

My Hero™

Save your girl from a bunch of seedy punks
in this smash arcade hit.



SEGA®

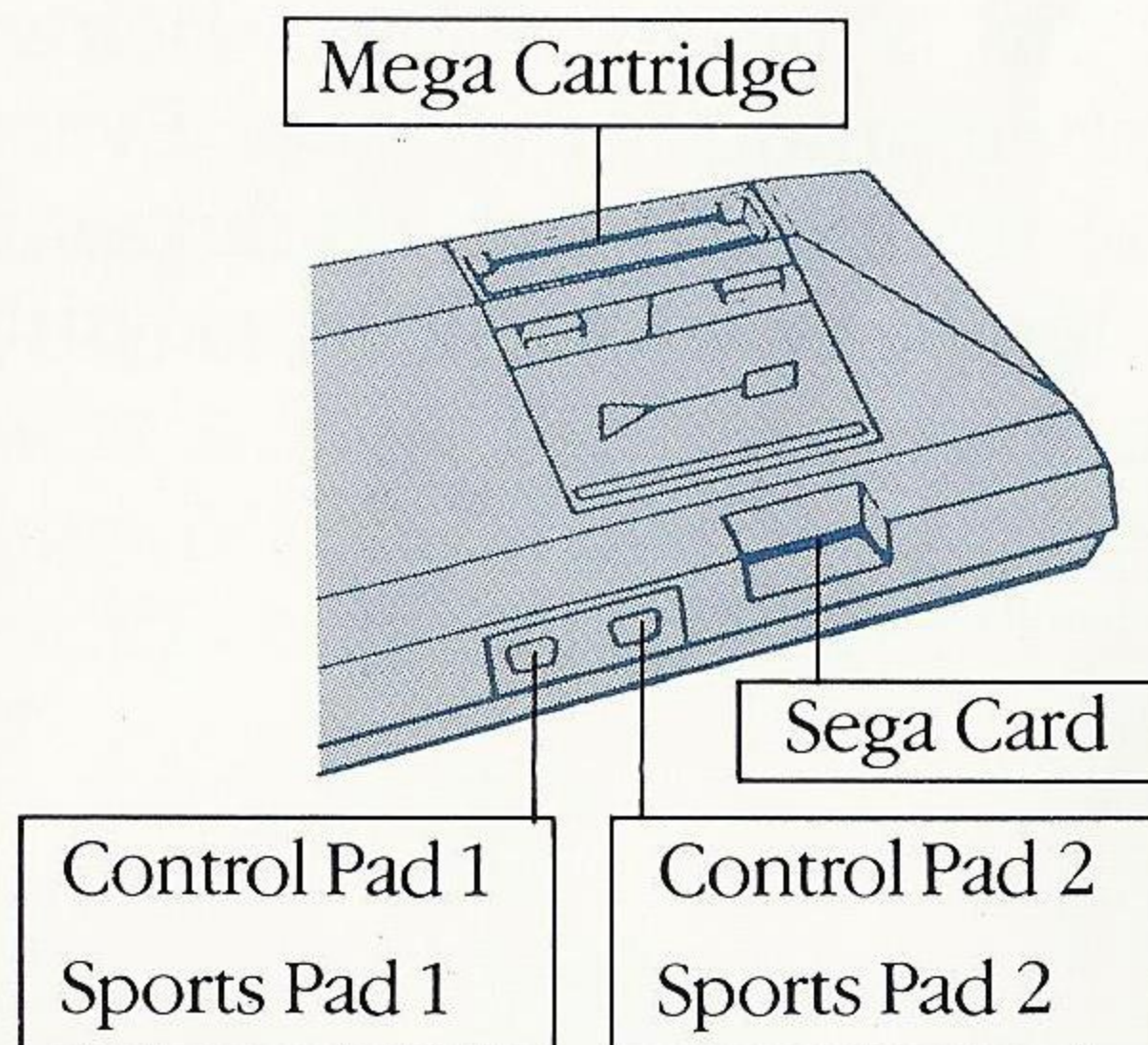


Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the MY HERO CARD as described 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.



What's Happening

Remy, the love of your life, has been captured by a bunch of seedy punks.

They're tough. They're rough. And they're armed with knives, broken bottles, even ferocious dogs. Plus, their leader, Mohikan, is downright ruthless.

But, fortunately, you're a kung fu master. And if you use those kung fu skills and lightning reflexes correctly, you should be able to get Remy back.

Who's Who

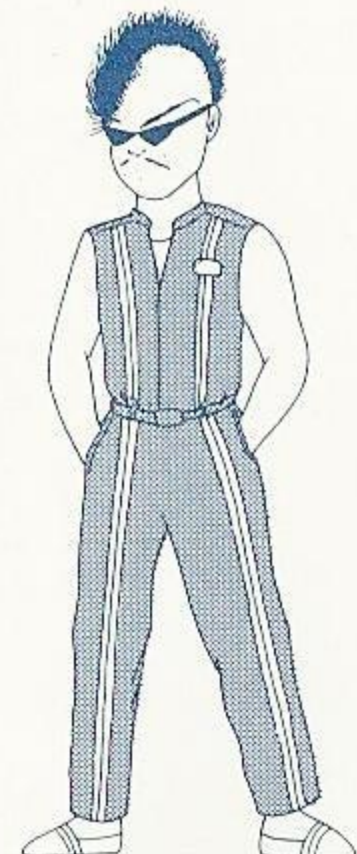
You're Steve. The good guy with the normal haircut. Remy, your girl, is the one you see being carried away at the beginning of the game. Everyone else is a no good, troublemaking, seedy punk. And Mohikan, the one with the Mohawk, is the worst of them all.



Steve



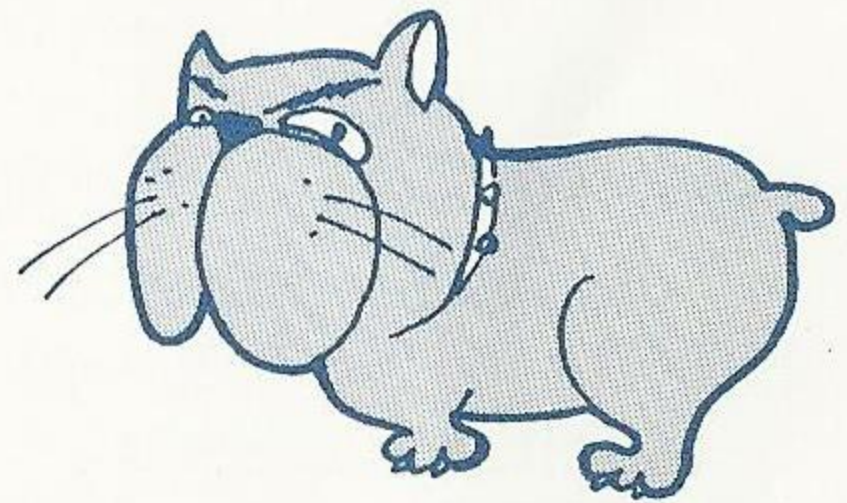
Remy



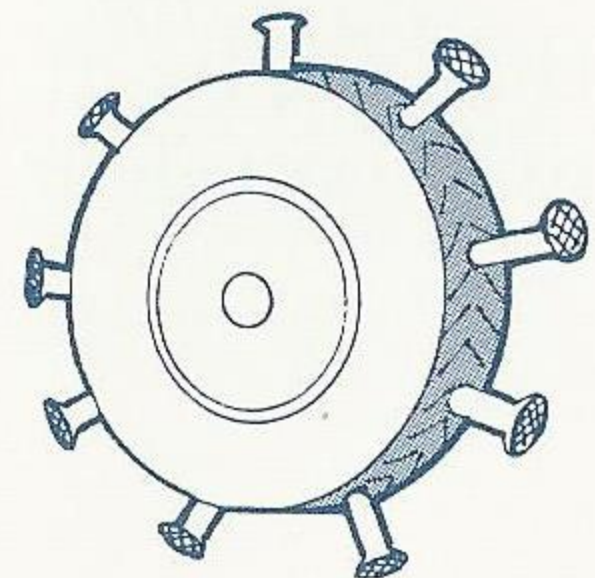
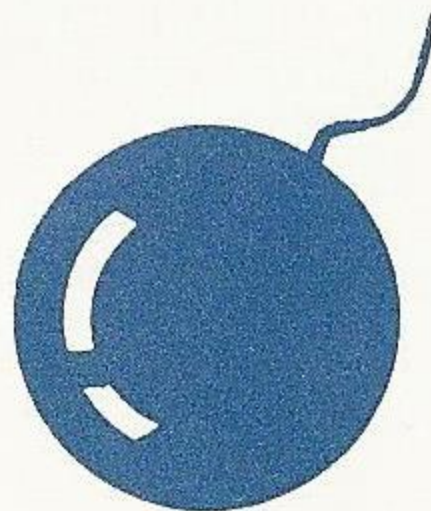
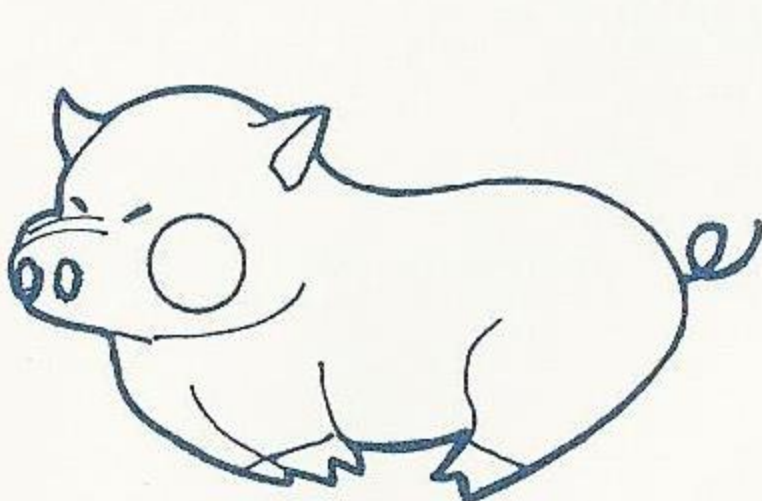
Mohikan

What's What

In addition to meeting up with seedy punks, knife throwers and hoodlums, you'll also run into a steel ball, ferocious dog and frogs. You'll have to use your martial arts prowess to ward off these bothersome obstacles.

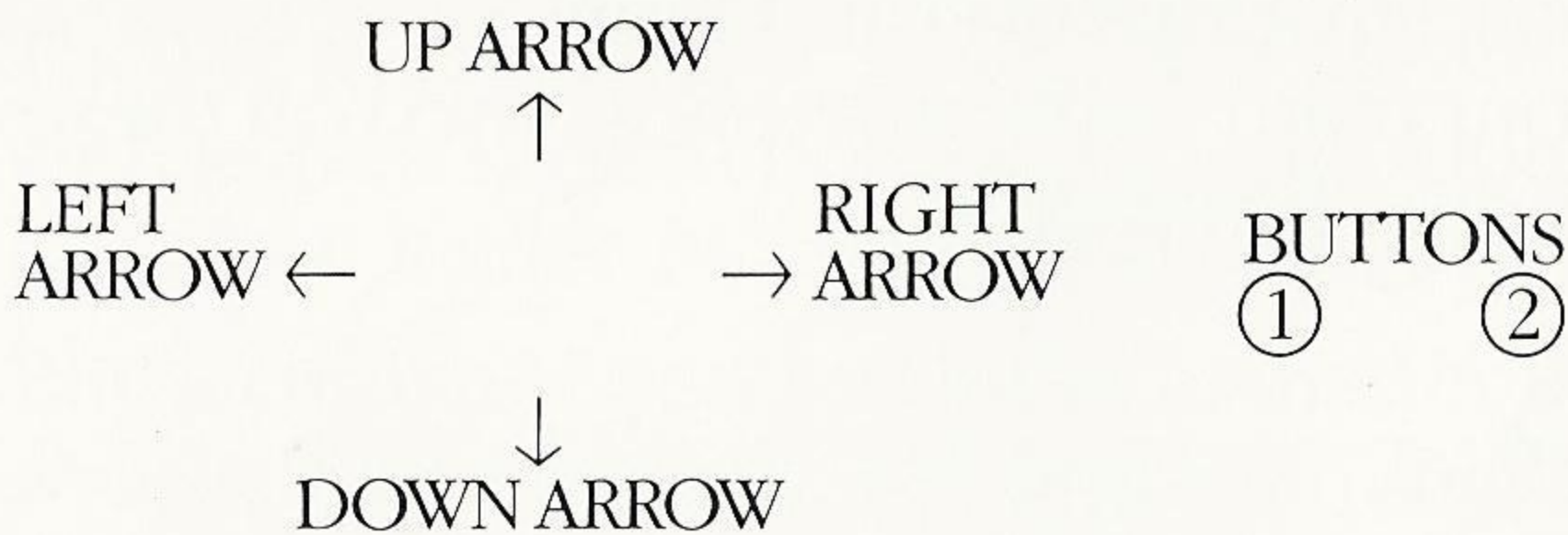


On the other hand, you'll encounter certain elements that are better off left completely alone. In other words: avoid them. These elements include: pigs, bombs, spiked wheels, falling rocks, reckless radio-controlled cars and fires.



Taking Control

Here's how to use the control pads.



TO JUMP — press BUTTON 1

TO PUNCH — press BUTTON 2

FOR A HIGH KICK — press the UP ARROW and BUTTON 2
simultaneously

TO SQUAT — press the DOWN ARROW

TO TRIP YOUR OPPONENT — press the DOWN ARROW
AND BUTTON 2 simultaneously

Oops. Try Again

At the beginning of each game you get three lives. When you lose all of them, the game is over.

But take heart, you receive an additional life every time you clear a round.

Know The Score

The points you earn for punching, tripping or high-kicking different objects or people in the game are added together to produce your final score.

Here's what earns what:

BOTTLES	100 points
HOODLUMS	500 points
BULL DOGS	1,000 points
KNIFE THROWERS	1,000 points
MOHIKAN	10,000 points

Helpful Hints

Try to figure out which technique — punching, high-kicking, or tripping — works best against which types of opponents. Once you do, you'll be able to advance at a much faster pace.

Learn how to handle Mohikan. He's a persistent fellow and he'll try to tire you out.

Another word on Mohikan: when battling him, keep an eye on both your and his power meters. (Yours is the one shaped like a heart.) Really go after him when his power meter starts to lag.

Scorebook

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Scorebook

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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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