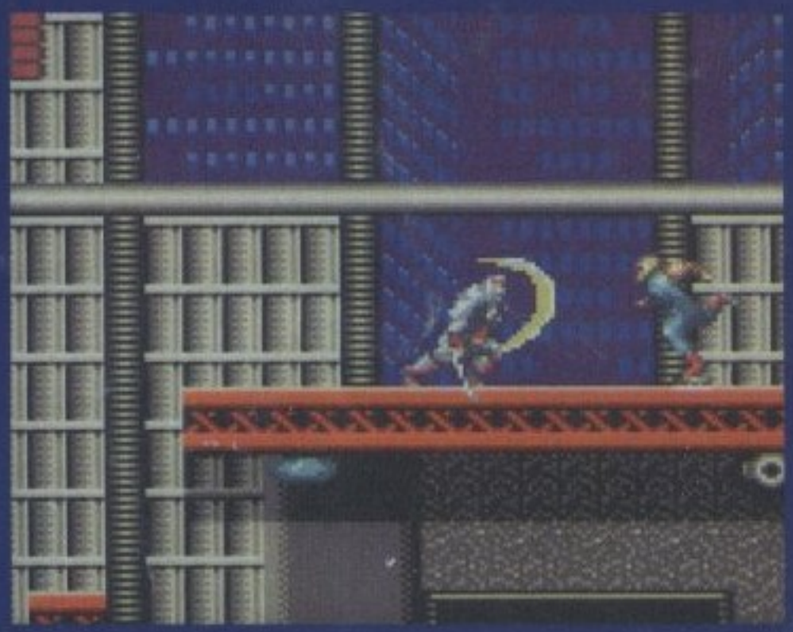
SHINOBI II™
THE SILENT FURY



Shinobi™, the Ninja Master, returns with his team of expert warriors. Attack with 5 different ninjas, each with his own special Ninja Magic.

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HOME ALONE™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

EPILEPSY WARNING
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

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Crooks Beware!

Kevin's been left *HOME ALONE*! He's all by himself in a big, empty neighborhood. Two burglars, Harry and Marv, are cruising the streets in their van. They're planning to break into each house and load up with loot!

But Kevin knows what they're up to. And he's got a few surprises of his own that will make them holler for mercy!

Starting Up

1. Set up your Sega Game Gear, and make sure the power switch is **off**. (Always turn the power switch **off** before inserting or removing the cartridge.)



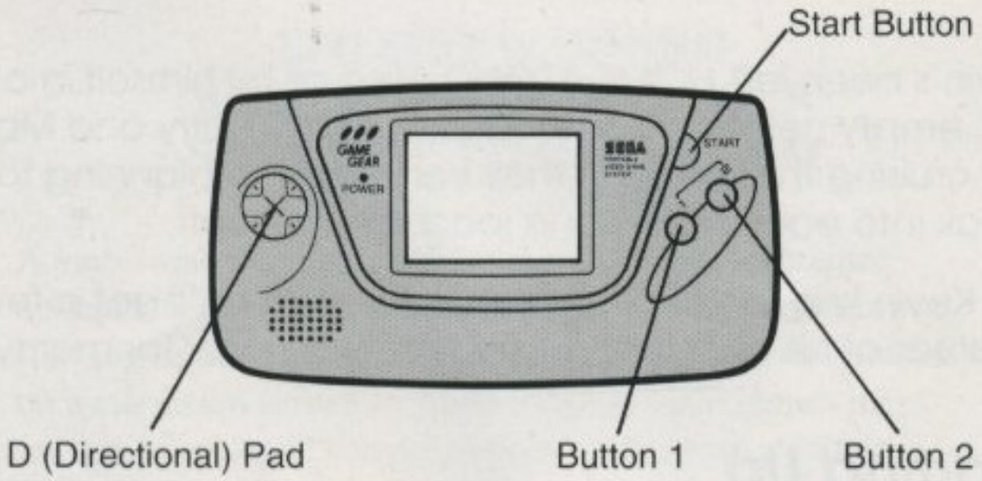
2. Insert the *HOME ALONE* cartridge into your Game Gear, and turn the power switch **on**. The Sega screen will appear, followed in a few moments by the Title screen.

3. Press the **Start** button to begin.

Important:

If you don't see the Sega screen, turn the power switch **off**. Check that the batteries in your Game Gear are in working order (or that your Game Gear is connected to power), and make sure the cartridge is **firmly** inserted. Then turn the power switch **on** again.

Take Control!



Keep Harry and Marv on the run! Turn to the pages listed below for button controls and game play information.

Options screen:

- Set your game options. See page 5.

Around the neighborhood:

- Sled from house to house, pick up traps and weapon items, and enter houses. See pages 6-8.

Traps Setup screen:

- Spread boobytraps around a house. See pages 8-9.

Inside any house:

- Search for more items while dodging or creaming Harry and Marv! See pages 10-11.

Weapons screen:

- Make weapons from the parts you've found. See pages 12-15.

For Game Play Assistance, call 1-415-591-PLAY

Options

Press **Start** at the Title screen to get to the Options screen. Press the **D-Pad up** or **down** to move the marker from one option to another.



Mode:

Press the **D-Pad right** or **left**, or press **Button 1** or **2**, to change the setting. In Beginner games, Harry and Marv always loot the houses in the same order. You can easily make weapons with the Auto Assembly feature, and you have 20 minutes to save the neighborhood.

In Expert games, the crooks break into the homes in random order. You can find more items, but you must figure out how to put your weapons together on your own. You have 40 minutes to stop the burglars, but their van moves faster, so they're harder to follow.

Push:

Switch your **Fire** and **Jump** buttons by pressing the **D-Pad right** or **left**, or by pressing **Button 1** or **2**.

Music and Sound:

Listen to the game tunes and sound effects. Use the **D-Pad** to select a setting, and then press **Button 1** or **2** to hear it. (Select "None" to turn off the game's music.)

Exit:

Move the marker here and press **Button 1** or **2** to begin your house-rescue adventure.

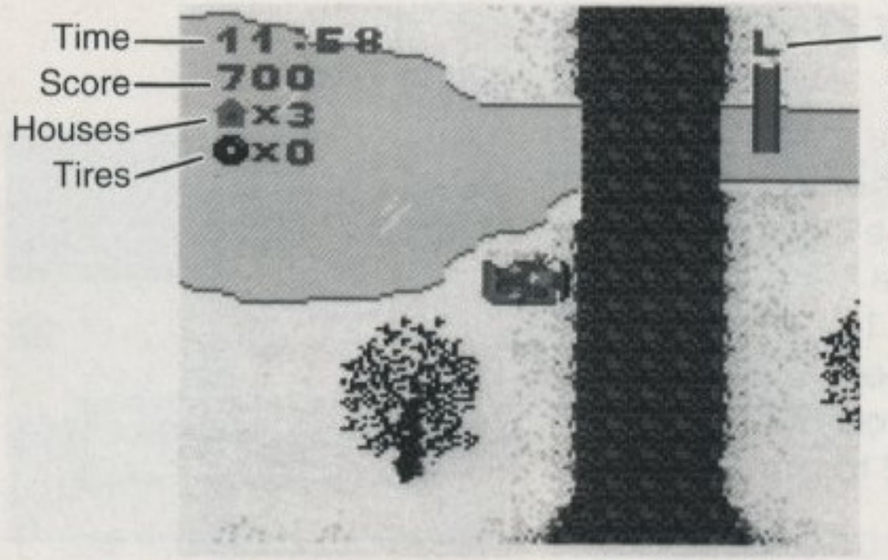
Sled Power!



A sneaky-looking van is prowling the neighborhood. You need to find out where it's headed! You've got about one minute before Harry and Marv will start looting. You can either sled around looking for items, or go into an empty house and lay traps. (In Beginner play, the thieves break into the Mansion first. In Expert play, you never know where they'll start!)

Button Controls:

D-Pad	Moves Kevin in any direction on his sled. Zip around the snowy yards, bashing into snowmen to pick up items. (Some snowmen may be empty.) Steer clear of bushes and other obstacles, or you'll boomerang out of control and lose precious time.
Button 1 or 2	Speeds up the sled, as long as there's power left in your Charge meter (see page 7).
Start	Pauses the game and brings up the Weapons screen. Press again to return to the action.



Time: How much time is left before the police arrive. In Beginner games, you start out with 20 minutes; in Expert games, you have 40 minutes.

Score: Your score so far.

Houses: Starts out at 5, for all the houses you must save. If Harry and Marv flood a house, you lose one number. If all the houses get flooded, you lose the game.

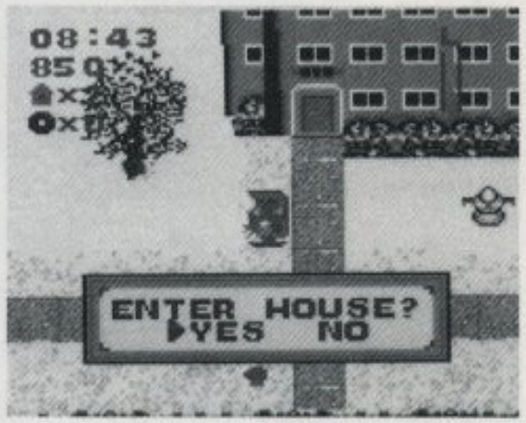
Tires: The number of Tires you have. Find more Tires under the snowmen. Tires help you get items that are stashed in high places inside the houses.

Charge Meter: The red bar shows your sled's power. It runs out as you speed around. You can't go fast if you lose power. Find a blue **Battery** under a snowman to restore the meter to full charge.

Loot Meter: Appears when the housebreakers are ransacking a house. The bar gets longer as the bandits loot the safes inside the house. When the bar is full, Harry and Marv have cleaned out the place, and you've lost your chance to save it.

Entering a House

Slide up near the doorway of a house. When you stop right in front of the door, you'll get the message "Enter House?" Press **Button 1** or **2** to go in. (Or move the marker to "No" with the **D-Pad** and press **Button 1** or **2** to continue sledding.)

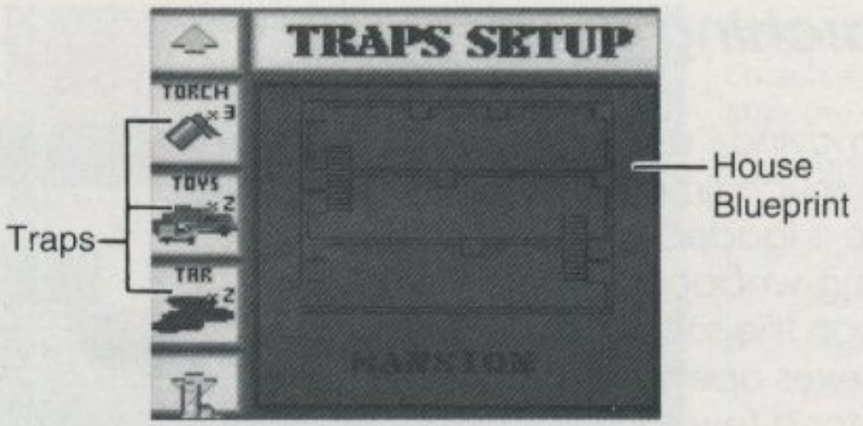


Note: You won't be able to enter a house that's already been ransacked and flooded.

Setting Traps

You'll see a blueprint of the house as soon as you enter, and a list of the traps you have. (You start the game with two of each trap, and you can find more under snowmen.) Now you can set ambushes to stymie the crooks.

Note: If Harry and Marv are already in the house, you're too late to set traps, so you won't see the Traps Setup screen.



To Set Traps:

1. Use the **D-Pad** to move the Hand to the trap you want. To see more traps, move the Hand to the Up or Down Arrow and press **Button 1** or **2** to browse through the list.
2. Press **Button 1** or **2** to highlight the trap.
3. With the **D-Pad** again, place the Hand somewhere on the blueprint.
4. Press **Button 1** or **2** to set the trap at that spot. You'll see a small "**T**" showing where the trap is placed. (If the trap cannot be placed there, you'll hear an "Unh" sound. Move the Hand to another spot and try again.)
5. To pick up a trap you've already placed, move the Hand to it and press **Button 1** or **2**.

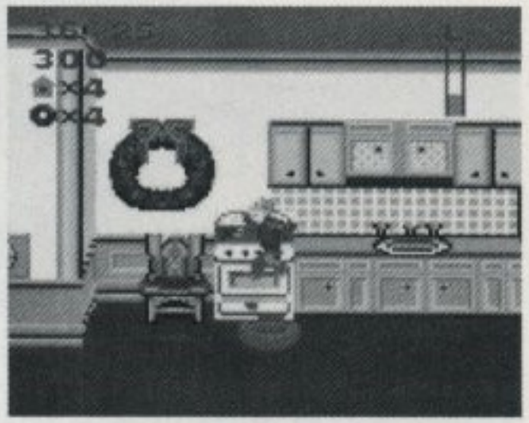
Kinds of Traps:

- Scatter **Tacks**, **Marbles** and **Toys**. Spread **Ice**, **Grease** and sticky **Tar.** These traps can be placed anywhere in a house.
- A **Blow Torch** can only be placed in certain areas of each house.

Note: Tacks and Grease are only available in Expert play.

Searching Houses

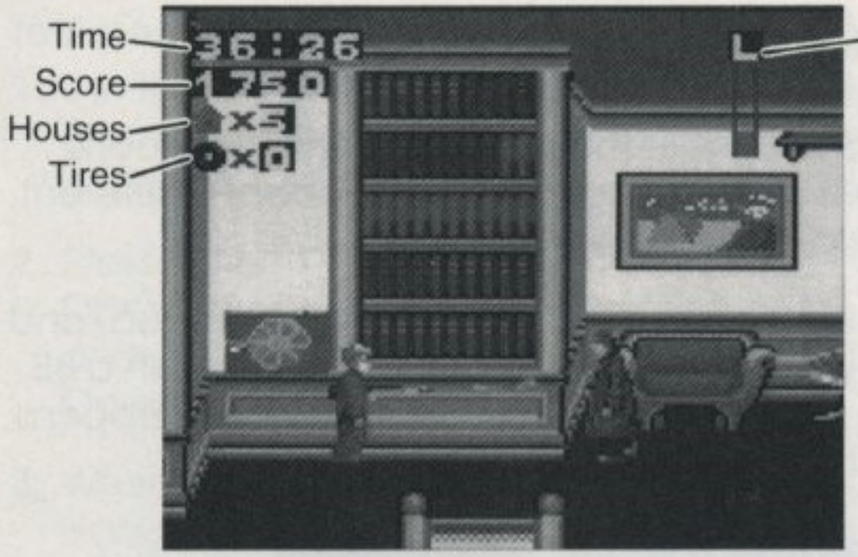
Get moving, 'cuz you don't have much time. Each house is loaded with items for making weapons. Bop through the rooms and keep your eyes open! (Items will flash for a few seconds when you enter a room.)



Button Controls:

D-Pad	Moves Kevin **left** and **right** through the rooms. Also moves him **up** and **down** stairs and elevator tubes.
Button 1 (Fire)	Blast the crooks with your weapon! You can fire as long as you have ammunition in your Ammo meter (see page 11).
Button 2 (Jump)	Makes Kevin jump. When you see an item, jump up to grab it. Climb on furniture and bounce on beds to get items that are higher up.
D-Pad down + Start	Drops a Tire, as long as you have at least one Tire left. When an item is high up, toss down a Tire and bounce on it to snag the object.
Start	Pauses the game and brings up the Weapons screen. Press again to return to the action.

Note: You can switch your **Fire** and **Jump** buttons on the Options screen (see page 5).



Ammo Meter: Shows how much ammunition you have left for the weapon you're using. When you run out of ammo for a weapon, you can either switch to another weapon, find more ammunition, or take your weapon apart and use the pieces to make something else.

Loot Meter: Same as for when you're sledding. This meter appears when the burglars are robbing a house. The bar lengthens as they loot the safes inside the house. When the bar is full, the thieves have cleaned the place out, and you've lost your chance to save it.

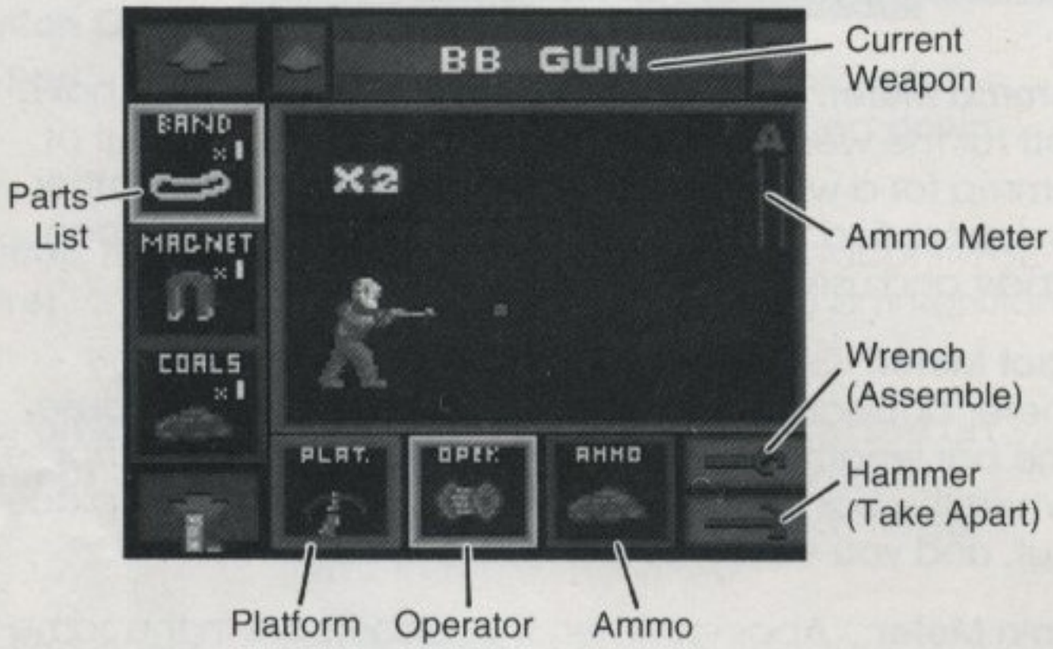
Pain Meter: Appears when the robbers are in the same house with you. The bar increases every time Harry and Marv get hurt, so keep blasting away! Also, get them to chase you around, so they'll slide and trip on the traps you set. (Jump to avoid the traps yourself.) If you can keep it up, you can make their Pain meter shoot sky high so the crooks will bail out of the house!

Don't let the bandits catch you, or they'll hang you on a picture hook. You'll have to wiggle and squirm to get free! (Press **Buttons 1 and 2** quickly to drop to the ground.)

Assembling Weapons

Collect items throughout the homes to make weapons. Then blast the burglars! Each weapon's effect is different, but they'll all stop the crooks for a time.

Press **Start** to see the weapon parts you've collected, and the weapons you have. (You start every game with a BB gun.) Use the Weapons screen to assemble fun weapons for dealing with the thieves.



To Assemble Weapons in Beginner Play:

When you collect the right parts to make a weapon, they appear in the Platform, Operator and Ammo boxes at the bottom of the screen. Move the Hand to the Wrench and press **Button 1** or **2** to make the weapon. If you have the correct parts for a second weapon, they'll appear in the boxes next. You can continue making other weapons as long as you have all the parts.

To Assemble Weapons in Expert Play:

1. Use the **D-Pad** to mave the Hand to a weapon part. (You can move the Hand to the Up or Down Arrow and press **Button 1** or **2** to browse through the parts list.)
2. Press **Button 1** or **2** to place the part in a Platform, Operator or Ammo box. (The color of the box in the parts list tells you whether that part is a Platform, Operator or Ammo item.)
3. When all three boxes have weapon parts, move the Hand to the Wrench, and press **Button 1** or **2**. If the parts you've chosen can make a weapon, it will appear at the top of the screen. (The parts will vanish from the boxes.) If you can't assemble the parts, you'll hear an "Unh" sound.

To Place a Part Back in the List:

Move the Hand to it and press **Button 1** or **2**.

To Choose a Different Weapon:

Move the Hand to the Up or Down Arrow next to the current weapon's name at the top of the screen. Press **Button 1** or **2** until you see the weapon you want. (You must assemble a weapon first before you can choose it.)

To Take a Weapon Apart:

At the top of the screen, choose the weapon you want to take apart. Make sure the Platform, Operator and Ammo boxes are empty. Then move the Hand to the Hammer and press **Button 1** or **2**. The weapon parts will appear in the boxes at the bottom of the screen. You can now use the parts again, or put them back in the list.

Weapon Items

You need three parts to make a weapon — a Platform, an Operator and Ammo. Here are the parts you can find in the houses and under the snowmen:

Platforms: Hair Dryers, Crossbows, Cans, Ice Cream Scoops, CD Players, Cameras

Operators: Rubber Bands, Wire, Balloons

Ammo: Snowballs, Hot Coals, Pepper, Glue, Super Balls, BBs, Rope, D-Cell Batteries, Flashbulbs

Note: CD Players, Cameras, D-Cell Batteries, Rope and Flashbulbs are only available in Expert play.

Weapons List

Figure out the parts you need to make each weapon:

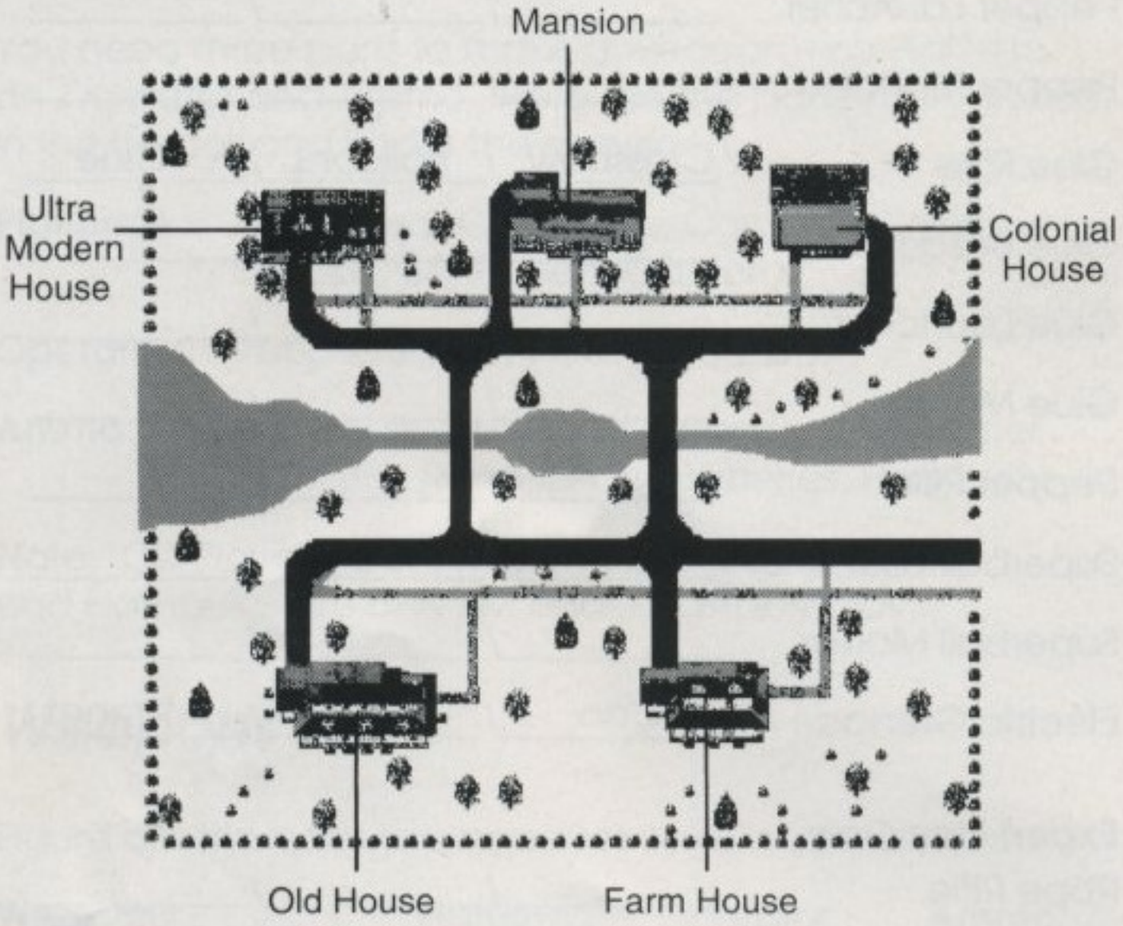
Weapons	Platform	Operator	Ammo
Hot Coal Rifle			
Hot Coal Launcher	Scoop	Wire	Coals
Hot Coal Mortar			
Snowball Bazooka	Hair Dryer	Rub. Bands	Snowballs
Snowball Launcher			
Snowball Mortar			
Pepper Rifle			
Pepper Bazooka			

Weapons	Platform	Operator	Ammo
Pepper Launcher			
Pepper Mortar			
Glue Rifle	Crossbow	Balloons	Glue
Glue Bazooka			
Glue Launcher			
Glue Mortar			
Pepper Rifle			
Superball Launcher			
Superball Mortar			
Electric Grenade	Can	Wire	Magnet

Expert Play Only

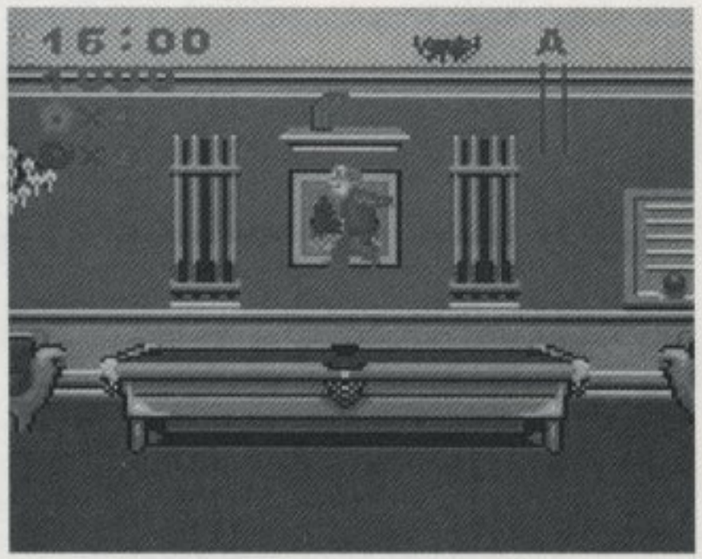
Rope Rifle			
Rope Launcher			
Rope Mortar			
Sonic Wave Gun			
Flashbulb Shotgun			

Kevin's Neighborhood

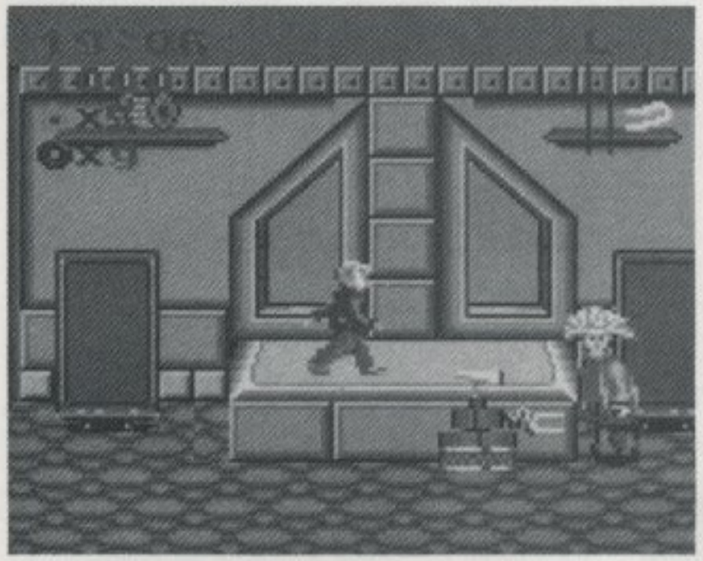


Mansion

Kevin's own house has a great stereo system, plenty of ritzy furniture and a giant tarantula guarding it all!



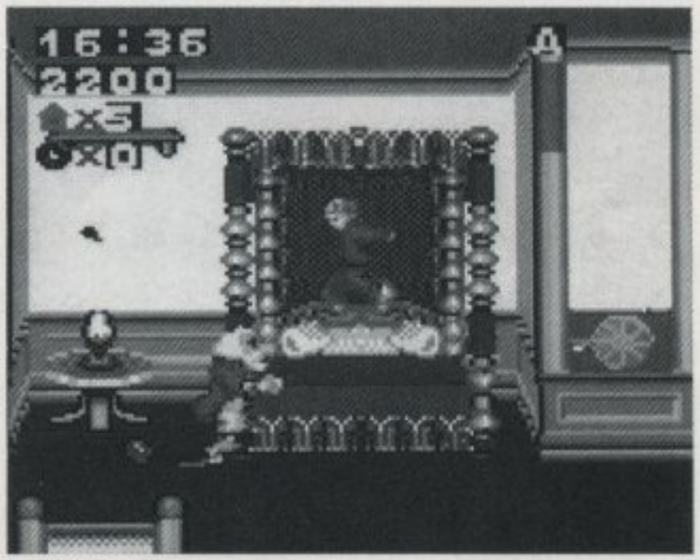
Ultra Modern House



Get ready for lots of chrome and hi-tech electronics! Ride the elevator tube by pressing the **D-Pad up** or **down**. The security robot has a shocking way of dealing with housebreakers — including Kevin!

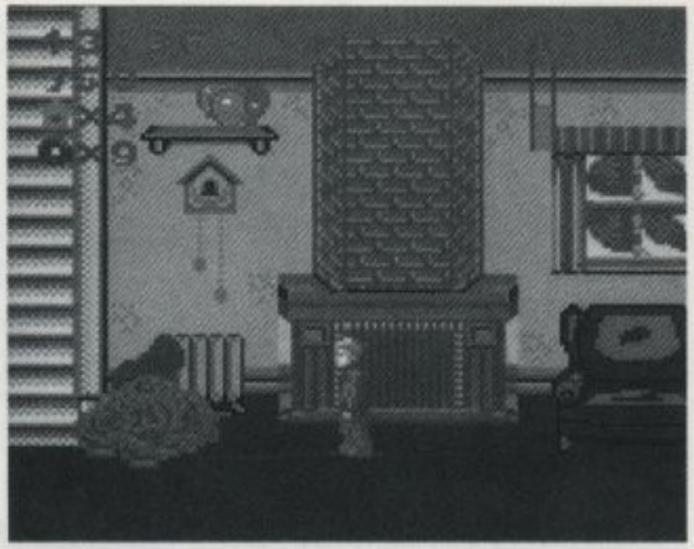
Colonial House

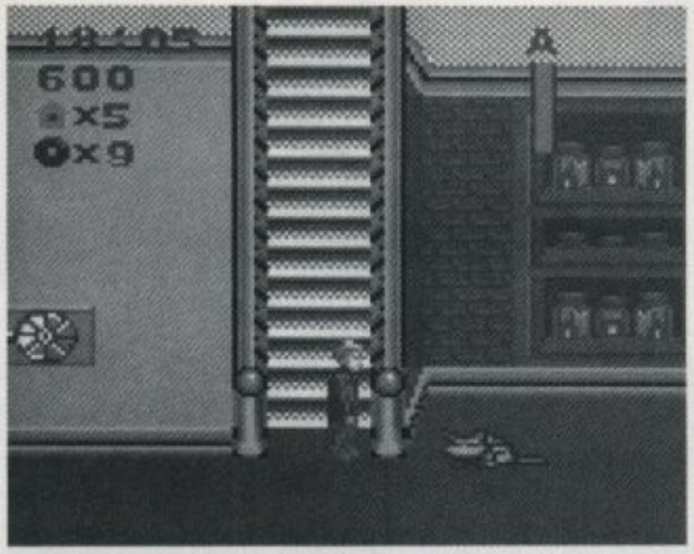
Climb to the top of this stately structure. With five floors to explore, you're sure to find a ghost or two!



Old House

This home from the good old days is more of a ruin than a relic. Watch out for steaming radiators!





Farm House

This comfortable cottage is loaded with antique treasures, from attic to basement. You and the cat will have barrels of fun!

Scoring

During a Game:

Picking up a trap or weapon part:	100 points
Hitting a crook:	100 points
Hitting a snowman:	50 points
Picking up a Tire or blue Battery:	50 points

Saving (or Losing) a House:

A Bonus Score screen appears when you are inside a house and you save it or it's flooded. You can earn these extra scores:

House Bonus: 2000 points for saving the house.

Pain Bonus: 3000 points maximum for a full Pain meter. Your points will depend on how much pain you actually caused.

Gun Bonus: 100 points for each type of weapon used on the crooks while they were looting the house.

Trap Bonus: 100 points for each time a crook was caught by one of your traps while looting the house.

End Game:

You can receive additional bonuses when a game ends:

Home Bonus: 1000 points for each house that was not looted.

Block Bonus: 10,000 points for saving all five houses in the neighborhood.

Crook-Catching Hints

- Items hidden in the snowmen change every time you go outside. Some snowmen don't have anything inside.
- In Expert games, Harry and Marv go to the homes in a different order every time you play.
- Boobytrap houses before the robbers enter to ambush them. (The crooks will only fall for the traps when you're in the house with them.)
- Some traps last longer than others. Kevin can be caught by traps, too, so jump to dodge them.
- Know what weapon parts you need, and where to find them. Assemble your weapons quickly and have lots of ammunition in reserve.
- Experiment to figure out what weapons you can assemble.
- In Beginner games, take a weapon apart when you run out of its ammunition. Then exit the Weapons screen. The next time you return to it, you'll be able to make a different weapon with the first weapon's Platform and Operator if you have the right Ammo.
- Each Platform has a different arc and range. Find and use the best Platform for each weapon.
- Operators and Ammo work together. For example, you need Balloons to hold the Glue, and you need Wire to electrify the Hot Coals.

- As soon as one weapon runs out of ammunition, switch to another one. Don't get caught without a working weapon!
- Some weapons are more powerful than others, though each weapons's damage only lasts for a short time.
- If Harry and Marv manage to flood a house while you're in it, you'll be put out in the snow!

For Game Play Assistance,
call 1-415-591-PLAY

Handling Your Cartridge

- The Sega cartridge is intended for use only on the Sega Game Gear System.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

Credits

Developer: Brian A. Rice, Inc.

Programming: Al Baker

Game design: Michael Latham

Additional design: Tony Van

Art direction: Thomas L. Fessler

Background art: Thomas L. Fessler, Safari Art-Graphics

Animation: Safari Art-Graphics

Music direction: Cliff Falls

Music & sound effects: Rolf Weber, Cliff Falls

Lead tester: Jill Schwartz

Testers: Crisi Albertson, Dante Anderson, Nathan Baker, Terry Banks, Greg Becksted, Joe Cain, Harry Chavez, Chris Cutliff, Cliff Falls, Ivan Foong, Jason Kuo, Tony Lynch, Heather Meigs, Vy Nong, Bill Person, Unni Pillai, Eric Rawlins, Chris Sinclair, Ben Szymkowiak, Conan Tigard, Kurt Tindle, Robert Wong

Product marketing: France Tantiado

20th Century Fox licensing and merchandising: Scott Marcus

Producer: Tony Van

Manual: Carol Ann Hanshaw

Special thanks to: Leni Santiago-Pratte

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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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