

My Hero™



SEGA MS

READ THIS BEFORE YOU START

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

HOW TO USE SEGA CARD MEGA CARTRIDGE

1. Make sure that the POWER SWITCH is "OFF".
2. Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration below).
3. Turn the POWER SWITCH "ON".
If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
4. After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



"MY HERO" STORY

Rescue REMY who was kidnapped by MOHIKAN'S hooligans. STEVE, a kung fu master, fully utilizes his martial arts skill against MOHIKAN, his men and the things that obstruct his way!!

① STEVE

② KNIFE THROWER
ENEMY WITH
STEEL BALL

③ HOODLUM

④ FEROCIOUS BULLDOGS

⑤ * PIGS

⑥ FROGS

(The * marked ones can not be destroyed.
Skillfully evade them.)



① * BOMB

② * SPIKE WHEEL

③ * FALLING ROCK

④ MOHIKAN, THE ENEMY'S BOSS

⑤ REMY

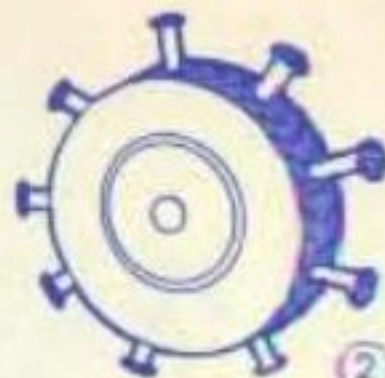
⑥ * RECKLESS RADIO-CONTROLLED CAR

⑦ * FLAME

(The * marked ones can not be destroyed.
Skillfully evade them.)



①



②



③



④



⑤



⑥



⑦

When playing by using the CONTROL PAD

I START button

① DIRECTION CONTROLLER

② JUMP button

③ PUNCH button

A High-kick

(Simultaneously move in this direction and push the PUNCH button.)

B or **D**

Maneuvers STEVE to the right and the left.

To make a flying-kick.

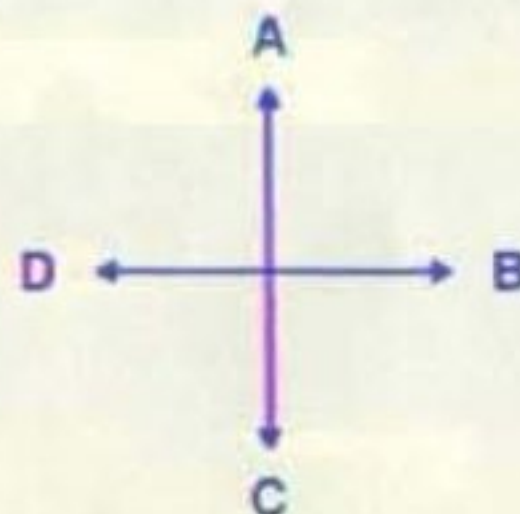
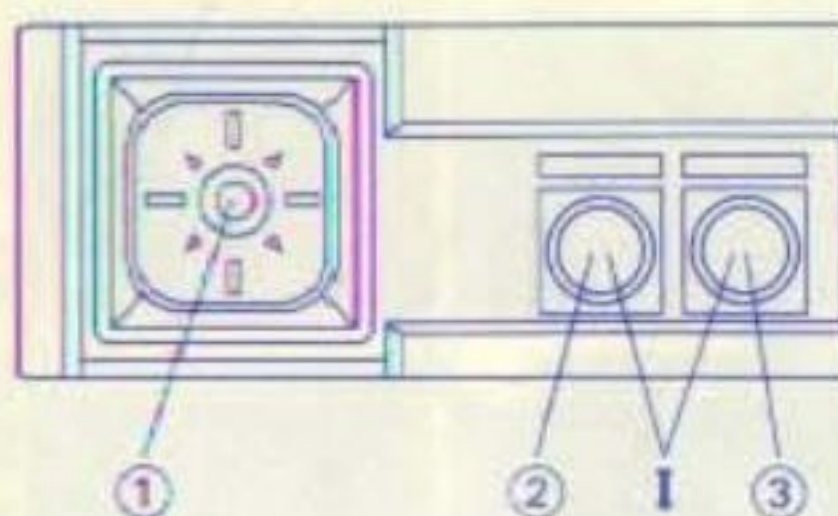
(Simultaneously move in the applicable direction and push the JUMP button.)

C

To squat.

To trip the opponent.

(Simultaneously move in this direction and push the PUNCH button.)



HOW-TO-PLAY

PURPOSE OF THE GAME

You as STEVE, a kung fu master, set out to rescue REMY, who was kidnapped by the evil enemy, MOHIKAN.

GAME OVER

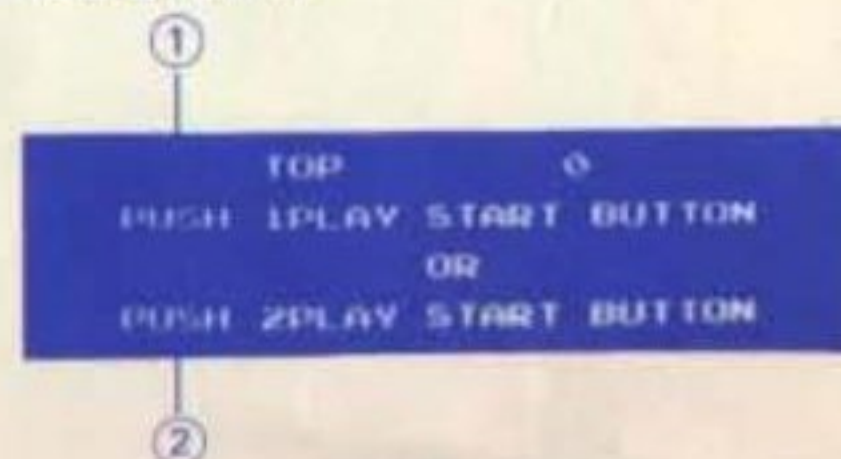
The number of the players (STEVE) allotted at the time of starting the game is 3. When all of them are lost, the game is over.
(One additional player is awarded every time a round is cleared.)

STARTING THE GAME

- ① For one player, push the 1P CONTROL PAD START button.
- ② For 2 players, push the 2P CONTROL PAD START button.

FOR 1 PLAYER

Your enemies are not to be lightly reckoned with. However, your kung fu ability is your one powerful weapon. Battle against your foes with everything you've got in order to rescue REMY!



FOR 2 PLAYERS

Which one of you will be the first to see
REMY'S beautiful face?

Oh oh! MOHIKAN is going to kidnap REMY.
Now, MOHIKAN'S men are coming to attack
you. Beware of them!! (Advance while battling
with the enemies —)

WHEN BATTLING WITH MOHIKAN

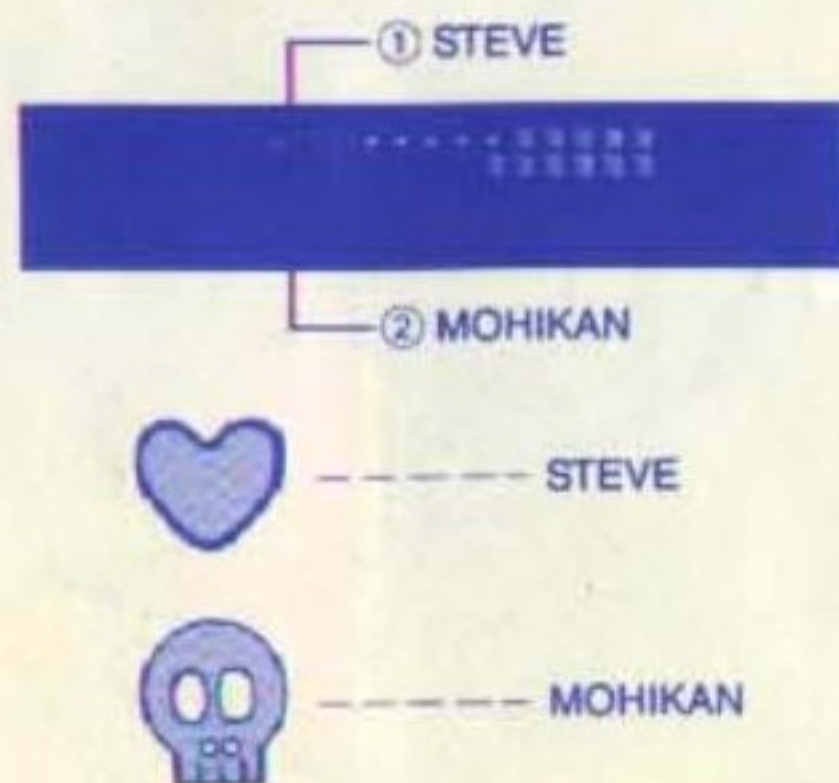
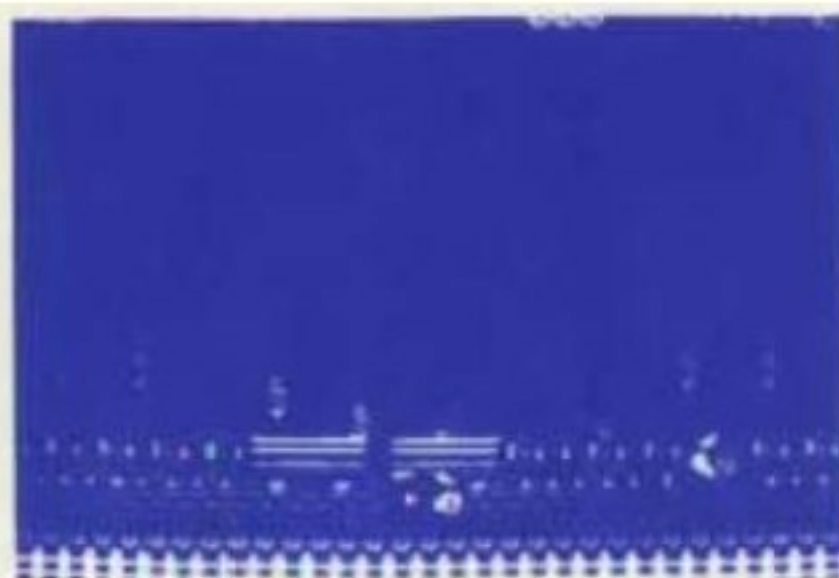
Try to cause serious damage to him by
PUNCHING and KICKING.

POWER TABLE

Every time the player causes damage to the
BOSS, the player's power meter increases.
The one whose power meter reaches the
maximum level first, wins.

POWER METER'S SYMBOLS

The point of interest is whether or not
STEVE'S "POWER OF LOVE" wins over
MOHIKAN'S "EVIL POWER"!!

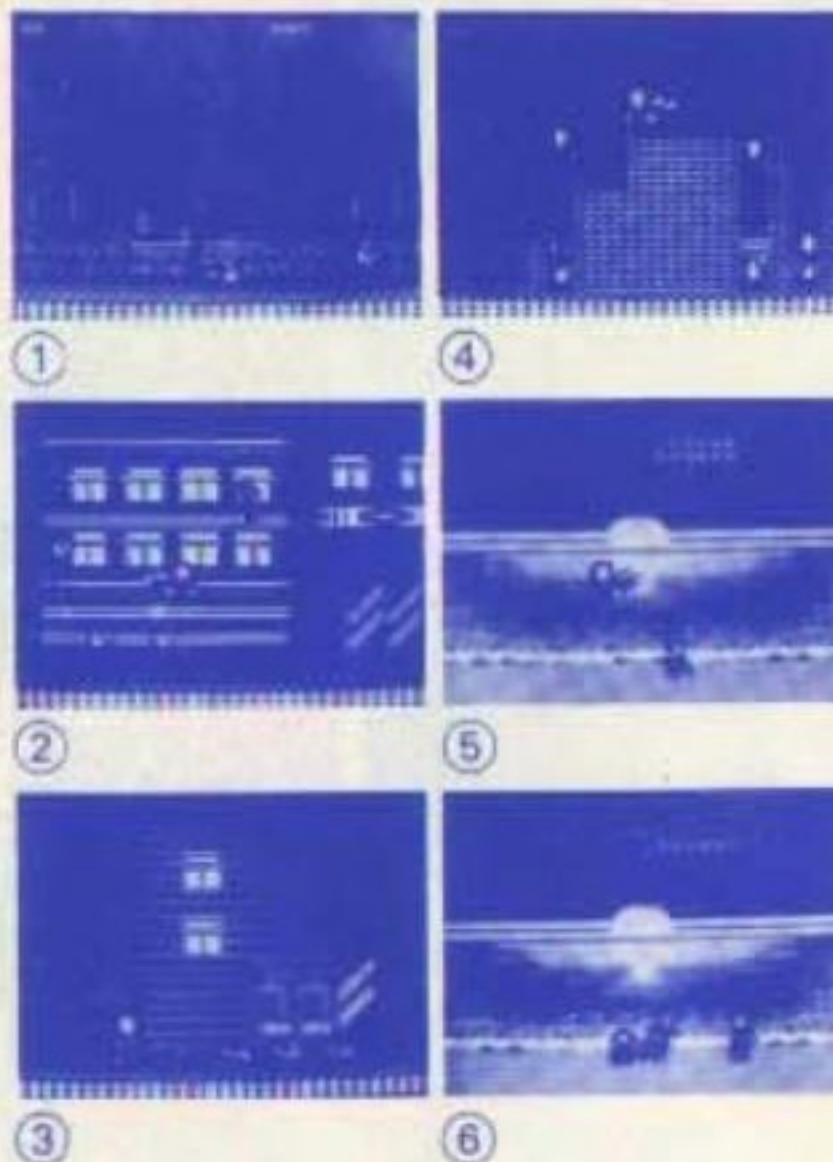


INTRODUCTION OF OUTSTANDING "MY HERO" SCENES

- ① REMY is kidnapped.
- ② Fighting in a downtown area.
- ③ Bulldogs attacking.
- ④ The "PARK OF FLAMES".
- ⑤ Battling with MOHIKAN!
- ⑥ Reunion with REMY.

SCORES

BOTTLE . . . 100 points
HOODLUM . . . 500 points
BULLDOG . . . 1,000 point
KNIFE THROWER . . . 1,000 points
MOHIKAN . . . 10,000 points



ADVICE FROM PROFESSOR PLAYOR

- By matching the appropriate technique, such as PUNCH, HIGH-KICK or TRIPPING to meet the occasion, you can advance forward at a very fast pace.
- MOHIKAN is a persistant fellow. Even if he is constantly defeated, he repeatedly kidnaps REMY. As such, you'll find yourself doing battle with him again and again.



HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

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

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

• Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.



SEGA

Printed in Australia