

**COLECO
VISION™**

Guide No. 099085

CARTRIDGE INSTRUCTIONS

SEGA®
HANG-ON
ハンガオンII



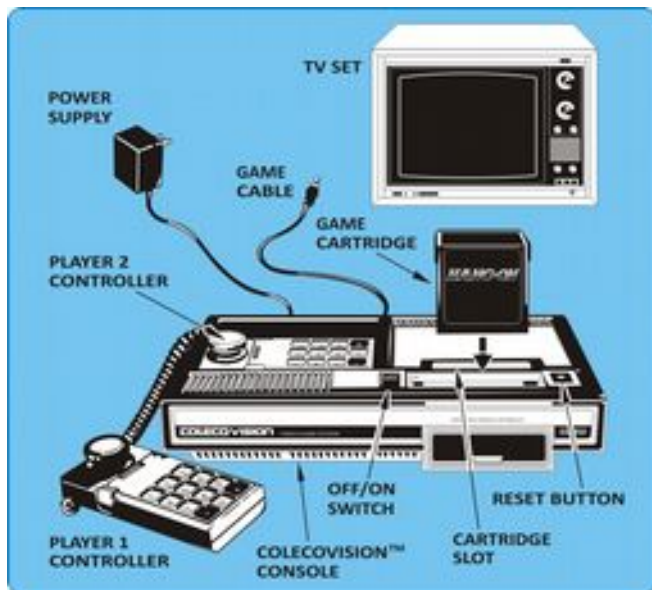
*The immensely popular arcade game adapted
for use with your Colecovision!*

COLECO

GAME DESCRIPTION

Hang on, the immensely popular arcade game from Sega, has been adapted for use with the Colecovision! Now you can enjoy the hair-raising, tire-screeching competition in the comfort of your own living room!

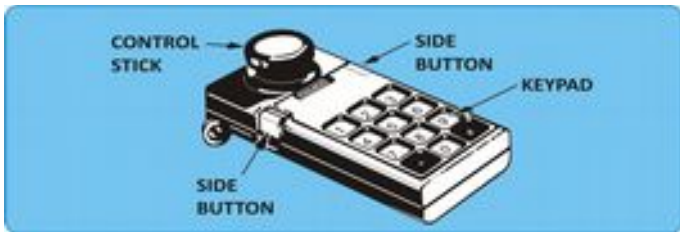
GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play HangOn™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



In title screen press any side button to start game.

Move your motorcycle using left and right directions.

Press left button to brake.

Press right button to accelerate.

Pull Control Stick down to shift from a lower gear to a higher one.

Push Control Stick up to shift from a higher to a lower gear.

Press * to PAUSE and again to continue playing.

SEGA HANG-ON ハンガオンII

HERE'S HOW TO PLAY



You'll ride the Brain MK III, a bike that has been developed exclusively for this competition. Its acceleration and handling are superior to most any bike in the world!

Your bike has 3 gears - Low, Medium and Top. Shifting down means shifting from a lower gear to a higher one. Shifting up takes you from a higher to a lower gear.

Watch your speedometer. In Low gear, wait until you're moving at 95-100 Kph (Kilometers per hour) before shifting into Medium. To shift into Top gear, you should be traveling at 190-200 Kph.

Your Opponents

You'll take on the Bondy racing team, whose bikes are said to be every bit as powerful as yours. Whether or not you triumph over these highly-skilled adversaries is entirely up to you!

Hangging On

The Hang On competition puts you astride your Brain MK III "supercycle" against the Bondy racing squad aboard FC II's. No matter which level you select, you must endure 8 courses of grueling racing against some super tough riders. Each course contains 5 stages of 4 kilometers apiece. You have 60 ticks to clear each stage, unless you had time left over from the previous stage. Finishing the final stage of the final course brings you to the finish line - congratulations!

Time, the Enemy!

You begin the competition with 60 clicks on the timer. If you fail to finish the stage before the timer reaches zero, the game ends. If you successfully clear the stage, any remaining time is carried over to the next stage. Time left over at the end of a course is converted into bonus points.

SCORING

You receive points as you move along the race course. Additionally, you get 300 points each time you pass a competitor

for the first time. As mentioned earlier, any time remaining after you've cleared a course is converted into points and added to your score. Each time point is multiplied by 1,000- it can be a substantial bonus, depending on how well you raced. Now turn up that track, but keep an eye peeled for members of the cactus family.

Hints

Watch for signs indicating curves, and be ready to slow down accordingly. Learn to operate both the accelerator and the brake buttons!

Don't get picked off by a rider suddenly appearing from the bottom of the screen. You'll go up in flames if you're not careful! Posts and cacti border the track on both sides in certain areas of the course. Learn to keep your bike inside the red and white border lines as much as possible!

TRIVIA

Hang-On (ハングオン) is an arcade game designed by Yu Suzuki and released by Sega in 1985.

The title is derived from when the biker is turning and has to "hang on" to the bike while the bike is leaning, which Suzuki had read in a Japanese bike magazine, though Suzuki learned later the technique was called "hang off" in North America. Nevertheless, he chose to keep the former name.

Hang-On II (ハングオン II) is an SG-1000 sequel to Hang-On. Despite the name, the game is meant as a direct sequel to the Mark III version of Hang-On, and is virtually identical to that game. The only difference is downgraded graphics and the addition of music from the arcade version.

HOW TO REACH US

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing HangOn, but it is only the beginning! You will find that this cartridge is full of special features that make HangOn exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Colecovision conversion by Mystery Man

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Collector Vision Games

