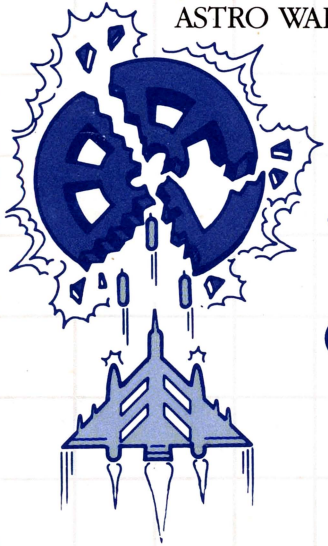
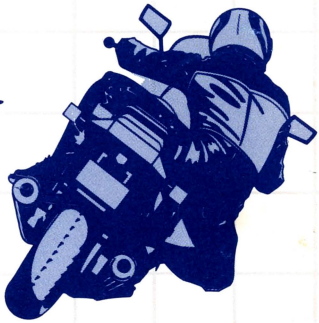
Hang-On™ & Astro Warrior™

Two super hits in one!
Race a souped-up cycle around the world in HANG ON.
Turn back the invaders and save the galaxy in ASTRO WARRIOR.



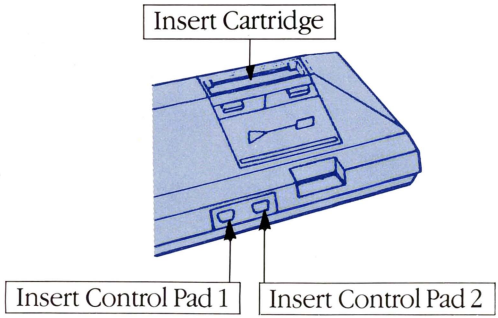


SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the HANG ON/ASTRO WARRIOR CARTRIDGE in power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.



Hang On
What's Happening

"HANG ON" is an amazing new racing technique that enables the racer to maneuver through perilous curves with a minimum loss of speed.

It greatly increases the power of your motorcycle. But it also increases the danger, particularly when your opponent is closing in. So *hang on* tight!

Who's Who

Your motorcycle is FEARLESS 4. It was specially developed with the sole aim of allowing you every possible advantage. Greater power. Greater speed. And untouchable maneuverability.

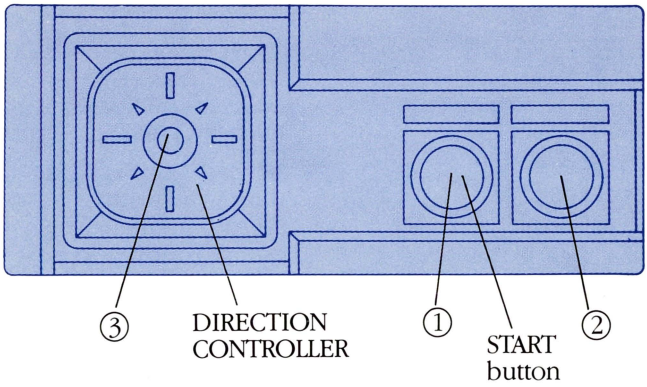




Your opponent is riding the SIZZLER 7. It too is loaded with extras. In fact, some say it's every bit as good as the FEARLESS 4. So watch out!

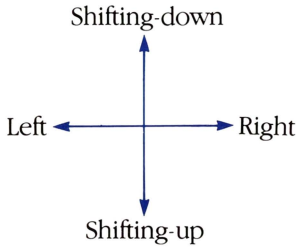
Taking Control

The following illustration shows you the control points of your SEGA SYSTEM™ control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.

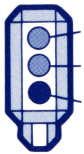


① BRAKE button
② ACCELERATOR button
③ LEVEL SELECTION

Maneuver FEARLESS 4 (+)



* XMAS TREE (START lamp) *



Game starts when the color of the Xmas tree lamp's light changes to blue in the sequence of yellow-yellow-blue.

* GEARS *



For gear shifting, use the DIRECTION CONTROLLER (↕).

* TIME LIMIT *



60 seconds

When clearing one STAGE, the remaining time is added to the time limit for the next STAGE.

When clearing a course, the remaining time is a time bonus and scores points. The more the remaining time the higher time bonus you earn.

Choose Your Level

TO SELECT A STARTING LEVEL—press the arrow keys up or down, then press BUTTON 1.

Choose any one of the following 3 LEVELS:

Level	Number of Courses	Time Limit Per Stage
1	8	60 seconds
2	8	60 seconds
3	8	60 seconds

Once you complete the 8 courses in LEVEL 3 you'll repeat it again, but your time limits will be shorter.

The Course

A course consists of the following 5 stages.

1st Stage — Circuit



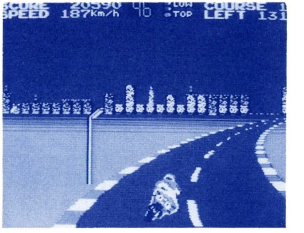
2nd Stage — Seaside



3rd Stage — Monument Valley



4th Stage — City Night



5th Stage — Circuit



Finish Line



Oops. Try Again.

Each of the five courses is 4 kilometers long. If you don't finish the course before your time is up, the game is over.

If you run into an obstacle or another motorcycle, you'll be temporarily out of the race and you'll lose precious time. However, you will be able to resume racing from the point where you crashed.

Know The Score

At the end of each race, your score is added up from these three elements:

Passing Sizzler 7 . . . . . 300 points
For every second of remaining time . 1,000 points

The faster your overall speed, the greater your score.

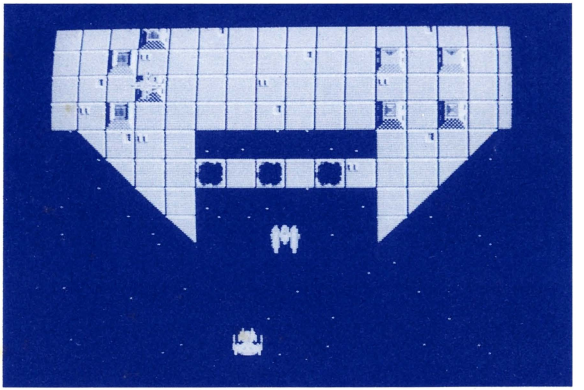
Helpful Hints

Even though you have the "HANG ON" feature, you must slow down somewhat on the curves—so learn the appropriate speed for each curve.

If you take a curve too fast, you'll probably slide out. So take it easy.

Astro Warrior
What's Happening

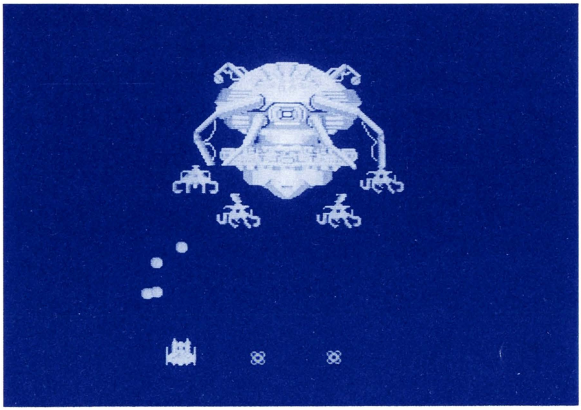
An assortment of nasties called the Devil Star Imperial Forces are set to invade the galaxy. There's only one hope — you, the ASTRO WARRIOR. You've got to lead the Allied Forces from the deck of your flagship Astro Raider on a daring mission. Breakthrough a triple zone defense, destroy the enemy, and ultimately take out the mother ship.



Remember, between you and "Mission Accomplished" there are some brutal creatures out there. On their ships, in the fortress, on the mother ship. So be careful, and good hunting!

Who's Who

It's just you and them. But there's help available. Capture the weapons supply ships and you increase your speed and power. As for them — they've got hi-performance space fighters, combat-proven pilots and the will to conquer the galaxy.



Taking Control

Start Your Engines.
For one player, push CONTROL PAD 1 START button.
For two players, push CONTROL PAD 2 START button.

On The Offense. From the start the action is hot and heavy, so be ready. Enemy fighters will fly a variety of patterns. They must be eliminated. A huge fortress on a floating platform blocks your way, it must be destroyed.

Oops. Try Again

You've got three chances to have your ship neutralized and still survive. After that it's GAME OVER. So stay alert and stay alive.

Helpful Hints

If you're going to win, you've got to increase your power by capturing the supply ships. Don't just go after the fighters. You've got to destroy the fortress if you want a shot at the mother ship.

Scorebook

Name	Jacob	Trisha	J.G.	J.G.	
Date	1-2-88	1-2-92			
Score	82900	16530	74900	86300	82700

Name	J.G	J.G.	J.G.	J.G.	J.G.
Date			12-4-92	12-13-92	12-13-92
Score	94100	127,400	127,900	111,800	126,700

Name	J.G	J.G.			
Date	12-16-92	3-18-93			
Score	136,800	149,400			

Name					
Date					
Score					

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Sega Card™ And The Mega Cartridge™

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA SYSTEM.

— For Proper Usage —

Don't bend, get wet, disfigure or subject to thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature source.

Be especially careful not to stick anything on the SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After use, put it in its CASE.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega·Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This 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 fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

Limitations On Warranty

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 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 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 limitations of 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.

Now, there are no limits.®



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