

T•HQ, Inc.
TOY HEADQUARTERS



HOME ALONE²
LOST IN NEW YORK

INSTRUCTION BOOKLET

5000 N. PARKWAY CALABASAS, SUITE 107
CALABASAS, CA 91302

Printed in Japan

T•HQ, Inc.
TOY HEADQUARTERS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

<http://www.replacementdocs.com>

HOME ALONE²

LOST IN NEW YORK

Thank you for purchasing **Home Alone 2 Lost In New York** for the Super Nintendo Entertainment System. 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!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



T•HQ, Inc.
TOY HEADQUARTERS

T•HQ, Inc.
5000 N. Parkway Calabasas
Suite 107
Calabasas, CA 91302

LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

PRINTED IN JAPAN

NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM® AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC. "TOY HEADQUARTERS"™ AND "T•HQ, INC."™ ARE REGISTERED TRADEMARKS OF T•HQ, INC. HOME ALONE 2™ AND ©1992 TWENTIETH CENTURY FOX FILM CORPORATION. ALL RIGHTS RESERVED.



TABLE OF CONTENTS

INTRODUCTION	2
THE STORY	4
CONTROLLING KEVIN	5
POWER UPS	7
THE HOTEL	8
CENTRAL PARK	9
THE UNCLE'S TOWNHOUSE	10
LAST, BUT NOT LEAST	11
LIMITED WARRANTY	12
CREDITS	13
NOTES	14



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.

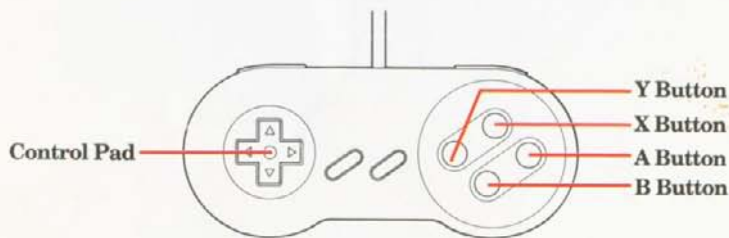
Jumping - Press the **A Button**.

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

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

Calling for Help - Once you have reached the top of the inside of the Christmas tree press the **Y Button** to get the Pigeon Lady to drop her bag of bird seed on Harry and Marv.

Select Weapon - Press the **Select Button** to scroll through the available inventory list. Also, **Top Right Button** will scroll up through the list and **Top Left Button** will scroll down through the list. (A weapon will not appear in the list until you have picked one up). After you have used all the ammunition for a weapon (shown by the number next to it) it will disappear until you pick up the weapon again. When you collect a weapon, it will flash in the status bar a short time, then the weapon you were holding will reappear. If you press **Select** while the new weapon is flashing, Kevin will switch to it.



CONTROLLING KEVIN CONT.

Weapons and tactics:

- Slide** - Eliminates many enemies that are on the ground.
- Dart** - Temporarily "stuns" human enemies. (Will not work on some bosses.)
- Flying Fist** - Knocks one enemy off the screen. (Some require two shots!)
- Super Flying Fist** - Knocks off enemies across two and one-half screens. (Be careful some enemies are too low to the ground to be hit!)
- Necklace** - Causes most walking enemies to slip right off the screen.

Hints:

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

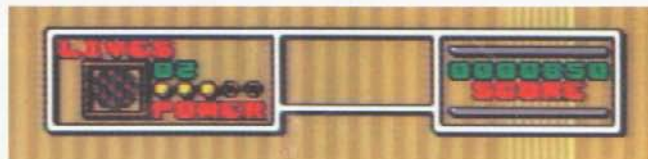


POWER UPS

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..
- Pigeon** - Gives Kevin a spin-jump that knocks away enemies.
- Credit Card** - Makes Kevin invincible for a short time.
- After Shave** - Gives Kevin extra speed, a longer jump and makes him invulnerable for a short time.

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. Pressing the Select, Top Left, or Top Right buttons will scroll through the weapons available.





Kevin starts out in the lobby of the posh **Plaza Hotel** off Central Park. Many items that he 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).
- 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.



Make your way through dangerous, night shrouded, 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 without becoming bat food.
- 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 and a basement 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.
- Keep out of arms reach from Harry and Marv!
- The key tag matches the lock symbol on the door.



LAST, BUT NOT LEAST

The great chase begins on the roof of the uncle's townhouse, then continues in 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!

- Inside Tip:**
- At the top of the tree Kevin must jump on the full star to call out the Pigeon Lady to help defeat Harry and Marv.
 - Once you complete this level, Kevin is reunited with his family for a holiday they'll never forget!





LIMITED 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 T•HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. 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 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 similar 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

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 T•HQ, Inc. Consumer Service Department at the phone number noted. If the T•HQ, 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:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T•HQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion 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.



CREDITS

**Developed by Imagineering Inc.
Glen Rock, NJ**

Concept & Design

Alex DeMeo
W. Marshall Rogers

Program & Design

Henry C. Will IV
Jason Benham

Graphics

Ray Bradley
Jesse Kapili
Ross Harris

Music Sound Effects

Mark Van Hecke

Additional Programming

Ron Roberts

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page, possibly from a composition book or a legal pad. The edges of the paper are slightly irregular, suggesting it might be a scan of a physical document. There is no handwriting or other markings on the page.This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.