

SONIC THE HEDGEHOG™ SPINBALL™

Sonic The Hedgehog™ spins into pinball pandemonium!

- Sonic rockets into space, spring launches from levers and balls up for a high-altitude bounce!
- Multi-round zones of Sonic action through glittering caverns, oozing toxic pools and boiling lava pits!
- Up to 4 players can fight a whole new generation of evil enemies!



SEGA™

HOME ALONE 2™

LOST IN NEW YORK



INSTRUCTION MANUAL

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SEGA™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

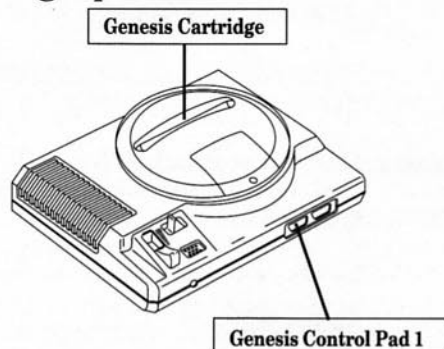
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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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GAMEPLAY HOTLINE
1-415-591-PLAY

Setting Up



1. Set up the Genesis System and plug in Control Pad 1.
2. Make sure the power switch is OFF.
3. Load the game cartridge into the cartridge slot and press it down **firmly**.
4. Turn the power switch ON. The SEGA screen will appear, followed by the Title screen.
5. Do nothing, and you'll soon see a game demo. Press START at any time to return to the Title screen.
6. 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 before inserting or removing the cartridge.

Outsmart the "Wet Bandits"!

Kevin accidentally loses his family ("Yes!") and ends up in New York City. Alone. Almost.

The "Wet Bandits" are in New York City, too. Harry and Marv tried to rob Kevin's house last Christmas. But Kevin's excellent traps foiled their plans.

Now they're out for revenge. And Kevin's got plenty of hilarious plans to stop them. But will he ever find his family? It's all up to you!

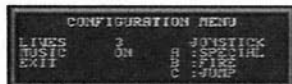


Choosing Options

To set your game options, choose "Options" on the Title screen (press the D-PAD down) and then press START.

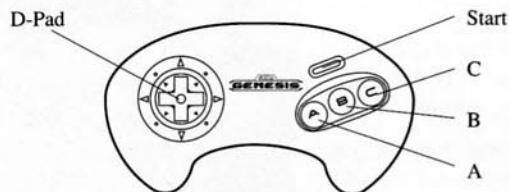
To use the Options menu:

- Press the D-PAD up/down to highlight different options.
- Press it left/right to change the settings.



- | | |
|-----------------|--|
| Lives | Kevin can start with 3, 4 or 5 lives. |
| Music | Turn the game's music ON or OFF. |
| Joystick | Rearrange the A, B and C button controls to your own liking. |
| Exit | Choose this option and press any button to return to the Title screen. Then press START to begin. The chase is on! |

Take Control!



Press This:

A

To Do This:

Special move: push objects and activate buttons.

B

Fire.

C

Jump.

A, B or C

Release Kevin from Harry's or Marv's grip.

D-PAD left/right

Run or push left/right.

D-PAD up/down

Climb up or down.

D-PAD down

Duck.

D-PAD down when running

Slide.

D-PAD down when jumping

Jump down.

D-PAD up/down when firing

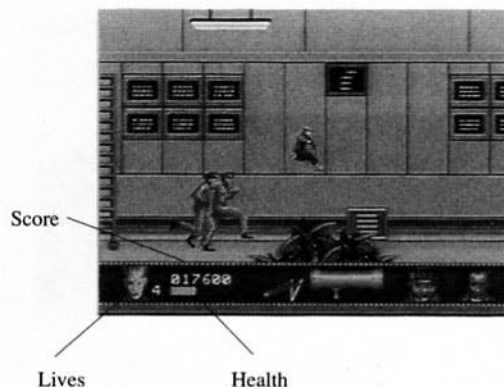
Shoot weapon at a 45-degree angle.

START

Pause/resume game.

Remember: You can rearrange the A, B and C controls on the Options screen.

Kevin's Status Bar



Kevin's Status Bar at the bottom left of the screen helps you keep track of Kevin's condition.

Score

Your current score. You gain points for bopping businessmen, grocers, cats and other enemies out of the way before they can hurt you, for picking up power-ups, and for hitting Harry and Marv.

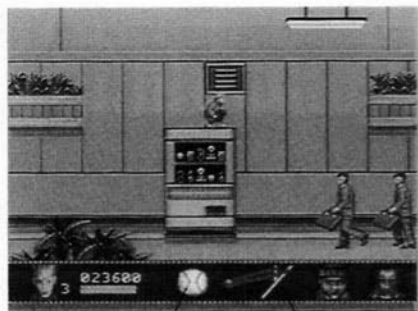
Lives

You start with 3, 4 or 5 lives, chosen from the Options menu. You can gain an extra life by finding a Turtle Dove. You lose a life when your Health Bar runs out. If you lose all your lives, the game ends. (When you see the Continue screen, press START before the countdown ends to return to the game.)

Health

Your health decreases as you take damage. Sock enemies out of the way to stay healthy! When your Health Bar disappears, you lose one life.

Making Weapons



Weapon
In Hand

Weapon
To Build

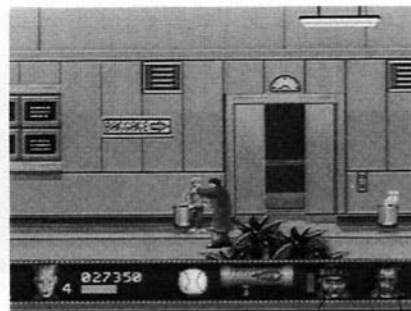
Kevin is awesome at making weapons out of stuff he finds. The bottom of the screen shows the weapon Kevin is carrying, and the one he can build.

Look for the flashing pieces to help him build each new weapon. Once you have found all the pieces to a weapon, you will automatically be able to use it. Until then, you will use the smaller weapon you're carrying.

If you are captured by Marv or Harry while using your home-made weapon, they will destroy it. Once you break free of them, you'll go back to using the smaller weapon until you can build another one.

Most levels have two weapons you can build. When you leave one weapon's area, you'll need to assemble a new weapon. For example, the first weapon you build in the Upper Airport is a slingshot. But later in the same level you'll find the pieces to the Ice Cream Cannon.

Harry and Marv



Harry's
Health

Marv's
Health

Harry and Marv will do anything to stop Kevin. That's why Kevin must stop them first!

It takes multiple hits to defeat the crooks. Their Health Bars decrease as your shots hit their target. When the bars disappear, Harry and Marv are done for!

Flattening the "Wet Bandits" is easier when you use Kevin's home-made weapons. They are much more powerful than the smaller weapons.

If you get captured by Marv or Harry, quickly press A, B or C to squirm free. You'll lose health as long as the bad guys have a hold on you. If you wait too long, Kevin will lose a life. So just stay away from these guys!

As the levels progress, Marv and Harry get smarter and smarter. They learn more tricks, such as how to climb ladders, jump over holes and throw snowballs.

Power-Ups

Boy oh boy! There's a lot of stuff out there for Kevin to grab up! You may not be able to get all of it. But try to get as much as you can.



Presents are worth extra points.



Milk Cartons, Water Bottles and Lunch Boxes add to Kevin's Health Bar.



Pizza restores Kevin's Health Bar.



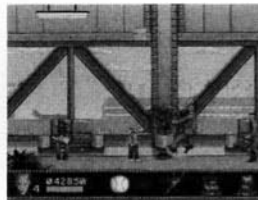
Turtle Doves give Kevin an extra life.



Find flashing **Weapon Parts** to make bigger and better weapons. Most levels have six different parts you can find, to make two different weapons.

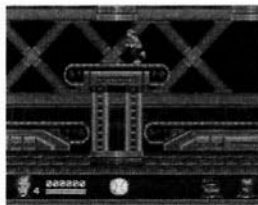
Kevin ♥s New York!

Kevin's New York adventure has eight levels. How far can *you* get?



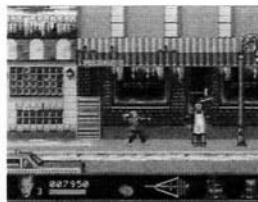
Upper Airport

Kevin discovers he's not in Florida with the rest of his family. Yes!



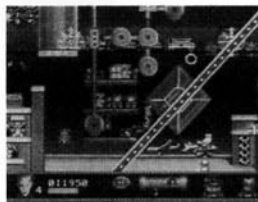
Lower Airport

Kevin searches for a way out. Find mom's red bag for bonus points!



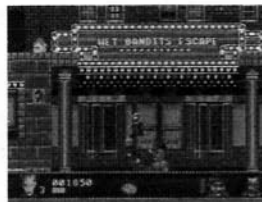
New York by Day

This place is big!



Duncan's Toy Chest

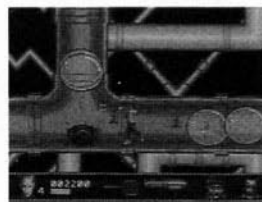
Is this great or what?



New York by Night
Here's where things get scary . . .



Uncle's Apartment
No one's here. Except Harry and Marv! Use the traps to hurt the crooks.



The Pipes
Find the way out of this underground maze!



The Park
Now where is that Pigeon Lady?

Kevin's Crook-Catching Hints

- Learn to slide by pressing the D-PAD down while running. It's a great way to get past enemies without taking damage.
- Get all the presents you can, so you'll earn high scores. The higher your score, the more Continues you'll gain. (Continues let you resume a game after losing all your lives.)
- Try to assemble your home-made weapon BEFORE you bump into Harry and Marv. Your smaller weapons probably won't be powerful enough to stop the crooks.
- The more Turtle Doves you find, the farther you can go. Look carefully for them because most are well hidden. When you find one, you'll gain an extra life.

Scoring

Presents	250, 500 or 750 points
Milk Carton	500 points
Water Bottles	500 points
Pizza	500 points
Lunch Box	500 points
Turtle Dove	1 extra life
Weapon Part	1000 points
Defeating an Enemy	200 to 600 points
Injuring Harry or Marv	500 points
Defeating Harry or Marv	4000 points

Home Alone 2 Credits

Producer Tony Van
Project Manager Paul Norman
Designer Paul Norman, Frank Hsu
Lead Programmer Kevin Burley
Programmers Matt Arrington, David Chaplin, Ala Diaz,
Tony Ikeda, Jack Loh
Art Director Maureen Kringen
Artists Tom Applegate, Robert Barrett, Sandy Christensen,
Kevin Lee, Barbara Meyers, Paul Norman,
Isabel Przytaraki, Art Wong
Music Director Paul Gadbois
Music & Effects Dave Delia, Paul Gadbois
Voice Actor Nicholas Delia
Video Actors Vincent Braun, Matthew Nausha
Technical Director Christopher Warner
Technical Support Hooell Monieon
Product Manager France Tantiado
Test Manager Steven Patterson
Lead Testers Dante Anderson, Dianna Boundy
Testers Andrew Podesta, Kurt Tindle, Crisi Albertson,
Rey Alferez, Steve Bourdet, Blair Bullock, Joe Cain,
Janine Lynn Cook, Glen Cureton, Daniel Dunn,
Alex Fairchild, Ivan Foong, David Forster,
Lawrence Gibson, Mike Gilmartin, Rich Greer,
Casey Grimm, Richie Hideshima, Chris Hudak,
Lawrence Jeung, Tracy Johnson, Dan Jung,
Jason Kuo, Max Austin Loeb, Jeff Loney, Simon Lu,
Dermot Lyons, Jim McCarthy, Ryan McLaughlin,
Heather Meigs, Greg Morowitz, Mark Paniagua,
Loran Pudinski, Eric Rawlins, Kim Rogers,
Matthew Brian Rosaen, Jeff Todd, Greg Vogt,
Ari Warner, Christine Watson, Richard Wong
Licensing Scott Marcus, 20th Century Fox
Manual Carol Ann Hanshaw, Paula Polley
Special Thanks Trish Dunne, Mike Tyau

Based on the story by John Hughes

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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: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

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 or she 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 or she 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. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
