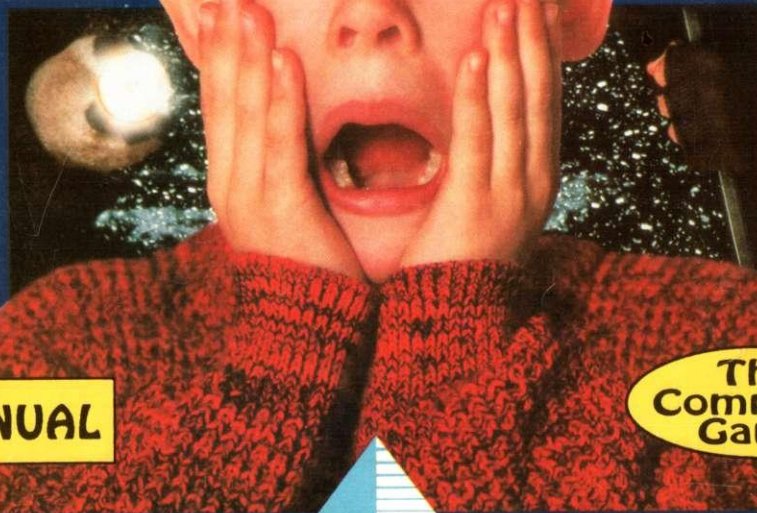


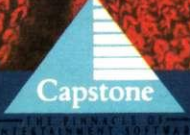
HOME ALONE™

A Family Comedy Without The Family
Comes To Your Computer



MANUAL

**The
Computer
Game**



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Designed and developed by
Manley & Associates, Inc.

HOME ALONETM
USER'S MANUAL
IBM VERSION

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Introduction

When the McCallisters decided to go on vacation, they forgot one very important thing...Kevin!

Now you can play eight-year-old Kevin, trying to foil the break-in of those two inept burglars, Harry and Marv. In the first phase of the game, you rush throughout your gigantic home creating traps and pitfalls. From the attic to the basement, the tree house, big brother Buzz's cluttered bedroom and the dozens of rooms in between, you'll find innumerable household items to aid in your defense. Armed with imagination and a BB-Gun, you can create a wealth of clever contraptions, but time is limited. Will you be ready for the Wet Bandit Gang?

Soon, Harry and Marv come bumbling in for a hilarious chase as you try to lure them into your snares and ploys. Will they succeed in catching you or can you hold out until Mom arrives in this playful quest to protect your home...ALONE.

Slapstick humor, comic twists and infinite variations of play, turn Home Alone -- The Family Comedy Without The Family -- into exciting computer action for the entire clan.

NOTE: If the HA R option does not allow you to re-configure (see p. 4). Type **HACONFIG <Enter>** from the DOS prompt. Then, run the program by typing **HA <Enter>**.

Getting Started

Requirements

In order to run HOME ALONE you will need the following equipment:

- An IBM PC, XT, AT, PS/2, PS/1, Tandy 1000, or fully compatible machine with an EGA or VGA graphics card and 640K of available memory.
- At least one disk drive; a hard drive with at least 1 megabyte available is optional.
- A joystick is optional
- An AdLib Sound card, Roland LAPC-1 or Sound Blaster card is optional.

NOTE: Please be sure you have the computer properly hooked up and are familiar with its operation. If there are any questions about the computer, please refer to your owner's manual.

Installing to Hard Disk

To install HOME ALONE to a hard disk:

Turn on your computer.

Insert the Home Alone disk into your floppy drive (for 5 1/4", insert disk #1). Type **A:** (or, if the disk is in drive B, type **B:**) and press the **ENTER** key.

Type **INSTALL** and press the **ENTER** key.

Follow the on-screen instructions for installing to your hard disk.

Starting the Program

Hard Disk

To run the program from your hard drive, enter the following commands from your hard drive prompt:

CD \CAPSTONE\HOMEALON <Enter>

HA <Enter>

Floppy Disk

Insert disk number 1 in the disk drive.

From the A prompt (or B prompt, if the disk is in drive B) type HA and press the ENTER key.

Copy Protection

When the program starts, you will be asked to enter a letter from the HOME ALONE code card. Locate the indicated row and column, type the indicated letter and press the ENTER key. The program will then display the opening credits. To skip the opening, press ESC while the Capstone logo is displayed.

Configuring Your System

The first time you run HOME ALONE you will be presented with the configuration menu as follows:

GRAPHICS INSTALLATION Menu

The selection recommended by the program will be highlighted. You may make another selection - which may or may not work on your system. Use the **up/down** arrow keys to change the selection. When your preference is highlighted, press the ENTER key.

SOUND INSTALLATION Menu

The selection recommended by the program will be highlighted. You may make another selection - which may or may not work on your system. Use the **up/down** arrow keys to change the selection. When your preference is highlighted, press the ENTER key.

CONTROL KEY INSTALLATION Menu

Select the keys you want for Kevin's actions. Use the **up/down** arrow keys to change the selection. When your preference is highlighted, press the ENTER key.

NOTE: The first key in the selection allows Kevin to jump and the second key in the selection is Kevin's shooting key. The left- arrow key and right-arrow key move Kevin left and right across your screen. The up-arrow key is for climbing stairs, entering doors, and going through windows and laundry chutes.

RE-CONFIGURE INSTALLATION

If you wish to change graphics, sound, or control keys, follow the Starting the Program instructions except this time type **HA r** and press the ENTER key.

The last menu reads:

ACCEPT CONFIGURATION

CHANGE CONFIGURATION

NO CHANGE

You may highlight your choice by pressing the **up/down** arrow keys. When your choice is highlighted, press the ENTER key.

Options Menu

You can pull up the Options Menu at any point during the game by pressing the **ESC** key. This will also pause the game. The menu options available are explained below:

M - MUSIC turns off the music only, if it is on, leaving sound effects unchanged. Turns on the music if it is off.

A - ALL SOUND turns off all sound effects and music if they are on and turns on all sound effects and music if they are off.

R - RESTART will start the game at the beginning of Phase I.

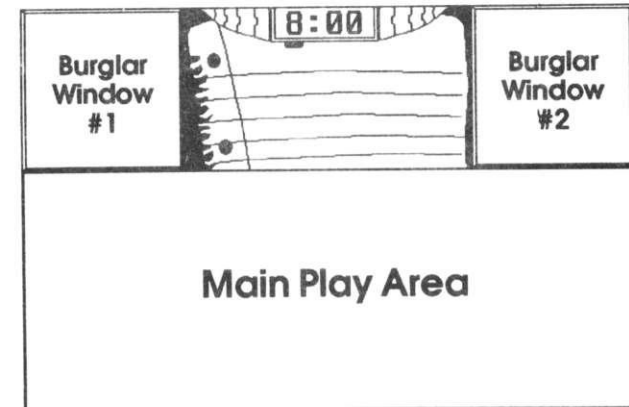
C - CONTINUE will continue the game

Q - QUIT will exit to DOS. If you choose to quit, the program will begin to show the credits. Press **ESC** to exit to DOS.

Phase I

It is 8 O'clock and Kevin is Home Alone. He knows that the burglars will be arriving at 9 O'clock. You have one hour of game time to find objects and set traps.

Below is the layout of the playing screen.



Use the left, right, and up arrow keys to run around the house and find objects. Below is a list of all the objects available.

Micro Toys	Blow Torch
Xmas Ornaments	Charcoal Starter
Roofing Tar	Silicone Caulk
Firecrackers	Paint Can
Iron	Rolling Pin
Marbles	Dictionary
Bag of Flour	Fire Extinguisher
Boiling Water	Skateboard
Roller Skates	Robot Toy
Radio Controlled Car	Baseball Bat
Soldering Iron	Garden Hose
Grease Gun	Bowling Ball
Tarantula	BB Gun

When you get near an object that you can pick up, it will begin flashing. Press the **F1** key to pick up this object. If an object is located too high for Kevin to reach, press the **0** key on the numeric keypad to make him jump, and then press **F1** while he is in the air. If Kevin tries to pick up more than 3 objects, a warning will appear. Press **SPACE** to continue.

When you have objects in your inventory, press the **F2** key to select which object will be used for a trap. The selected object will highlight.

As Kevin runs around the house, possible trap locations for the currently selected trap will be shown. When Kevin is close to a location, the word **HERE** will appear. Press the **F3** key to place an object at that trap site. The currently highlighted trap will be placed.

Trap locations in the middle of a room and above Kevin's head must be shot with the BB gun to work. You need to have the BB gun in your inventory to do this and the burglar must be directly under the trap. To fire the BB-Gun in Phase II, press the **ENTER** key (if you have changed the key choices in the configuration, use the appropriate key.).

If you are ready for the burglars before 9:00, you may press **N** to go to the next phase. Phase I will automatically expire at 9:00. Kevin's location in the house will be the same at the start of Phase II as it was at the close of Phase I.

Phase II

The burglars will enter the house and try to catch you. You must avoid the burglars, and at the same time lure them through the traps. You must be careful not to trip the traps yourself. Kevin must jump over any traps that are on the floor.

The traps will inflict varying amounts of damage on the burglars. Harry and Marv will not always trip the traps. They are more likely to trip traps if they are near Kevin and chasing him.

The amount of damage that each burglar has sustained is shown under his name. Each tick mark represents 5 points of damage. You must inflict 50 points of damage on each of the burglars. If one of the burglars catches you, you lose the game.

The boxes on the top of the screen allow you to keep an eye on the burglars. If the burglars are not in the same room as you, they will appear in these boxes. You can see what happens to them as they trip traps in other rooms.

As a last resort, Kevin can shoot the burglars with his BB-Gun. The first time that he shoots a burglar, it will inflict 5 points of damage. Each time after that will not cause any damage, but will slow the burglar down for a few seconds.

F2 key will show names of traps still available.

F3 key will tell where the available traps are located.

High Scores

The game saves the ten highest scores of all time. If you have one of these scores when you finish the game, you will be asked to input your initials to be added to the high score screen. Scores are determined by the amount of damage done to Harry and Marv. If two players have both defeated the burglars, the one that won in the least amount of time will be ranked first. Otherwise, if two players have the same number of damage points, the one that played the longest before getting caught will be ranked first.

Additional Information

Backups

Backup copies of HOME ALONE disks are available directly from IntraCorp. The \$12 charge for the set can be paid by check, American Express, Visa, MasterCard or COD. To order, write to IntraCorp, Inc., 14202 S.W. 136th St., Miami, FL 33186 or call 1- 800-INTRACO [(800) 468-7226] between 9 a.m. and 6 p.m. Eastern time (Monday through Friday).

Technical Support - Please read carefully

Registered owners of this software product are entitled to technical support from our Customer Service department. If you have any problems or questions, please call Customer Service at (305) 252-9040 between 10 a.m. and 6 p.m. Eastern time (Monday through Friday). Please note that the warranty card that came with this product must be mailed to IntraCorp before any assistance can be given. Please allow sufficient time for the card to arrive before calling Customer Service.

The IntraCorp Customer Support bulletin board is available to all users. Callers can leave questions to the Technical Support department or to other users, and get information on software upgrades and new releases. The board is available to users 24 hours a day. The board's number is (305) 378-8793. It is accessible at 300, 1200 or 2400 baud; no parity; 8 data bits; 1 stop bit.

Credits

HOME ALONE is sold under license to the user. Please see the licensing agreement included with this package for details on the license.

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THE PINNACLE OF
ENTERTAINMENT SOFTWARE

Command Summary Card

HOME ALONE™

A Family Comedy Without The Family
Comes To Your Computer

OPTIONS MENU

ESC	<i>Access Options Menu</i>
M	<i>Turn the music off</i>
A	<i>Turn off all sounds and music</i>
R	<i>Restart game at the beginning</i>
C	<i>Continue the game</i>
Q	<i>Quit the game</i>



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PHASE I

F1	<i>Pick-up flashing object</i>
F2	<i>Select object from inventory</i>
F3	<i>Place object at a trap site</i>
←	<i>Move Kevin left</i>
→	<i>Move Kevin right</i>
↑	<i>Go upstairs or through doors or windows</i>
0	<i>Jump</i>

PHASE II

F2	<i>Display names of available traps</i>
F3	<i>Display locations of available traps</i>
←	<i>Move Kevin left</i>
→	<i>Move Kevin right</i>
↑	<i>Go upstairs or through doors or windows</i>
0	<i>Jump</i>
Enter	<i>Shoot BB-Gun</i>