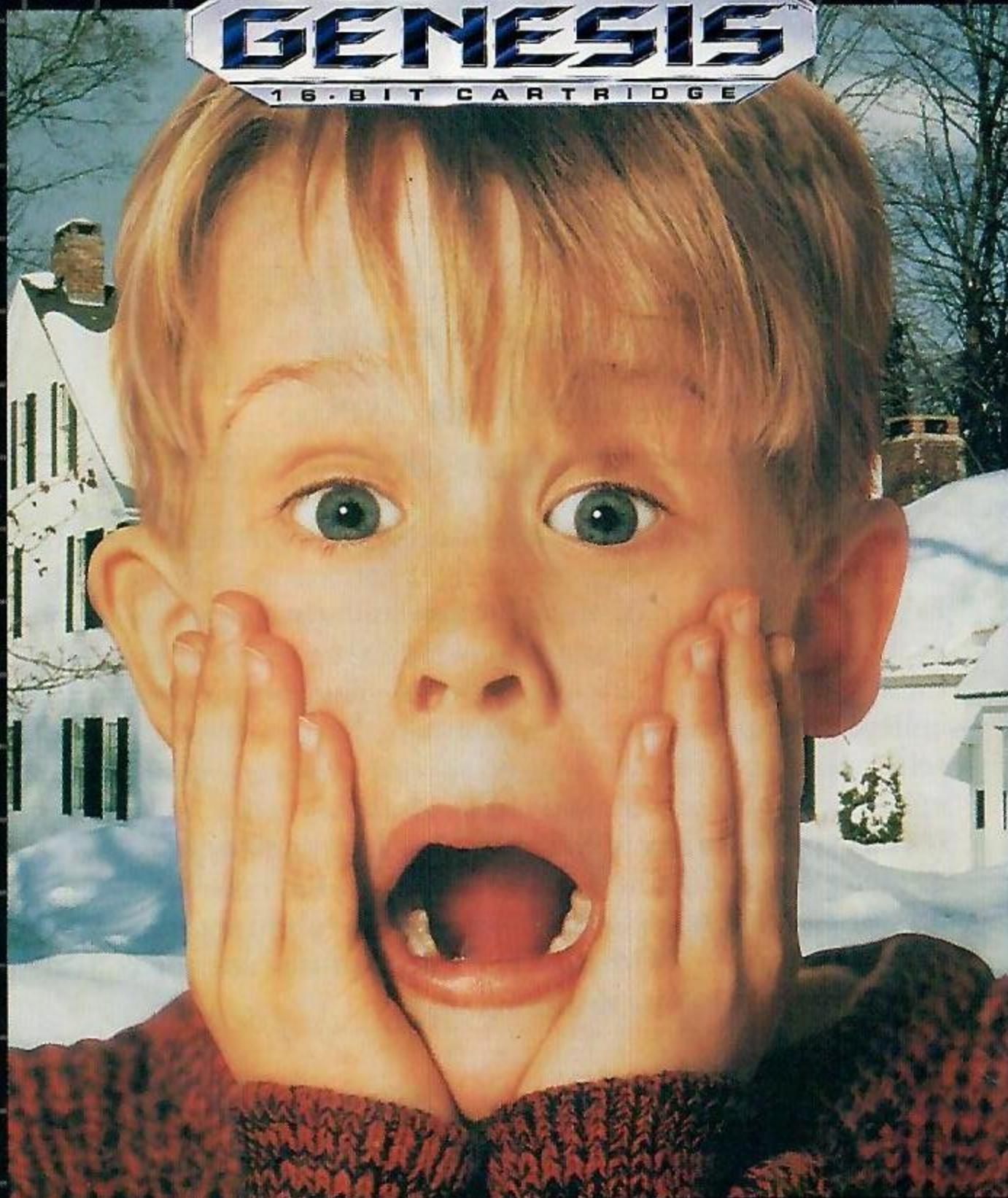


SEGA
GENESIS
16-BIT CARTRIDGE



HOME  **ALONE**TM

INSTRUCTION MANUAL

Epilepsy Warning

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

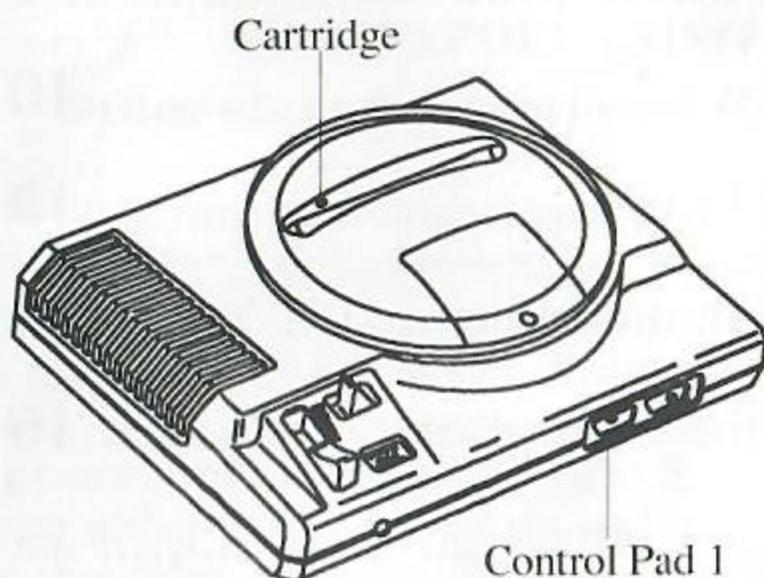
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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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Starting Up

1. Set up the Genesis System and plug in Control Pad 1. (*Home Alone* is for one player only.)
2. Make sure the power switch is OFF. Place the *Home Alone* cartridge into the cartridge slot and press it down **firmly**.



3. Turn the power switch ON. The SEGA screen will appear, followed by the Title screen.
4. Do nothing, and you'll soon see a game demo. Press **Start** at any time to return to the Title screen.
5. Press **Start** at the Title screen to begin the game.

Important:

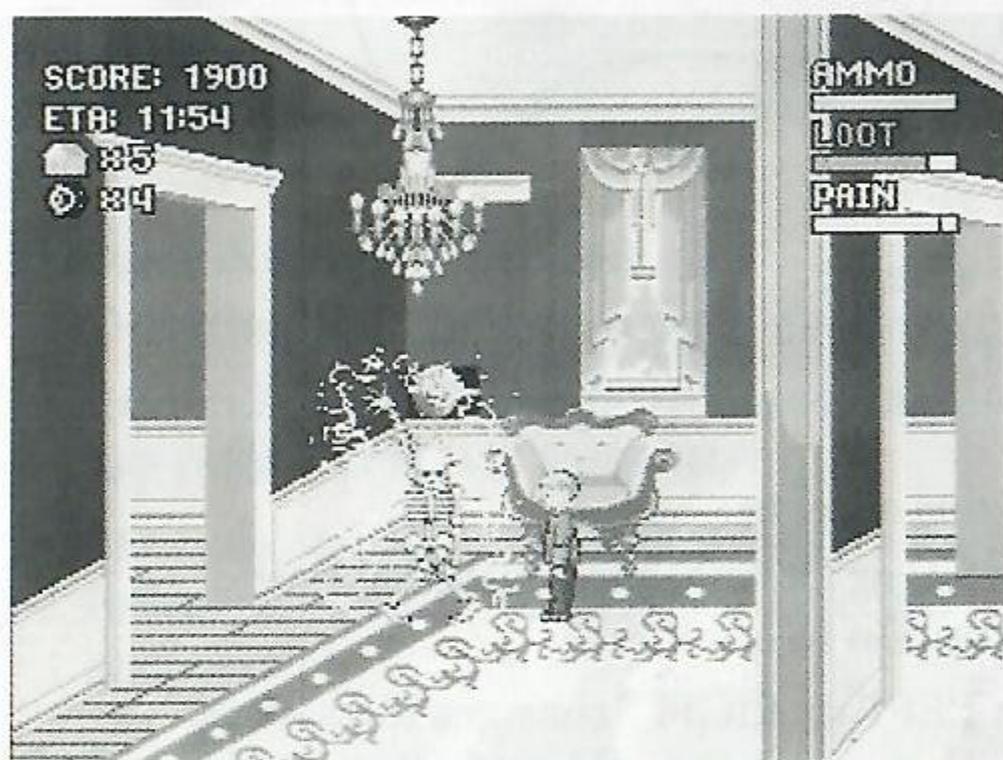
- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and then turn the power switch ON again.
- Always turn the power switch OFF when you're inserting or removing the cartridge.

For game play help, call 1-415-591-PLAY.

Crooks Beware!

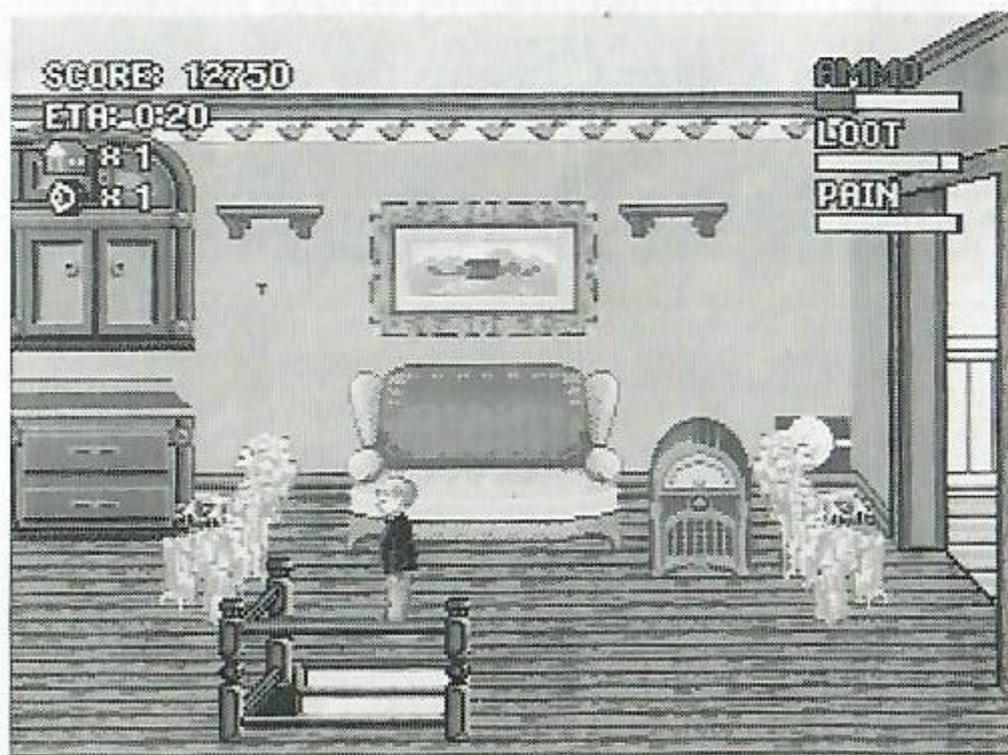
Somehow, Kevin's been left *Home Alone!* He's all by himself in a big empty neighborhood. A couple of burglars, Harry and Marv, have it all figured out. They'll break into each house and load up their van with loot.

Only Kevin knows what they're up to. And he's got a plan for action that'll make 'em holler for mercy!



Kevin electrifies the crooks . . .

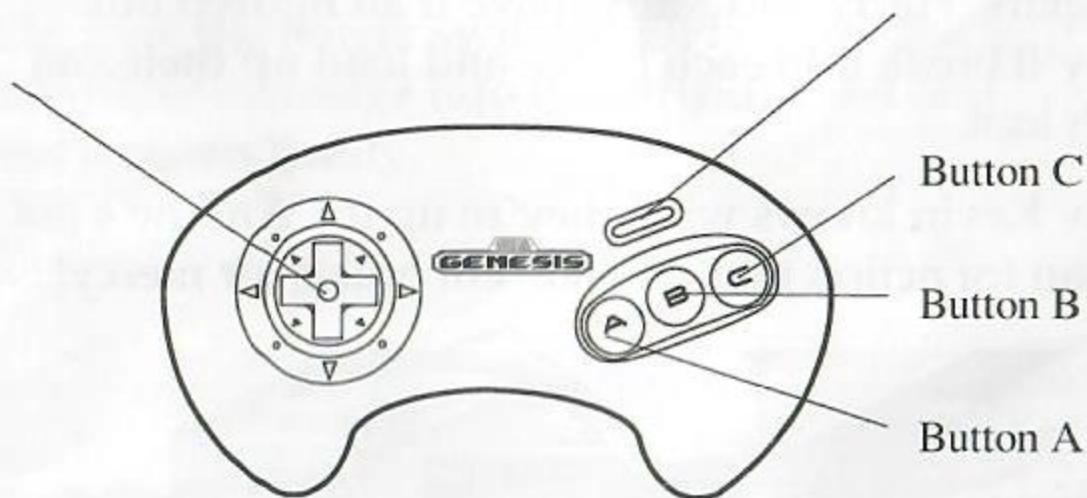
. . . and slows 'em down with glue bombs!



Take Control!

D (Directional) Button

Start Button

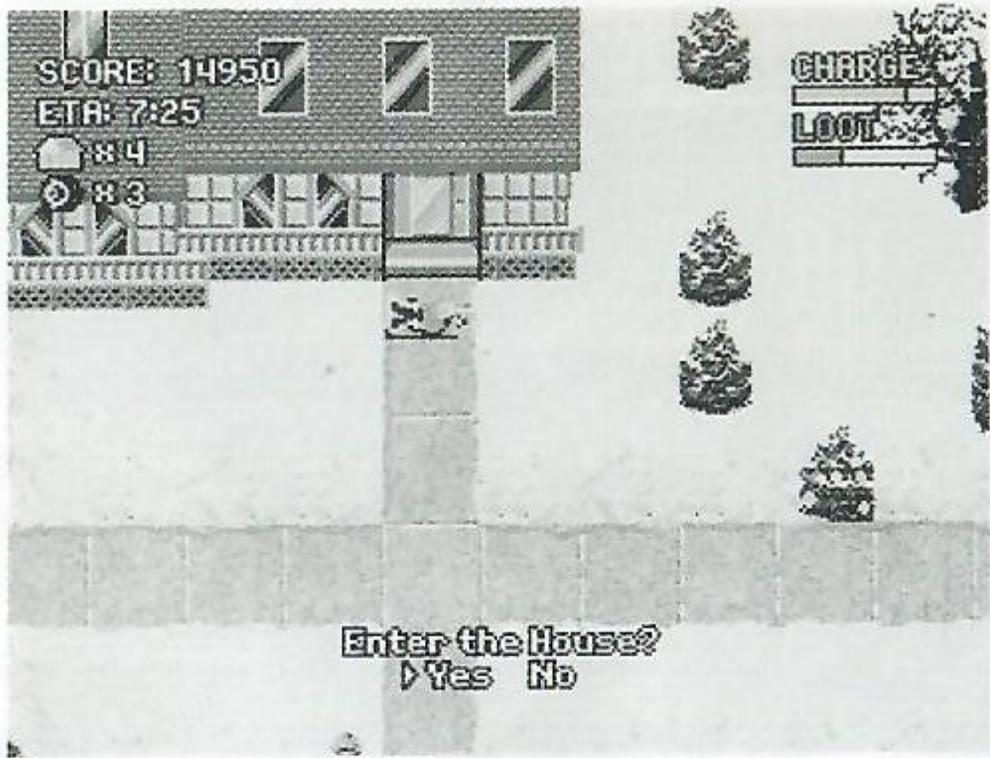


On the Title screen:

- **Start** exits the Title screen and goes to the Options screen.

On the Options screen:

- **D-Button UP** or **DOWN** moves the marker from one option to another.
- **D-Button LEFT** or **RIGHT** changes the setting of the marked option.
- **Button A, B** or **C** plays a "Music" or "Sound" selection when either option is marked.
- **Button A, B** or **C** begins the game when "Exit" is marked.
- **Start** begins the game at any time.

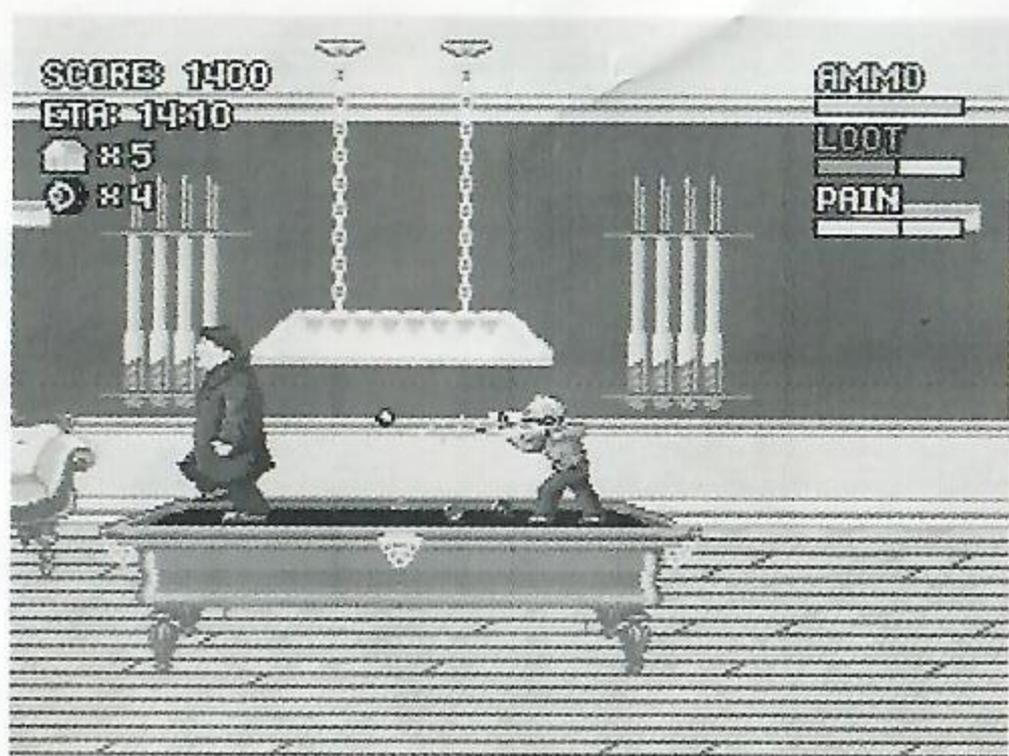


Around the Neighborhood:

- **D-Button** in any direction moves Kevin on his sled.
- **Button A, B or C** speeds up the sled, as long as Kevin has power in his Charge meter.
- **Start** pauses the game and brings up the Weapons Inventory screen. Press again to return to the game action.

At the Doorway to Any House:

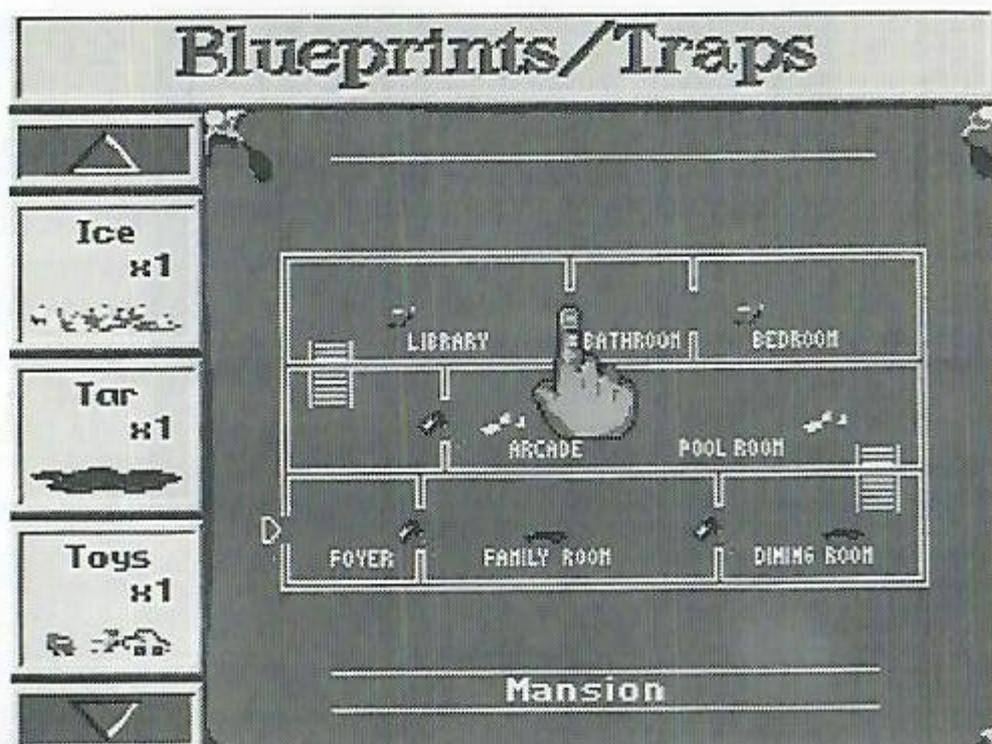
- **D-Button LEFT or RIGHT** moves the marker between "Yes" and "No," so Kevin can either enter the house or continue sledding. (Kevin must stop in front of the doorway in order to get the message to enter.)
- **Start** takes Kevin into a house when "Yes" is marked, or lets him continue sledding when "No" is marked.



Inside any House:

- **D-Button LEFT** or **RIGHT** moves Kevin through the rooms on the current floor.
- **D-Button UP** moves Kevin up stairs and elevator tubes.
- **D-Button DOWN** moves Kevin down stairs and elevator tubes.
- **Button A** drops a Tire where Kevin is standing (as long as he has at least one Tire available). You can drop up to three Tires in a stack.
- **Button B** fires Kevin's current weapon (as long as he has ammunition in his Ammo meter).
- **Button C** makes Kevin jump. Press repeatedly to bounce on the furniture or a Tire. Press the **D-Button UP** with **Button C** to jump higher.
- **Start** pauses the game and brings up the Weapons Inventory screen. Press again to return to the game action.

Note: You can change the functions of **Buttons A, B** and **C** on the Options screen. See page 9.



On the Blueprints/Traps Screen:

- **D-Button** in any direction moves the Hand.
- When the Hand is on the Up or Down Arrow, **Button A, B** or **C** scrolls through the available traps.
- When the Hand is on a trap, **Button A, B** or **C** selects it with a highlighted box.
- When the Hand is on the blueprint, **Button A, B** or **C** places the selected trap at the Hand's position. You can only place the Blow Torch in doorways. All the other traps can only be placed on the floor. If a trap cannot be placed in a certain spot, you'll hear the "Unh" sound.
- **Start** returns to the game action.



On the Weapons Inventory Screen:

- Press the **D-Button** in any direction to move the Hand.
- With the Hand on an Up or Down Arrow, **Button A, B** or **C** scrolls through the available parts or weapons.
- When the Hand is on a part in the parts list, **Button A, B** or **C** places it in the correct box. If the part cannot be placed, you'll hear the "Unh" sound.
- When the Hand is on a Platform, Operator or Ammo box that contains a part, **Button A, B** or **C** returns the part to the parts list.
- In **Beginner play**, when you collect the parts needed to make a weapon, they are automatically placed in correct order in the Platform, Operator and Ammo boxes. All you have to do is move the Hand to the Wrench and press **Button A, B** or **C** to assemble the weapon.
- In **Expert play**, you must collect the right parts and then manually place them in correct order in the Platform, Operator and Ammo boxes. Then move the Hand to the Wrench and press **Button A, B** or **C**. If the parts go together, you'll assemble a new weapon. If not, you'll hear the "Unh" sound.
- To take apart your current weapon, first make sure the Platform, Operator and Ammo boxes are empty. Then move the Hand to the Hammer and press **Button A, B** or **C**.
- Press **Start** to return to the game action.

Getting Started

Press **Start** at the Title screen to go to the Options screen. On this screen:

- Press the **D-Button UP** or **DOWN** to move the marker.
- Press it **LEFT** or **RIGHT** to change a setting.
- Press **Start** at any time to begin the game.



High Score:

Shows the highest score achieved in the game.

Difficulty:

In a Beginner game, Kevin has an Auto Assembly feature for making weapons, and 20 minutes to save the neighborhood. In an Expert game, Kevin can find more weapons parts and traps. He has 40 minutes to stop the crooks, but their van moves faster.

Controller:

Change the actions of **Button A**, **B** and **C** to any one of six settings. If you don't change the setting, the buttons will be: **A** – Tire, **B** – Fire and **C** – Jump.

Music and Sound:

Listen to the game tunes and sound effects. Choose a setting, and then press **Button A**, **B** or **C** to hear it. Select "Off" to turn off either or both of these options.

Exit:

Move the marker here and press any button (except the **D-Button**) to start your house-rescue mission.

Sled Power!

It's a perfect day for some fun on a sled. Or is it? A sneaky-looking van is prowling the streets. Kevin needs to find out where it's headed and do something about it!

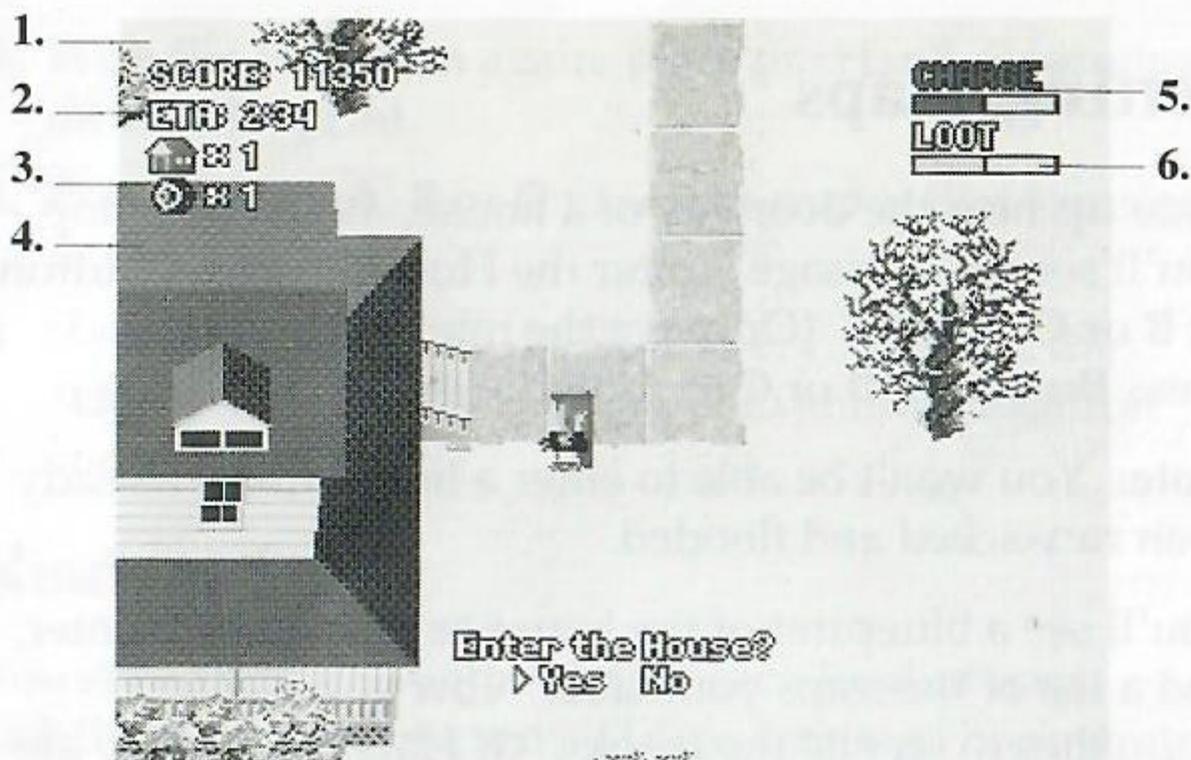
Zip around the snowy yards, bashing into the snowmen to pick up items you need. Some snowmen may be empty (especially in Expert play).

Press **Button A, B** or **C** to speed up. Whee! What a blast! Watch your Charge meter so you don't run low on power (see page 11). Be careful on the slick streets, sidewalks and frozen ponds. If you go too fast you might take an icy ride straight into a tree!

Steer clear of bushes, fire hydrants and other obstacles. Don't crash into the houses. Battering into immovable objects will boomerang your sled out of control, and you'll lose precious time.

With time running out, decide what you'll do first. You've got a little over one minute before Harry and Marv start looting. In Beginner play, they break into the Mansion first, but in an Expert game you don't know where they'll start! You can either sled around picking up items, or go into an empty house and lay traps for the burglars. (While you're in a house, see what items you can pick up for making weapons.)

Watch for the van. If you see it on the street, you can follow it until it parks in a driveway. If you can't find it right away, sled around until it turns up. The Loot meter (described on page 11) appears when the crooks have entered a house and begun looting. Sneak into the house behind the burglars and see what you can do to stop them.



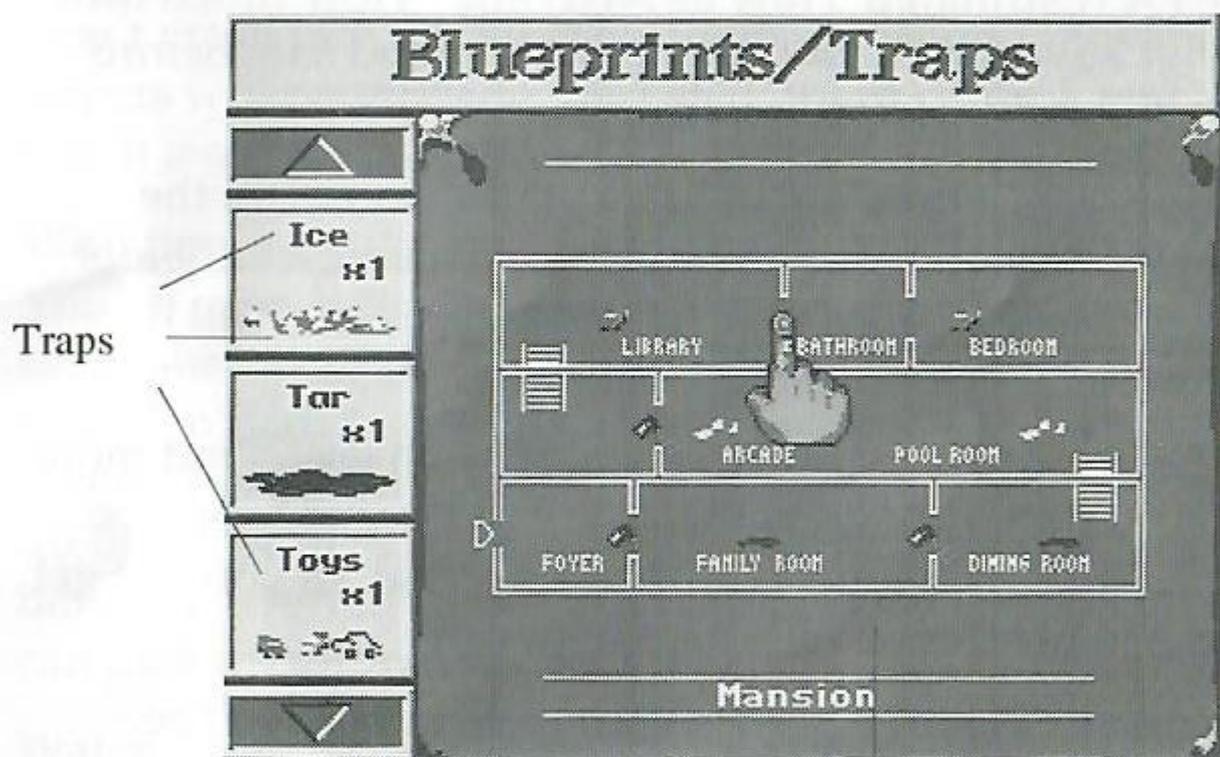
1. **Score:** Your score so far.
2. **ETA (Estimated Time of Arrival):** How much time you have left to keep the neighborhood safe before the police arrive.
3. **Houses:** Starts out at 5, for all the houses in the neighborhood. If Harry and Marv successfully loot and flood a house, you lose one number. If all the houses get flooded, you lose the game.
4. **Tires:** How many Tires you have to use. Find more Tires under the snowmen. Try to have at least two or three Tires when you enter a house, so you can get the items that are stashed higher up.
5. **Charge Meter:** Shows your sled's power. The meter flashes red when you're running on empty. You can't go fast if you run out of juice. Find a blue **Battery** under a snowman to restore the meter to full power.
6. **Loot Meter:** Appears when the housebreakers are ransacking a house. The bar in the meter gets longer as the bandits collect more valuables. When the bar is full, Harry and Marv have cleaned out the place, and you've lost your chance to save it.

Setting Traps

Slide up near the doorway of a house. When you stop, you'll see the message "Enter the House?" Press **Button A, B** or **C** to go in. (Or move the marker to "No" and press **Button A, B** or **C** to continue sledding.)

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

You'll see a blueprint of the house as soon as you enter, and a list of the traps you have. Now you can set ambushes to stymie the crooks. (If Harry and Marv are already in the house, you're too late to set traps, so you won't see the blueprint.)



House Blueprint

To Set Traps:

1. Use the **D-Button** to move the Hand to the trap you want. (If you have more than three kinds of traps, move the Hand to either the Up Arrow or the Down Arrow and press **Button A, B** or **C** to scroll through the list.)
2. Press **Button A, B** or **C** to highlight the trap.

3. With the **D-Button** again, place the Hand somewhere on the blueprint.
4. Press **Button A, B or C** to set the trap at that location in the house.
5. If the trap cannot be placed there, you'll hear the "Unh" sound. Move the Hand to another location and try again.

Kinds of Traps

You start the game with three of each kind of trap. Use them on the Blueprints/Traps screen to boobytrap the rooms. Some traps last longer than others. Kevin can be caught by traps, too, so jump to dodge them.

- Set a **Blow Torch** in any doorway to put the heat on Harry and Marv.
- **Tacks** scattered in any room get the crooks hoppin' mad. Watch them fall for **Marbles** and **Toys**.
- **Ice** and **Grease** make any floor slippery.
- **Sticky Tar** traps anybody who steps in it.

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

Searching a House

Get rolling, 'cuz you don't have much time. Each house is loaded with items that you can use to make weapons. Bop through the rooms and keep your eyes open. When you see an item, jump up to grab it. You may need to climb on furniture, and even bounce on beds and overstuffed chairs. Yaaaa! This is fun!

When an item is high up, drop a Tire and bounce on it to snag the goodie. If an item is really high, you can drop two or even three Tires in a stack! (If you don't have any Tires left, you'll hear the "Unh" sound when you try to drop one.)

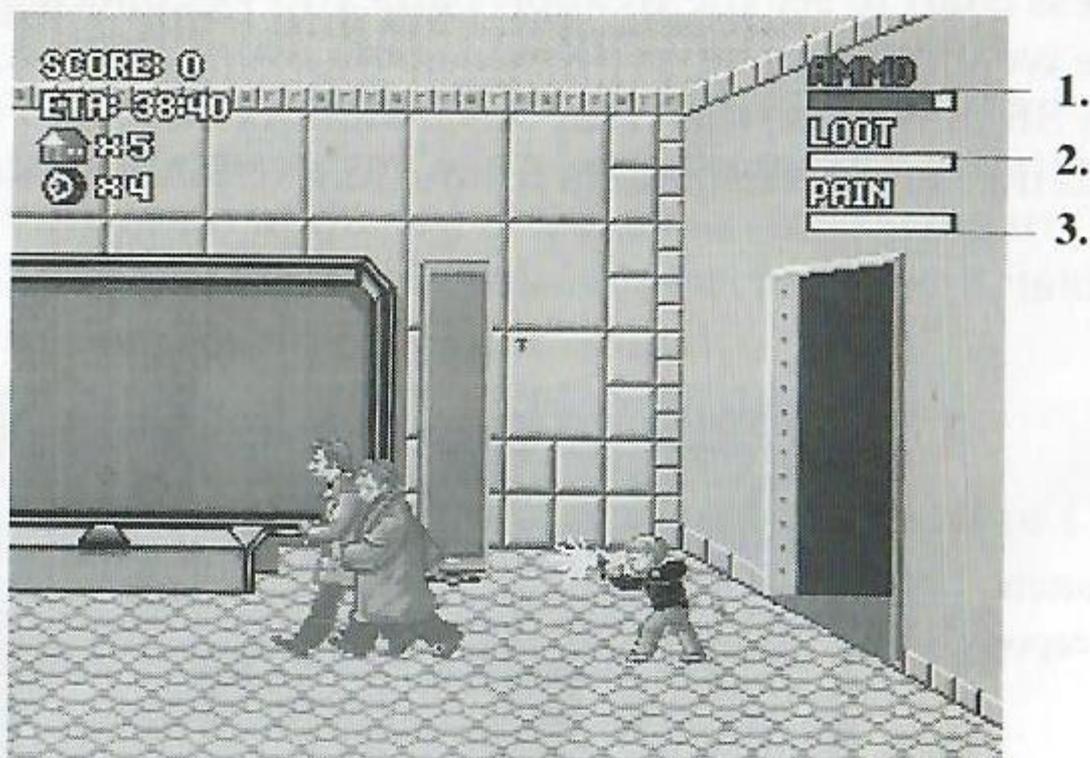
Sometimes you can find two or more items in one place. Get them all — you can never have too many!

The more items you get, the more weapons you can assemble to put the whammy on the crooks. Keep stocked up on the Ammo items you need so you don't run out of ammunition (see pages 16-17).

Make trouble for Harry and Marv! Don't let them loot the safes, or they'll cart off all the valuables. Get them to chase you around the rooms. The traps you've set will make them slide, trip, yelp and fall on their backs. (Jump to avoid the traps yourself!) Don't let the bandits catch you, or they'll hang you on a picture hook. Then you'll have to wiggle and squirm to get free.

Blast them with your weapons. Each weapon's effect is different, but they all stop the burglars for a time. If you keep it up (and don't run out of ammo), you can make the robbers' Pain meter shoot sky high so they'll bail out of the house! (But if Harry and Marv manage to flood a house while you're in it, you'll be put out in the snow.)

One more thing: each house has its own dangers. Watch out for housecats, giant spiders, rotten floors and other nasty surprises!



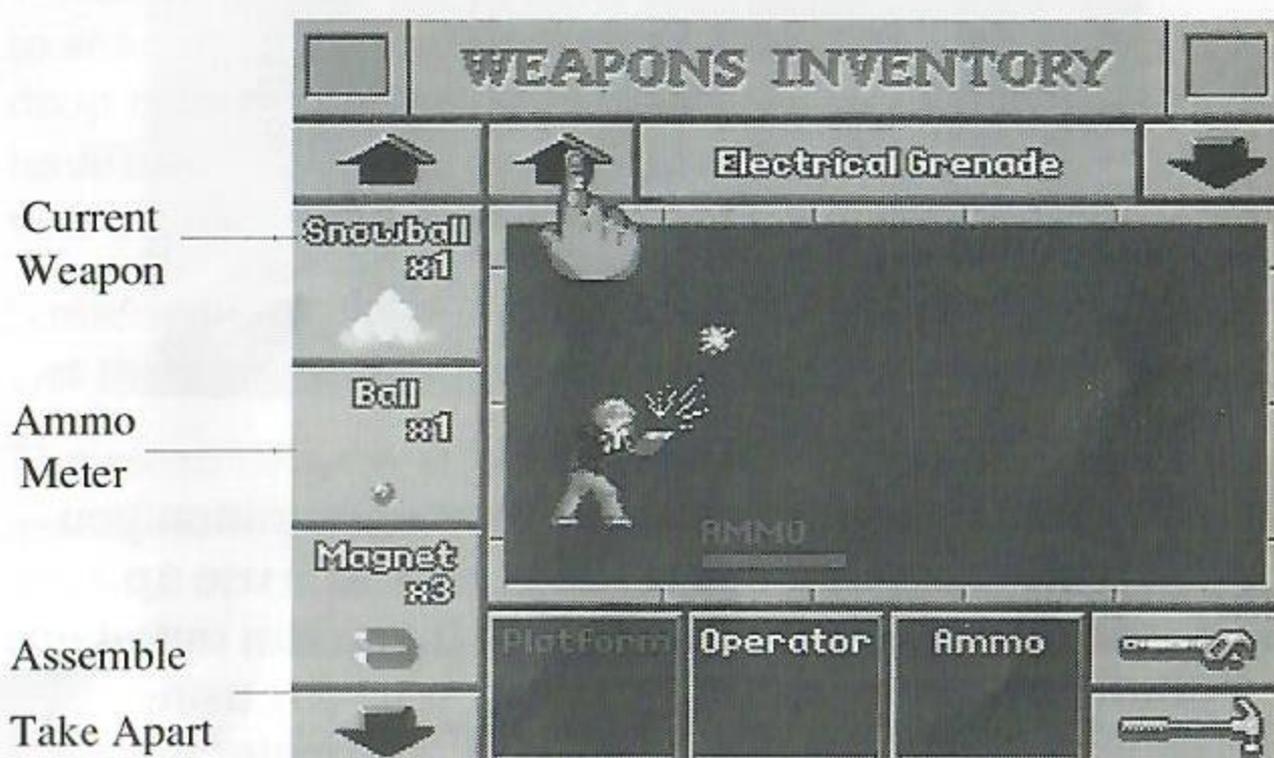
1. **Ammo Meter:** Shows how much ammunition you have left for your current weapon. You'll use up some ammo every time you fire. If you run out of one ammo load, such as snowballs, you'll start using another load from your stockpile. The meter flashes red when you're empty. Once you run out of ammo, your weapon won't be of any use until you get more.
2. **Loot Meter:** Appears when the housebreakers are ransacking a house. The bar in the meter gets longer as the bandits collect more valuables. When the bar is full, Harry and Marv have cleaned out the place, and you've lost your chance to save it.
3. **Pain Meter:** Appears when Harry and Marv are in the same house with you. The bar in the meter increases every time the crooks get hurt. So keep blasting away at them. If you can get the bar to fill the meter, the cowardly thieves will run for their lives and you'll save the house.

σ

Assembling Weapons

Press **Start** to see the weapon parts you've collected and the weapons you have. (Kevin starts every game with his BB gun.) Use the Weapons Inventory screen to put together effective shooters for dealing with the crooks.

Note: Press **Start** at any time to return to the game.



To Assemble Weapons in Beginner Play:

When you've collected the right parts to make a weapon, they'll appear in the Platform, Operator and Ammo boxes. Move the Hand to the Wrench and press **Button A, B or C** to make the weapon. You can continue making other weapons as long as you have the correct parts to put them together.

To Assemble Weapons in Expert Play:

1. Use the **D-Button** to move the Hand to a weapon part. (You can move the Hand to the Up or Down Arrow and press **Button A, B or C** to scroll through the parts list.)

2. Press **Button A, B** or **C** to place the part in the correct box (Platform, Operator or Ammo). Fill all three boxes. (If a part can't be placed in the box you've chosen, you'll hear the "Unh" sound.)
3. Move the Hand to the Wrench, and press **Button A, B** or **C**. If the parts you've chosen can make a weapon, it will appear at the top of the screen (and the parts will vanish from the boxes). If you can't assemble the parts, you'll hear the "Unh" sound.

To Place a Part Back in the List:

Move the Hand cursor to it and press **Button A, B** or **C**.

To Choose a Different Weapon:

Move the Hand to the Up or Down Arrow next to the current weapon's name. Press **Button A, B** or **C** until you see the one you want. (You must assemble weapons before they are available to choose.)

To Take a Weapon Apart:

Empty the Platform, Operator and Ammo boxes. Then move the Hand to the Hammer and press **Button A, B** or **C**. 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 weapon parts:

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

Operators: Rubber Bands, Wire and Balloons

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

Note: The parts shown in italic are only available in Expert games.

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	_____	_____	_____
Pepper Launcher	_____	_____	_____
Pepper Mortar	_____	_____	_____
Glue Rifle	Crossbow	\Balloons	\Glue
Glue Bazooka	_____	_____	_____
Glue Launcher	_____	_____	_____
Glue Mortar	_____	_____	_____
Superball Launcher	_____	_____	_____
Superball Mortar	_____	_____	_____
Electrical Grenade	_____	_____	_____
Expert Play Only			
Rope Rifle	_____	_____	_____
Rope Launcher	_____	_____	_____
Rope Mortar	_____	_____	_____
Sonic Wave Gun	_____	_____	_____
Flashbulb Shotgun	_____	_____	_____

Scoring

During a Game:

Picking up a 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:

House Bonus:	2000 points for saving the house.
Pain Bonus:	3000 points maximum for a full Pain meter. Your actual points will vary depending on how much pain you caused.
Weapon Bonus:	100 points for each type of weapon you 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:

Houses Left Bonus:	1000 points for each house that was not looted.
Neighborhood Bonus:	10,000 points for saving all five houses in the neighborhood.

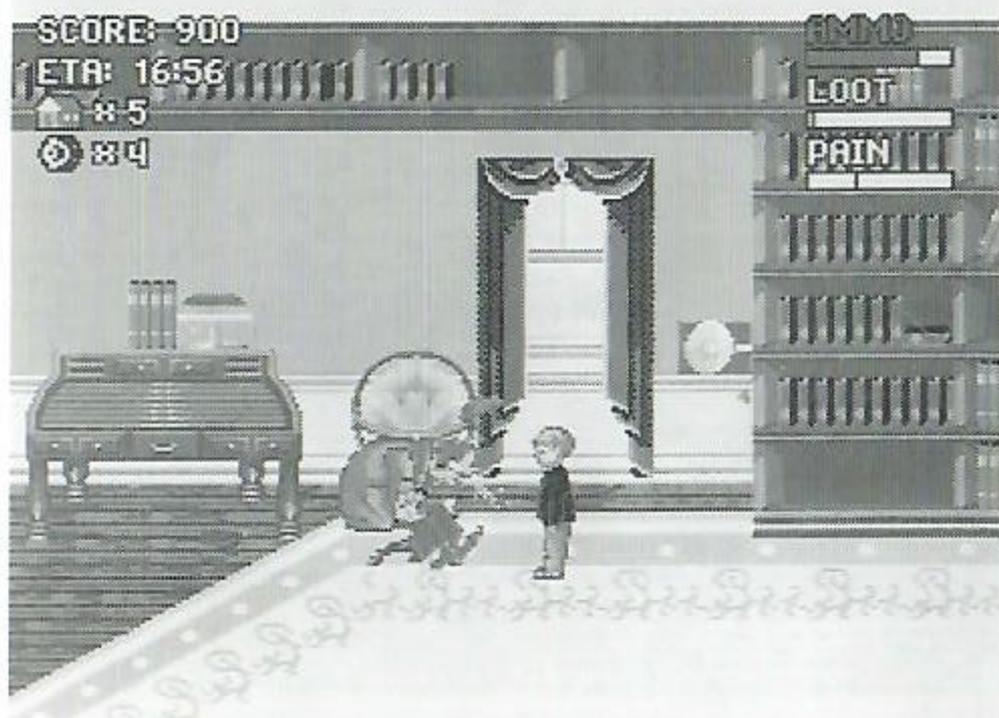
Kevin's Crook-Catching Hints

- 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.)
- Figure out what weapon parts you need, and gather them quickly. Assemble your weapons and have lots of ammo in reserve.
- Experiment with the parts 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 Inventory 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 the Wire to electrify the Hot Coals.
- As soon as one weapon runs out of ammunition, switch to another one. Don't get caught unarmed!
- Each weapon's damage only lasts for a short time, though some weapons are more powerful than others.

Houses

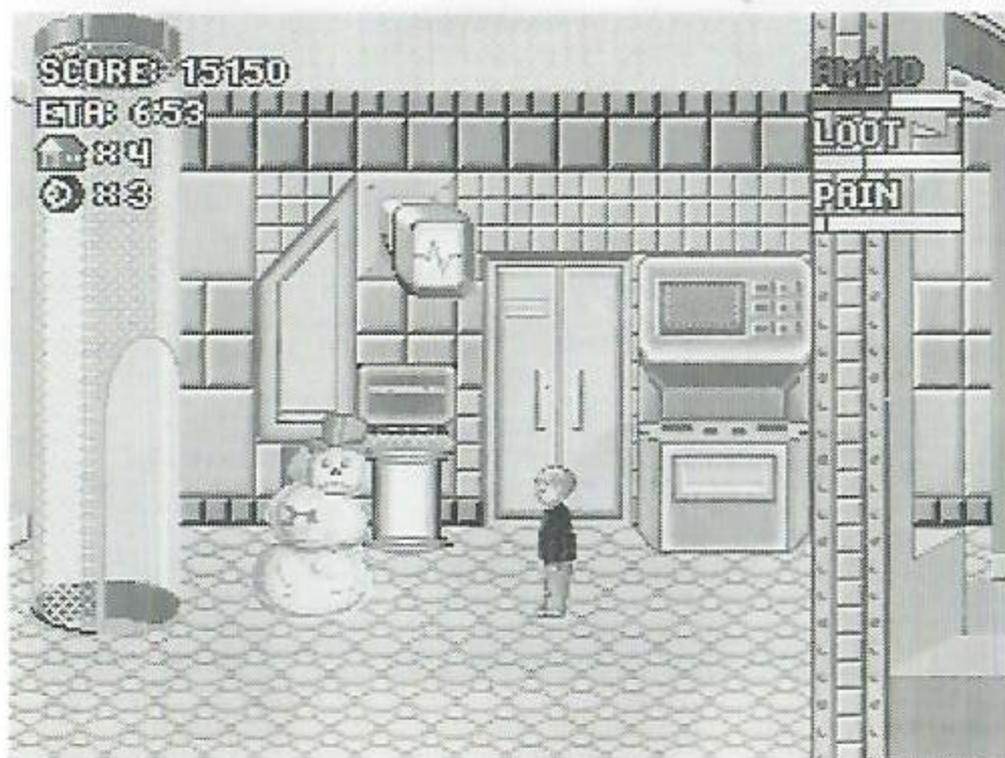
The Mansion

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



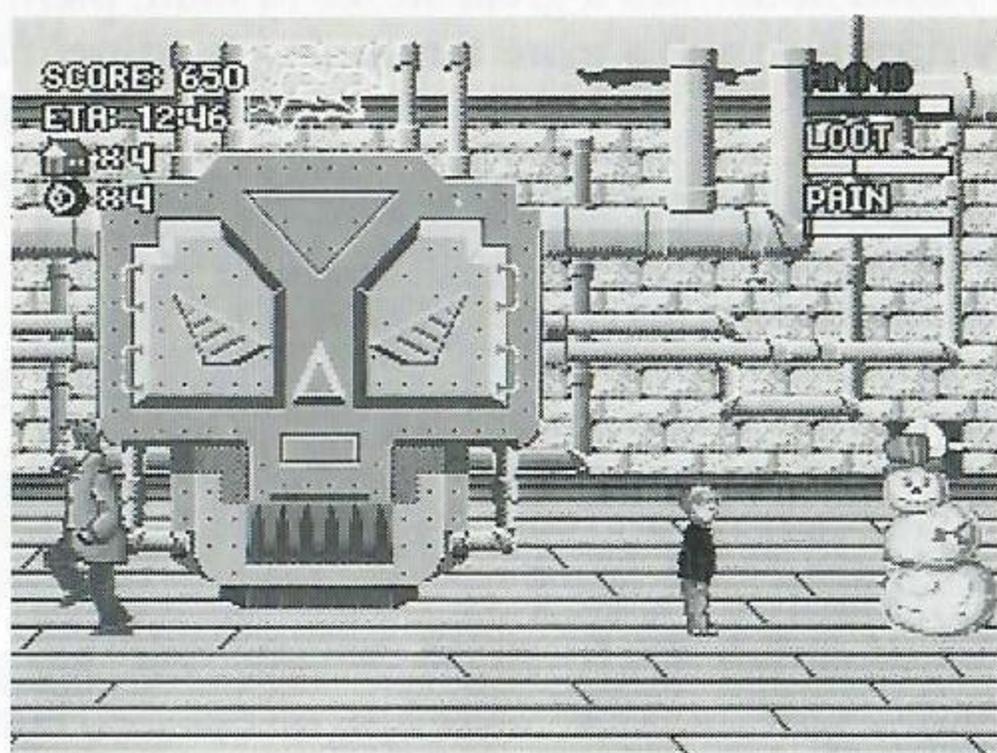
The Ultra Modern House

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



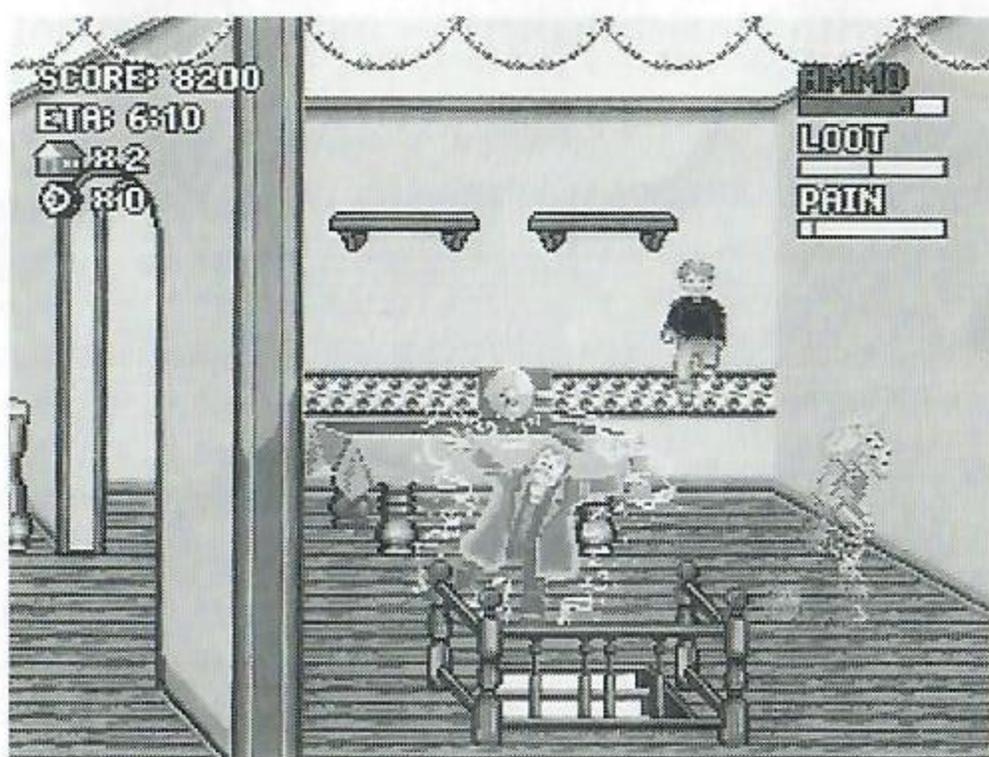
The Old House

This home from the good old days is more of a ruin than a relic. Watch your step on the breakaway floors!



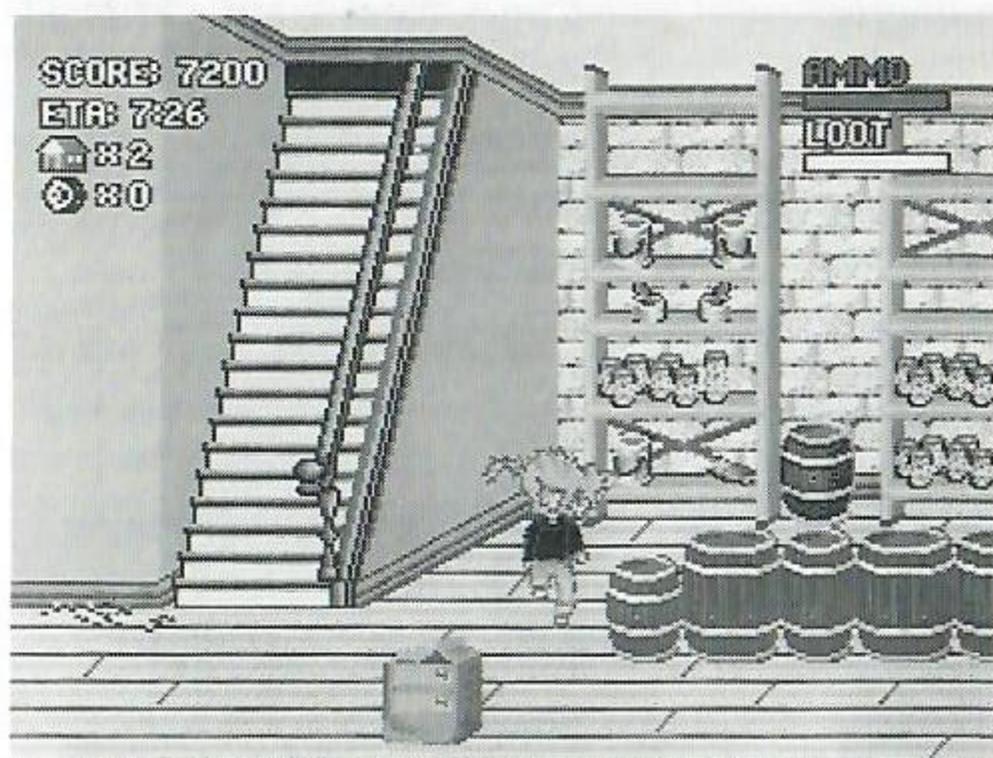
The Colonial House

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



The Country House

This comfortable cottage is loaded with antique treasures from attic to basement. If the cat attacks, quickly move the D-pad to shake him off!



Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- 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 Sega Cartridge.

Warning to Owners of Projection TVs:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Home Alone Credits

<i>Developed by:</i>	Brian A. Rice, Inc.
<i>Based on a Screenplay by:</i>	John Hughes
<i>Programming Direction by:</i>	Brian A. Rice
<i>Programming by:</i>	Chuck Batson, Mike McCool, Rob McCool, Brian A. Rice
<i>Design by:</i>	Michael Latham
<i>Additional Design by:</i>	Tony Van
<i>Art Direction by:</i>	Thomas L. Fessler
<i>Character Animation by:</i>	Rick Incrocci
<i>Background Graphics by:</i>	Mark Skidmore, Denise Wallner, Jeff Lee, Dave Pasciuto
<i>Additional Graphics by:</i>	Dale Kirkman, Rolf Weber
<i>Music Direction by:</i>	Cliff Falls
<i>Music & Sound Effects by:</i>	Rolf Weber, Cliff Falls
<i>Test Manager:</i>	Steve Apour
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<i>Product Marketing by:</i>	France Tantiado, Haven Carter, Leni Santiago, 20th Century Fox
<i>20th Century Fox Licensing and Merchandising by:</i>	Scott Marcus
<i>Produced by:</i>	Tony Van, Michael Latham
<i>Manual by:</i>	Hanshaw Ink

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. 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 Sega Genesis Cartridge requires repairs after termination 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

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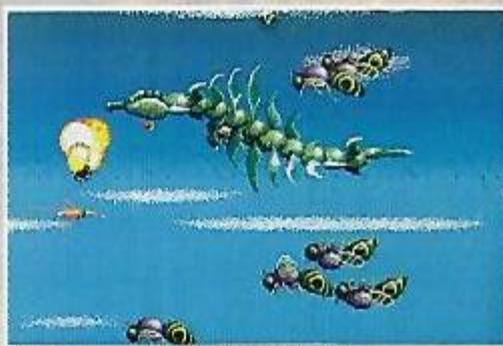


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