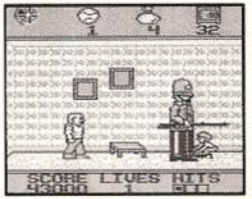
The "**Bruiser Boys**" will only come after Kevin and ignore valuables. If Kevin hangs around in the same room for too long with these characters, they will jump up and down causing chunks of plaster to fall from the ceiling.

Enemy Characters *cont.*

And be on the lookout for some other particularly tricky goons that have hooked up with this crew!

Experiment with the weapons to see how many shots are required to vanquish each enemy.

Special Note: a useful strategy is to shoot until the crook doubles over, then for a short time it will be safe to jump over him!

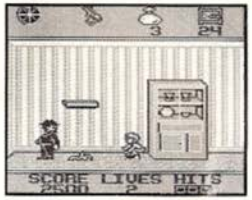


Tricks, Traps and Puzzles

A variety of booby traps have been set in every part of the McCallister house. Kevin has the option to lure the criminals into the devices, thereby eliminating them from the game. Some of the traps include:

Banana Peel- Knock it off the shelf and entice a crook toward you so he slips and falls off the screen.

Falling Objects- These can be timed to fall on the unsuspecting goons. Items include paint cans and irons.



Floor Obstacles- Toy cars and scattered thumbtacks make imposing barriers for the bad guys.

Kevin cannot be hurt by the traps that he activates, but the Floor Obstacles will harm him. Some traps have a puzzle-like quality to them that require the player to solve.

Special Note: Use the enemy character's pattern of movement to determine the best way to ensnare him.

The Final Confrontations

Once the house has been cleared of the marauding bandits, Kevin must enter the basement for a final time. Waiting below will be Marv, Harry and Kevin's worst nightmare of all! If Kevin is successful in stopping the leaders of the Wet Bandit Gang and overcoming his deepest fears, he will be reunited with his parents and family!



90-Day Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a ReturnAuthorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Deaprtment
5000 N. [illegible]kway Calabasas, Suite 107
Ca[illegible] 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc, Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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