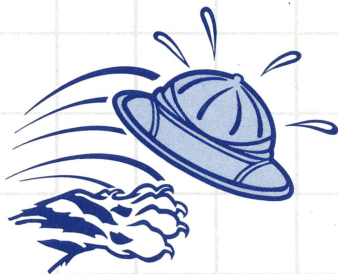


Hang On™ & Safari Hunt™

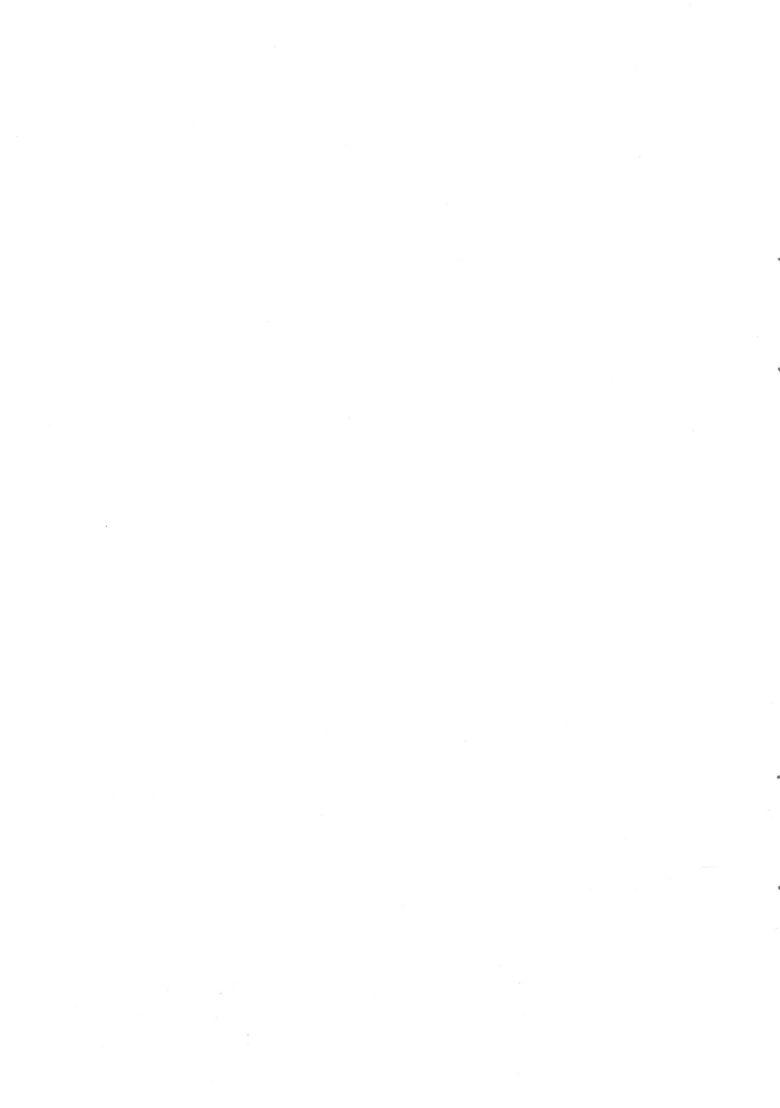
Two super hits in one.

Race a souped-up cycle around the world in
HANG ON.

Go on a sharp-shooting wilderness adventure
in SAFARI HUNT.



SEGA®



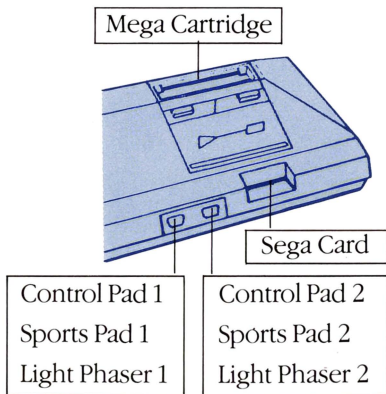
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the HANG ON/SAFARI HUNT 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.

For 1 player: Push button 1.

For 2 players: Push button 2.



Hang On

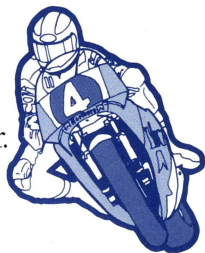
What's Happening

“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

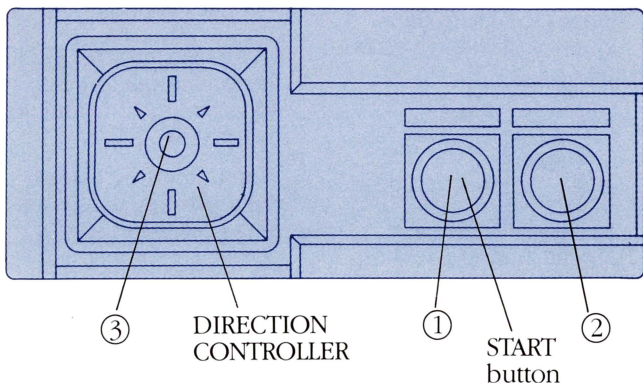
Your motorcycle is FEARLESS 4. It was specially developed with the sole aim of allowing you every possible advantage. Greater power. Greater speed. And untouchable maneuverability.



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!

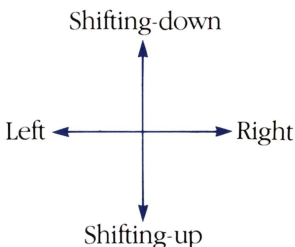
Taking Control

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.

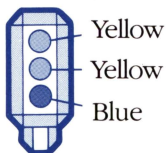


- ① BRAKE button
- ② ACCELERATOR button
- ③ LEVEL SELECTION

Maneuver FEARLESS 4 (+)

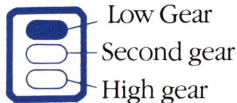


* XMAS TREE (START lamp) *



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:

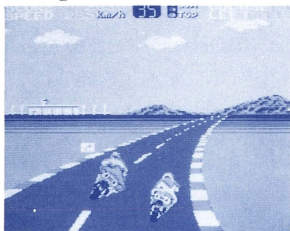
Level	Number of Courses	Time Limit Per Stage
1	8	60 seconds
2	8	60 seconds
3	8	60 seconds

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



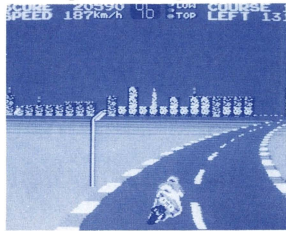
2nd Stage — Seaside



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.

Safari Hunt

What's Happening

This is the most realistic big game expedition ever to hit the home screen. To begin with, you're actually aiming and shooting with the SEGA LIGHT PHASER.™ Plus, you're trekking through three types of wilderness terrain: lakes, forest and jungles.

You only have 30 shots per round. So don't waste them shooting at air. If you earn the necessary points in each time frame, you'll be able to advance to the next round. Happy hunting!

Who's Who

You're a big game hunter! The one holding the LIGHT PHASER. The wild animals — birds, ducks, fish, bear, panthers, bats, armadillos, even monkeys — are your targets. And some of them will take more than one shot to be downed. So do your best to get them all.

Taking Control

It's easy. Just plug the LIGHT PHASER into port 1, aim, and pull the trigger.

The Rounds

There are three scenes per round: a LAKE, the JUNGLE and a FOREST. As the rounds advance, so does the difficulty level.



LAKE



JUNGLE



FOREST

Here's how many points you'll need to accumulate in each round.

Round 1	8,000 points
Round 2	18,000 points
Round 3	28,000 points
Each round thereafter	10,000 points

Oops. Try Again.

If you don't earn the required number of points in the time allowed, the game is over and you must start again.

Know The Score

In each different geographic location, you'll find different animals. And they're all worth different points.

At The Lake

Duck	300 points
Fish	1,000 points
Rabbit	1,000 points

In The Jungle

Spider	100 points
Bat	300 points
Monkey	500 points
Panther	2,000 points

In The Forest

Bird	200 points
Armadillo	1,000 points
Bear	2,000 points

Helpful Hints

Keep a cool head and a steady hand when shooting at your targets. And pull the trigger at precisely the right moment.

If you think you've hit a target, but it doesn't go down, keep trying. Some animals take several hits.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
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Name					
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Score					

Scorebook

Name					
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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 warranty card and sales slip or proof of purchase should be completed and returned to Sega within 10 days after the date of purchase.

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.SM



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