Nintendo

GAME BOY®



HOME ALONE 2™

LOST IN NEW YORK

T•HQ, Inc.
TOY HEADQUARTERS

DMG-AH-USA

INSTRUCTION BOOKLET

INTRODUCTION

Thank you for purchasing **Home Alone 2 Lost In New York** for the Game Boy. We are sure you will enjoy the escapades of Kevin McCallister as he tries to make his way through the largest metropolis of them all - New York City!

His old adversaries, Marv and Harry - the Wet Bandits, have a score to settle. They're going to do their best (or worst) to get revenge on our hero. Not that Kevin can't take care of himself . . . You'll find plenty of toys and trinkets to defend yourself against the Wet Bandits and other multiple threats in a big bad city!

T•HQ, Inc.
TOY HEADQUARTERS

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HUGHES®

SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. Always make sure the Game Boy's power is off before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store it in its protective package at room temperature when you are not using it.
4. If your Game Pak gets dusty, clean it with a soft , dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

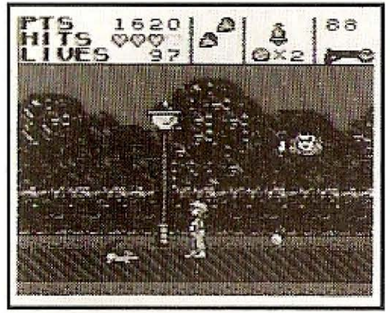
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THE STORY

It's Christmas time and somehow Kevin McCallister has been separated from his folks again. Only this time the action takes place in New York City. Everything from Central Park muggers to sewer rats come after the youngster as he makes his way through the gigantic city to find his family.

Harry and Marv are hot on his trail and this time they have enlisted the aid of some creeps from their old gang. To make matters worse the entire staff of the Plaza Hotel is after him too. Can a kid make it through New York? Grab the controls and find out in this thrilling adventure for the whole family!



CONTROLLING KEVIN

General movements:

Running - **Right** or **Left** on the Control pad.

Sliding - Press **Down** on the Control pad while running.

Duck - Press **Down** on the Control pad while standing still.

Enter a Door - Press **Up** while standing in front of a door.

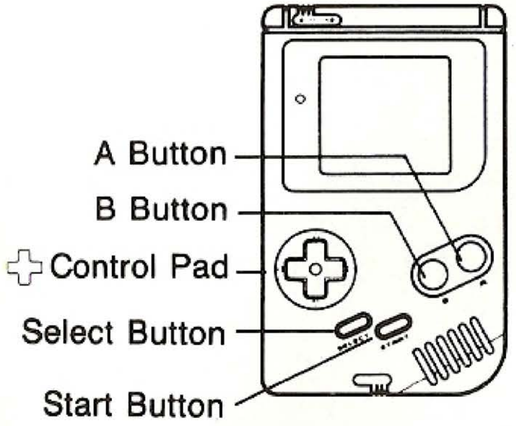
Jumping - Press the **A Button.**

Fire Weapon - Press the **B Button.**

Summon Elevator - Press the **Up Button** while standing in front of the elevator call button.

CONTROLLING KEVIN cont.

Selecting Weapon - Press the **Select Button** to scroll through the inventory list. The weapon will appear in the window of the status bar along with the number of shots available (from 0 to 99). The weapon in the status bar window is the weapon you will fire when the **B Button** is pressed (as long as you have one or more shots available).



CONTROLLING KEVIN cont.

Weapons and tactics:

Slide - Eliminates many enemies that are on the ground.

Dart Gun - Temporarily "stuns" human enemies. (Will not work on some bosses).

Flying Fist Gun - Knocks one enemy off the screen. (Some require two shots!)

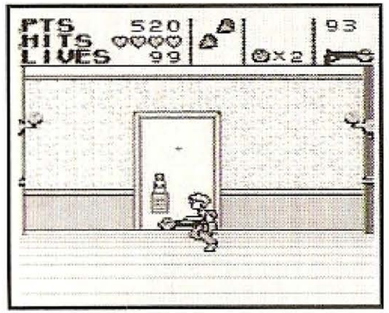
Super Flying Fist Gun - Knocks off enemies across the screen. Kevin can run after the first to maximize the number of enemies hit. (Be careful some enemies are too low to the ground to be hit!)

CONTROLLING KEVIN cont.

Necklace - Causes walking enemies to slip right off the screen.

Hints:

- Look around for Dart Packs, these will increase the ammunition for your Dart Gun.
- Fist Guns are usually helpful to defeat the bosses.



POWER UPS

The following items are collected throughout the game:

Pizza Slice - Collect 6 of these to gain an extra life.

Whole Pie - Gives you an extra life.

Cookies - Collect 5 cookies to recover one lost power unit.

Bell - Makes Kevin jump higher than normal.

Candy Cane - Makes Kevin temporarily invulnerable to all enemies except those who grab him.

After Shave - Makes Kevin temporarily invulnerable to grabbers and lets him knock all other enemies off the screen.

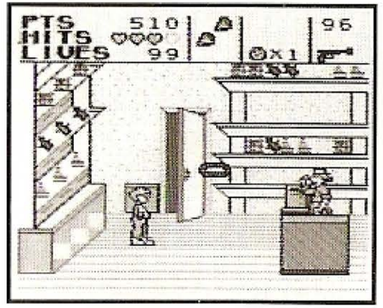
You'll see the items Kevin collects as well as his number of power units, lives left, and score on the top of the screen in the status bar.

THE HOTEL

Kevin starts out in the lobby of the **Plaza Hotel** off Central Park. Many items that Kevin needs to survive this level are hidden behind the furniture and in the background. To uncover hidden items, jump around everywhere.

Hints for the Hotel:

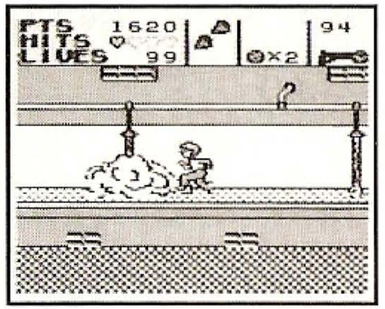
- Dodge the suitcases as you ring for the elevator. Take the elevator to the upper floors.
- Go into lobby shops and hallway doors upstairs to discover more items. Avoid all hotel staff members (yes, that includes the maids).



THE HOTEL cont.

More Hints for the Hotel:

- Take the freight elevator from the 16th floor to the kitchen. Be sure not to mess with the kitchen staff as well.
- This is where you have your final confrontations with the house detective and the Master Chef.

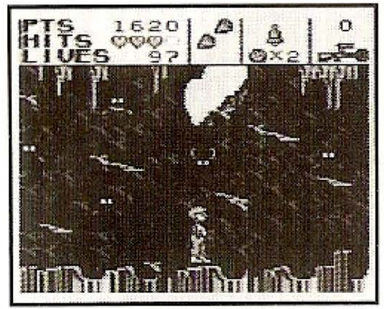


CENTRAL PARK

Make your way through dangerous, night shrouded zones in Central Park. Punks, thugs, rats and worse are all waiting for you.

Clues for Central Park:

- Find a way to climb the Central Park wall.
- Find the underground cave protected by the Pigeon lady's birds to find the next level. (Be sure to make friends with her before leaving.)

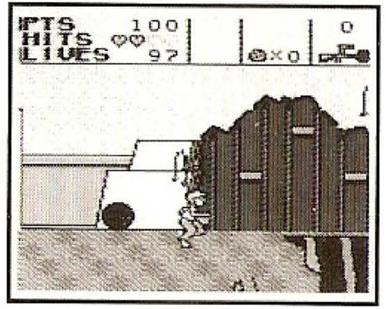


THE UNCLE'S TOWNHOUSE

Kevin's uncle has a townhouse that is in the middle of renovation and Kevin has set up booby traps there to try to trap the Wet Bandits and turn them over to the police; but, his plan has backfired. The rooms are locked and Harry and Marv (through dumb luck) have most of the keys. Kevin must find the first key and then go to each room successively and set off the trap there to get the keys back so he can get to the roof to escape.

Town House Tips:

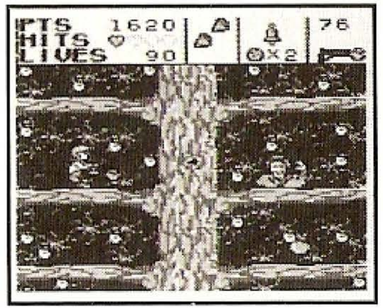
- There are 3 floors to the town house with multiple rooms in each floor.
- Look out for holes in the floor and falling plaster as you make your way through the hallways.
- Check all the doors.

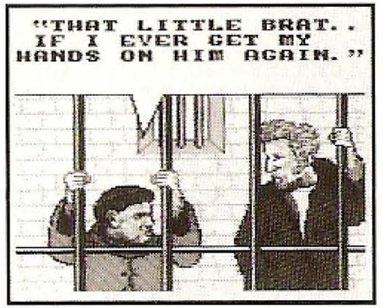


LAST, BUT NOT LEAST

The great chase begins on the roof of the uncle's townhouse, then continues on the streets of New York, and ends at the Christmas tree at Rockefeller Center. Try to make it to the top of the tree to get rid of those crooks once and for all!

Once you complete this level, Kevin is reunited with his family for a holiday they'll never forget!





WARRANTY

90 DAY LIMITED WARRANTY:
T•HQ, 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, T•HQ, 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 thru Friday.

3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization 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:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 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 T•HQ, Inc.enclosing a check or money order for $10.00 payable to T•HQ, Inc. T•HQ 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.

WARRANT LIMITATIONS:
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CREDITS

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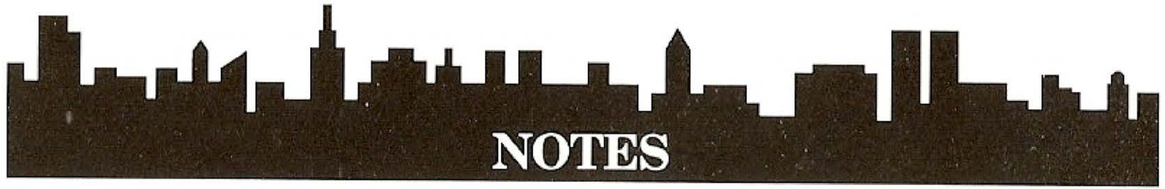
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NOTES

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