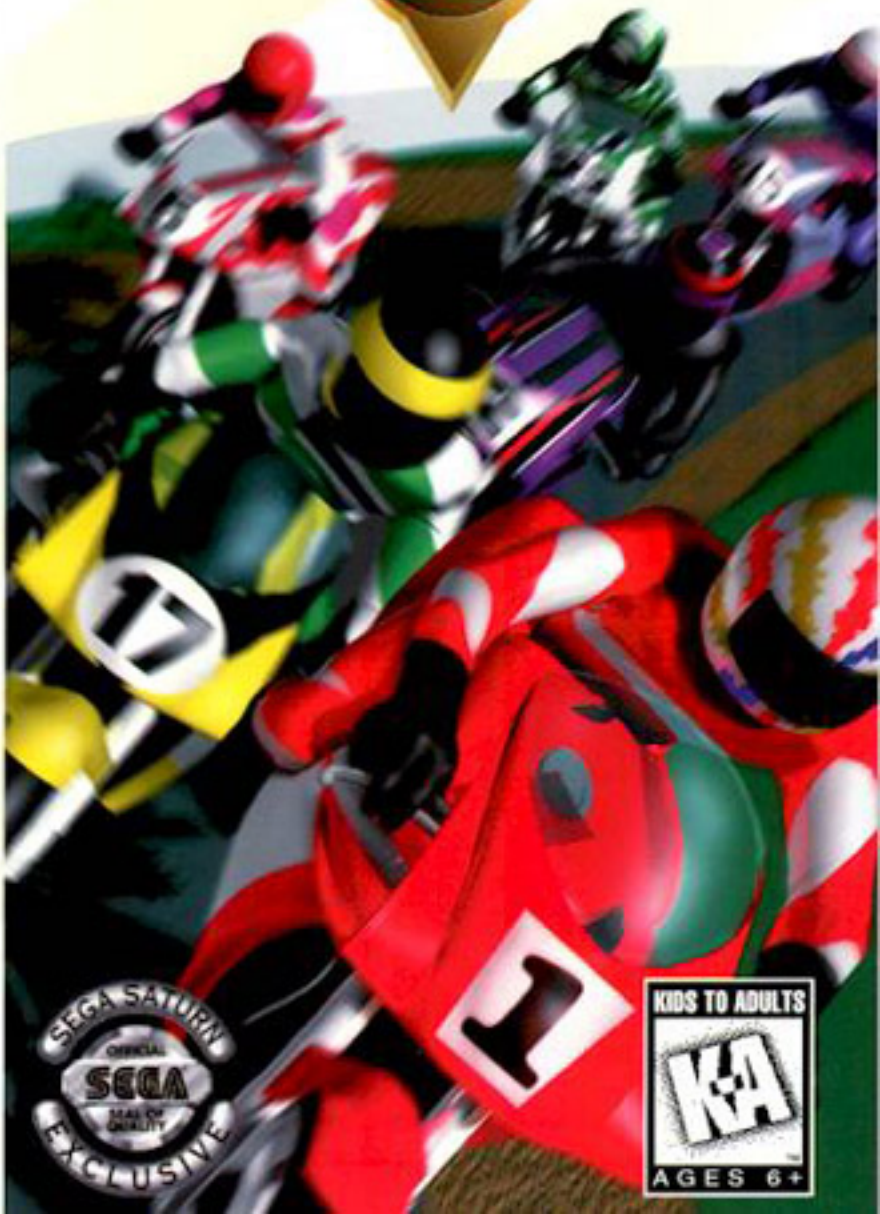
SEGA

HANG-ON GP™

SEGA SATURN™



SEGA SATURN OFFICIAL SEGA HALF QUALITY EXCLUSIVE

KIDS TO ADULTS
K-A
AGES 6+

81202

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ❑ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site:	**http://www.segaoa.com**
ftp site:	**ftp.segaoa.com**
email:	**webmaster@segaoa.com**
CompuServe:	**GO SEGA**



For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

CONTENTS



INTRODUCTION 2
STARTING UP 3
TAKE CONTROL! 4
GETTING STARTED 6
SAVING DATA 6
OPTIONS 6
IT'S YOUR CHOICE 7
SELECT YOUR MACHINE 7
SELECT YOUR COURSE 8
SCREEN SIGNALS 8
CHANGE VIEW 9
HIT THE PIT 10
GAME OVER/REPLAY 10
NAME ENTRY 10
THE COURSES 11
ENDURANCE MODE 11
TIPS & TECHNIQUES 12

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THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

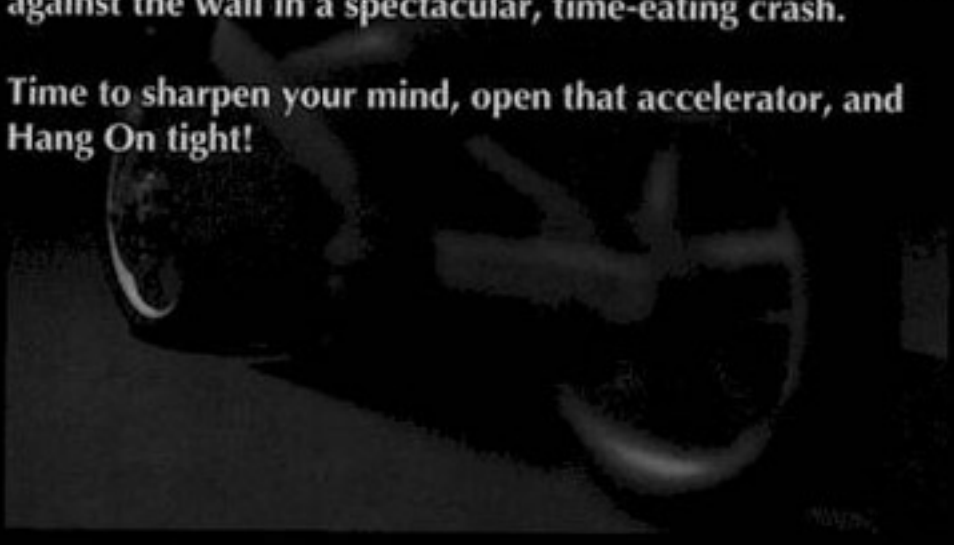
THE HEAT OF COMPETITION



Race time. You're standing on the starting line, behind a seething pack of nineteen machines with their riders. The air is thick with the exhaust spat out by twenty revving bikes as you wait to cut loose. Then the light turns blue and you're fighting for the first turn, tires screaming against the track.

Your whole world narrows down to just three things: timing, traction and centrifugal force. Keep these factors under control, and you'll have your competition eating your dust. Lose control and you'll wind up pinwheeling against the wall in a spectacular, time-eating crash.

Time to sharpen your mind, open that accelerator, and Hang On tight!



STARTING UP: USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Controller 1.

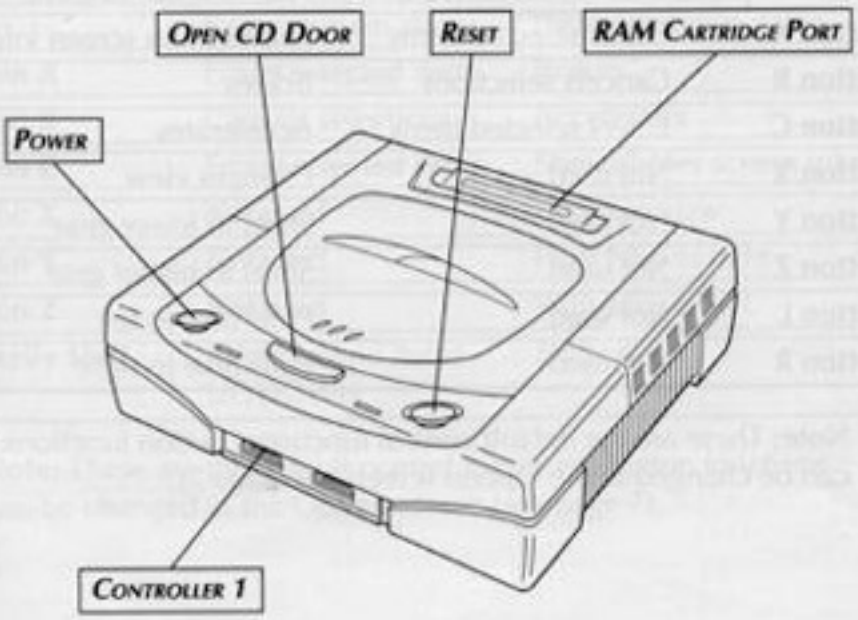
   Note: *Hang-On GP™* is for one player.

2. Place the *Hang-On GP* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on the screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

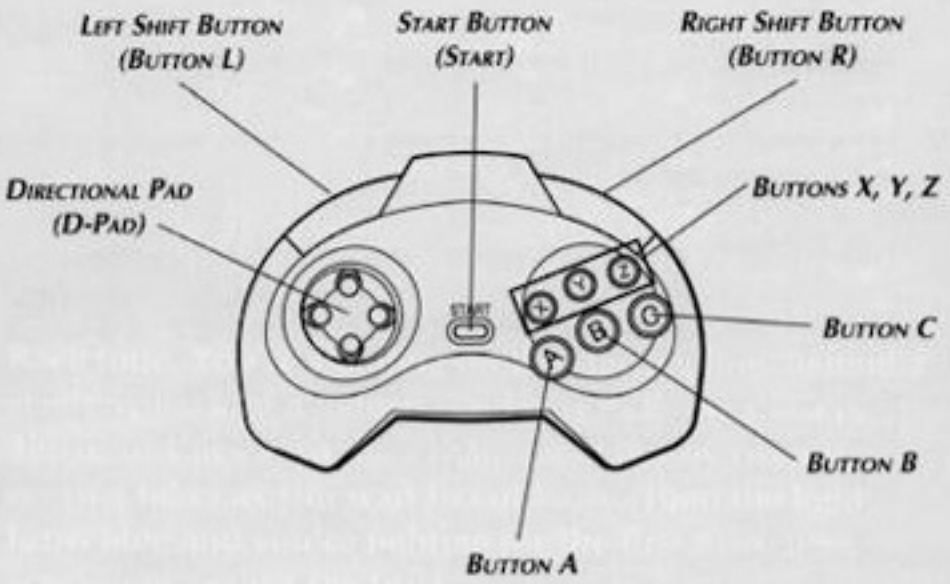
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



TAKE CONTROL!

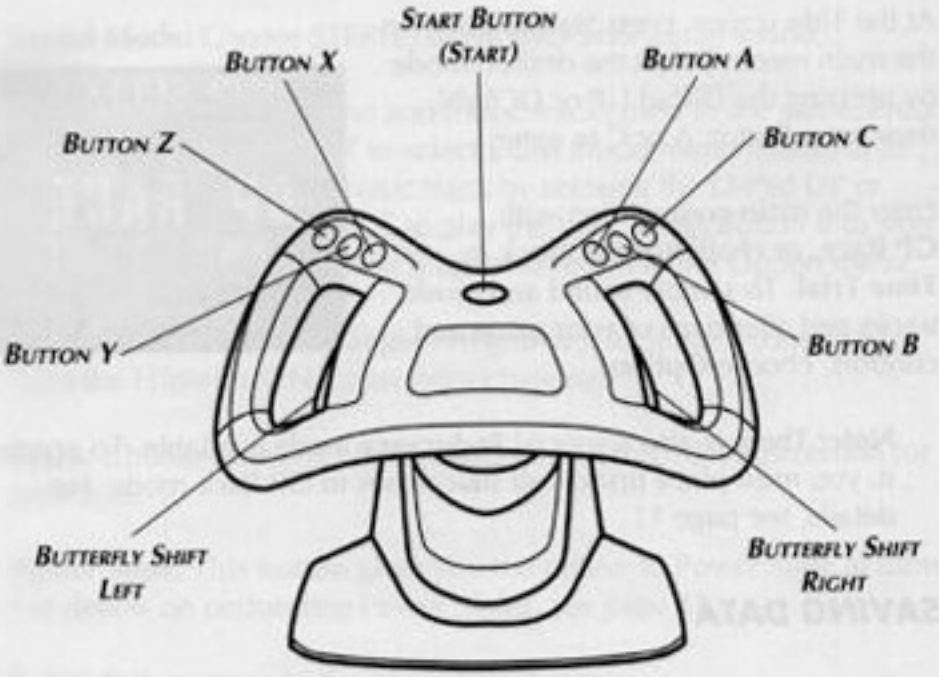
SEGA SATURN CONTROL PAD



Control	Before Race	During Race
D-Pad	Selects items in menus	Steers bike
Start	Calls up main menu	Pauses/resumes game
Button A	Enters selected items	Shows/hides screen info
Button B	Cancels selections	Brakes
Button C	Enters selected items	Accelerates
Button X	Not used	Changes view
Button Y	Not used	Shifts to lower gear
Button Z	Not used	Shifts to higher gear
Button L	Not used	Pulls bike to left
Button R	Not used	Pulls bike to right

Note: These are the default control functions. Button functions can be changed in the Option screen (see page 7).

SEGA SATURN ARCADE RACER



CONTROL	BEFORE RACE	DURING RACE
Steering Wheel	Selects menu items LEFT/RIGHT	Steers bike
Start	Calls up main menu	Pauses/resumes game
Button A	Enters selected items	Brakes
Button B	Cancels selections	Accelerates
Button C	Enters selected items	Shows/hides screen info
Button X	Not used	Changes view
Button Y	Not used	Pulls bike to right
Button Z	Not used	Pulls bike to left
Butterfly Shift	Selects menu items UP/DOWN	Shifts gears

Note: These are the default control functions. Button functions can be changed in the Option screen (see page 7).

GETTING STARTED

At the Title screen, press Start to bring up the main menu. Select the desired mode by pressing the D-Pad UP or DOWN, then press Button A or C to enter.



Enter the main competition with **GP Race**, or challenge the clock in **Time Trial**. To sample sound and music tracks and alter parts of your game and controls, choose **Options**.

> **Note:** There is also a special **Endurance** mode available. To access it, you must place first on all six courses in GP Race mode. For details, see page 11.

SAVING DATA

Hang-On GP automatically saves your best course times and race victories in the Sega Saturn's memory. It requires 27 blocks of backup space. If your Saturn's memory is full, you will be asked to allocate some space before gameplay.

> **Note:** If you turn off the power or press the Reset Button on the Sega Saturn during gameplay, some data may be lost.

OPTIONS



Select the desired option with the D-Pad, then press Button A or C to enter the option. Make your selections, then press Button A or C to enter the selection and return to the Option menu. To cancel a selection and return to the Option menu, press Button B.

Game Level: Select the difficulty of your game. Choose **Easy**, **Normal**, or **Hard**.

Controls: Configure the keys on your Controller. Choose from three different button settings.

Sound Mode: Choose STEREO or MONO (monaural) sound.

Sound Test: Play the sound and music tracks used in the game. Press the D-Pad LEFT or RIGHT to select BGM (background music) or SE (sound effects). Select a music track by pressing the D-Pad UP or DOWN. Press Button A or C to play the track. Press Button B to stop the music track. Press Button B again to return to the Option menu.

Highside: This feature changes tire grip to match track conditions. Turn the Highside ON for an extra challenge.

Trans: Choose an AUTO (automatic) or a MANUAL transmission for your bike.

Power Slide: This feature gives you the option to Power Slide at turns. For details on performing Power Slides, see page 12.

Select **Exit** to return to the Mode Select screen.

IT'S YOUR CHOICE

Before you race in any mode, you need to make some important decisions. Press the D-Pad LEFT or RIGHT to cycle through selections, and press Button A or C to choose.

SELECT YOUR MACHINE



The bar graph next to each feature tells you each machine's strengths and weaknesses. Bikes are rated according to power of Brakes, Engine, Frame and Grip. **Brakes** give you more slowing power and better ability to do Power Slides on the turns. **Engine** provides higher speed on the straights, but more care is needed in managing turns. A strong **Frame** makes for better handling and endurance. **Grip** makes for better handling on high speed turns.

SELECT YOUR COURSE



Choose from six challenging courses. The final three courses are longer, more difficult versions of the first three courses. In order to access one of the final three courses, you must place first, second or third in a GP race on its corresponding course:

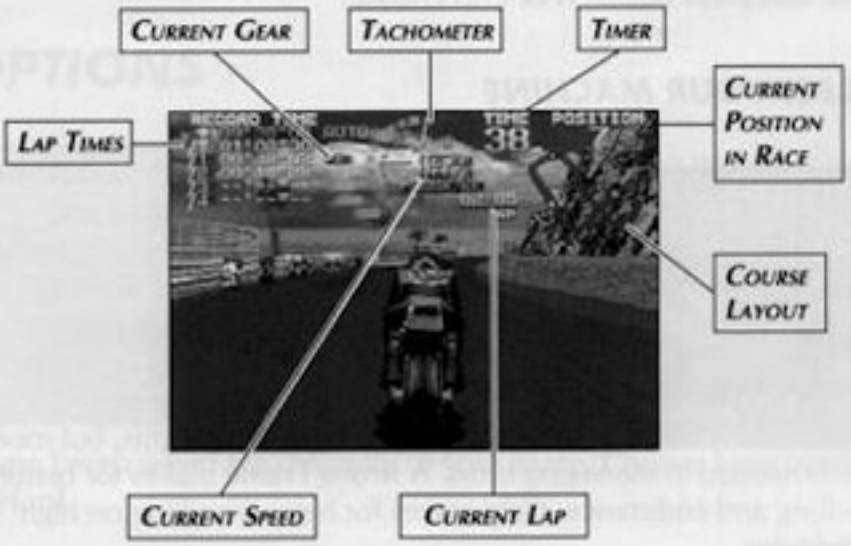
To Race:	Place On:
Course 4	Course 1
Course 5	Course 2
Course 6	Course 3

Highlight the map of the desired course and press Button A or C.

Note: A winner's cup appears on the map of a course where you have placed first, second or third in a GP race.

SCREEN SIGNALS

Press Button A to display only the Timer, Current Speed and Current Position in Race. Press again to return to full display.



Lap Times: The time listed on the top slot is the lap record. The following slots show your time for each lap.

Tachometer: This shows you when to shift gears on a manual transmission. The optimum shift point is just before the red zone.

Timer: Shows the time you have left before the race ends. Extend your time by passing beneath a Checkpoint or the Start/Goal line.

Course Layout shows your location on the course.



CHANGE VIEW

Press Button X to change the racing view.



HIT THE PIT



When your machine starts to lose its grip on the course, it's a sign your tires are wearing out. You have the option of going into the pit for fresh tires. In Endurance mode, you also pick up fuel. The timer continues counting down while you're in the pit.

Pit stop service is available in all race modes.

GAME OVER/REPLAY



The game ends when you complete a race or time trial or if the timer runs out. If the timer runs out, you'll be asked if you want to restart the race using the same choices of machine and track. Select YES or NO and press Button A or C.

If you complete a time trial, you have the option of viewing a replay of the race. Select YES or NO, and press button A or C.

You can pause a race or replay by pressing Start. Press again to resume, or hold Buttons X and Z and press Start to restart the race or replay. You can stop a race or replay and return to the Title screen by holding Buttons A, B and C, and pressing Start.

NAME ENTRY

If you made one of the top ten times for your course (displayed during the game demo), the Name Entry screen appears. Press the D-Pad LEFT or RIGHT to scroll through the characters, and press Button A or C to choose. Press Button B before you enter the last initial to go back a space.



THE COURSES



ALBATROSS CLIFF REEF

This is a spacious, even course, with smooth, wide turns—excellent for beginning riders. Avoid brushing against the high walls in the first half of the course.

GREAT CRIMSON WALL

This narrow, slippery course is a good challenge for intermediate riders. Beware of the sharp S-curve before the Start/Goal line.





NEW DWELLS

A fast, tricky course with many tight turns. Careful strategy in attacking the turns is needed to place among the top ten riders.

ENDURANCE MODE

This special mode becomes available once you've won all six Grand Prix races on all six courses. In Endurance Mode, you start out with 600 seconds to race as many laps as you can. Time is not renewed at the checkpoint and Start/Goal Line. The Endurance race ends when the timer runs out, and the rider who has completed the most laps wins the race.



The Endurance Mode gives you one other consideration: fuel. Running out of fuel in mid-race retires you from the game. When you start running low, a warning appears on screen. Enter the pit for refueling as soon as you can.

TIPS & TECHNIQUES

Here are some tricks that can mean the difference between worst and first:

Cornering

Cornering can make or break your race. There are special ways to take each corner.

- Use your brakes before you reach the corner. Accelerate from inside the corner.
- Use the "out-in-out" pattern. At the entrance to the corner, start on the outside of the track, aim for the inside of the corner, and exit the corner on the outside of the track.
- Use Buttons L and R in addition to the D-Pad for sharper turns.
- The **Power Slide** moves your rear wheel toward the outside of the corner and allows you to change direction quickly. There are two ways to do this:

  1. Approach the corner at high speed. Just before the apex of the corner, brake hard. Your rear wheel should slide toward the outside of the track.
  2. At the apex of the corner, release the accelerator briefly, then accelerate hard.

Note: Make sure the Power Slide option (page 7) is turned ON before attempting these maneuvers.

The Starting Line

Holding the accelerator at full throttle before the light changes results in a wheelspin that leaves you sitting at the starting line while your racing rivals leave you in the dust. However, if you rev the engine to a "sweet spot" right before wheelspin occurs, you'll take off with an excellent burst of speed. Sweet spots vary according to bike type. Experiment with starting speeds, and keep an eye on the tachometer.

SEGA SATURN™

ARCADE RACER™

ANALOG STEERING WHEEL



HIT THE ROAD WITH MORE CONTROL!

- Compatible With Sega Saturn Driving Games.
- Advanced technology provides arcade steering and gives you tighter control in those nasty hairpin turns!
- Six action buttons and up/down buttons make it easier to shift and change views while steering.
- Analog mode compatible with most driving and flying games for Sega Saturn. See individual game boxes for details.

SEGA®

Games with this symbol are optimized with Arcade Racer.

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