Introduction

Thank you for purchasing HOME ALONE for the Nintendo Entertainment System. We are confident that you will enjoy the adventures of Kevin McCallister as he tries once again to outwit his old enemies, Marv and Harry - the Wet Bandits!

There are plenty of tricks, traps and hiding places that allow Kevin to evade the determined, yet bumbling burglars. Drop chandeliers, dangle hand-over-hand across a rope bridge and explore the menacing basement for ways to escape their evil clutches. It's a flat-out race against the clock as you try to save young Kevin in this adventure classic from T-HQ!

T•HQ, Inc.
TOY HEADQUARTERS
5000 N. FARIOVY CALABASAS SUITE 107
CALABASAS, CALIFORNIA 91302

Safety Precautions

Please follow the precautions listed below for the care of this cartridge.

1. Do not clean this cartridge with alcohol, thinner, benzine or any other solvents.
2. Avoid hard shocks.
3. Do not store in extreme temperature conditions.
4. Avoid touching or soiling the connector terminals.
5. When playing for periods greater than 2 hours, we recommend that you take a break for 10 to 20 minutes to avoid eye strain.
6. Always turn the power off before inserting or removing the game from the system.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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 certain TV programs, television pictures or playing certain video games. Players with hereditary or personal histories may nevertheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other weird motor movements, loss of awareness of your surroundings, mental confusion and convulsions.
The McCallister family is out of the house and little Kevin is left home alone to guard the fort. Unfortunately for Kevin, Marv and Harry have taken a keen interest in his family’s valuables. He must do everything in his power to escape from being captured by the bungling Wet Bandits.

Kevin knows that the police are on the way and all he has to do is hold out for 20 minutes. He’ll sprint through the multiple levels of the house, basement and tree-house all the while setting nasty booby traps for the uninvited burglars. There are even a few secret hiding places that enable Kevin to temporarily dodge the bad guys. All this and more await you within the McCallister house . . . but you too will be Home Alone!
Controlling Kevin

Control Pad Functions:

A Button - Press to collect a "Trap" item. When you have an item in your possession, it flashes in the lower left hand corner of the screen.

B Button - Press to put down and set a trap.

Select Button - When Kevin is carrying more than one item, press Select to view the choices. The most currently collected item appears on the screen. Kevin can carry a maximum of three traps at a time.

Start Button - Press to begin the game. Press during the game to pause and view the locations of the traps that Kevin has set as well as Kevin's location in relation to the house, basement and tree house. Near the bottom of the screen is your score and the time remaining before the police arrive. Press any other key to resume the play of the game.

Left and Right - Moves Kevin in these directions. Press diagonally, (Up and Right, Down and Left, etc.) to make Kevin walk up or down a flight of stairs. You can also use Left or Right to jump from the window to the gutter, or from the window to the rope, on the top floor.

Up - Press to climb objects. Holding Up on the control pad when Kevin is in front of a hiding place conceals him from the burglar's view. This only works if there are no burglars in the room when he makes this maneuver. The bandits will keep searching for Kevin, so hiding in one place for more than two searches is not recommended.

Down - Moves Kevin down an object he is climbing. Press when standing above a chandelier while pressing the A (pick up) button to drop it on Marv or Harry! (This only works if Kevin is carrying less than 3 objects.)
The Play of the Game

The game begins with Kevin in the main foyer of his house. Marv and Harry can enter from one of four entryways. Kevin’s objective is to evade the burglars until the police arrive. He has 20 minutes to accomplish this task.

But are two enemies not enough for you? This game may surprise you! Both Marv and Harry are extremely intelligent villains, in that they are modeled with actual human behavior. Being “smart” enables them to track Kevin down in a way that is unique to the Nintendo Entertainment System library of enemy characters.

They will systematically search throughout the McCallister house for clues to Kevin’s whereabouts such as noises and direct visual contact. This is why using a hiding place may only be successful temporarily. While there are many strategies, the truly successful player will balance hiding, setting traps and all out running to stay out of the reach of these Bright Guys!
Notes on Winning

Kevin can carry up to three traps at a time. It may be best to keep at least two traps on hand at all times.

Some traps delay the bandits longer than others. The chandeliers are the best (longest down time), while the soup cans are the worst (shortest down time). Kevin is particularly vulnerable while he's using the stairs, so keep a long down time trap with you in these areas.

Each trap can only be used for a limited amount of times before they vanish. Be sure to reset a trap that has been used, or Marv and Harry will walk right past it.

<table>
<thead>
<tr>
<th>Object</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soup Cans</td>
<td>200</td>
</tr>
<tr>
<td>Soap</td>
<td>200</td>
</tr>
<tr>
<td>Xmas Bulbs</td>
<td>200</td>
</tr>
<tr>
<td>Nails</td>
<td>200 or 800</td>
</tr>
<tr>
<td>Paint Can</td>
<td>200 or 400</td>
</tr>
<tr>
<td>Lamps</td>
<td>200, 400 or 800</td>
</tr>
<tr>
<td>Water Pail</td>
<td>400</td>
</tr>
</tbody>
</table>
Score Values  

<table>
<thead>
<tr>
<th>Object</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron</td>
<td>400</td>
</tr>
<tr>
<td>Spider</td>
<td>400</td>
</tr>
<tr>
<td>Tar Bucket</td>
<td>400 or 800</td>
</tr>
<tr>
<td>Micro Cars</td>
<td>1000</td>
</tr>
<tr>
<td>Charcoal Coil</td>
<td>1000</td>
</tr>
<tr>
<td>TV</td>
<td>5000</td>
</tr>
<tr>
<td>Chandelier</td>
<td>10000</td>
</tr>
</tbody>
</table>

You also receive 10 points for each second of time passed.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems- This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.
90-Day Limited Warranty

90 DAY LIMITED WARRANTY:

THQ, Inc. ("THQ") warrants to the original consumer purchaser ("you") of the Game Pak ("PAK") that the Game Pak, PAK cover, including Game Pak Accessories or Select Accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If in fact covered by this warranty, your warranty card during the 90 day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To exercise this warranty service:

1. DO NOT return the defective Game Pak to the retailer.
2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling (877) 826-2700. Our Consumer Service Department is open 8:00 A.M. to 6:00 P.M. Pacific Standard Time, Monday through Friday. (If THQ, Inc. service location is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply return this number on the outside packaging of the defective PAK, and return your PAK together with your sales slip or similar proof of purchase within the 90-day warranty period to:

THQ, Inc.
Customer Service Department
5500 N. Parkway Circle
Calabasas, CA 91302

This warranty shall apply only if the PAK has been damaged by negligence, accident, unreasonable use, modification, repair, or by other causes unrelated to the defective material 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 listed. While THQ, Inc. service location is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then return the number to the outside packaging of the defective PAK, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

THQ, Inc.
Customer Service Department
5500 N. Parkway Circle
Calabasas, CA 91302

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long implied warranty last or exclusion of consequential or incidental damages. In such states, the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.