

TO ORDER, USE THE HANDY
ORDER FORM INSIDE!

SEGA® CHALLENGE

In this issue's Sega Spotlight,
meet wild and crazy Sega writer
John Sauer! — see page 3

They're here!
Play exciting new games like
Zaxxon™ 3-D, *Zillion*™ and
Global Defense™! — see pages 8-11

Sega scores with
hot new video games in 3-D! —
see page 7

BRAND NEW!
Tech Talk: our new column
that answers your questions about
Sega hardware! — see page 13

Take off with

AFTER BURNER™

— see page 4 for details

SEGA[®] CHALLENGE

*Are you ready for another round of
"Challenge"?*

Welcome back, Sega Teammates! After reading all the letters you sent, I'm proud to report that you have indeed lived up to the "Challenge." Now you're ready for the next level!

This issue of "Sega Challenge" takes you to the next level of video games. And it starts with the exciting game on our cover. It's *After Burner™*, and it's this issue's Special Sega Challenge Review! and it's as hot as it looks! See pages 4-5 for more!

We've packed even more information about Sega into this issue, including a brand new column called "Tech Talk," where our experts answer questions about Sega hardware. This month's column, which you'll find on page 10, answers some of your most asked questions on the Light Phaser™. Check out the solutions!

In our last issue, we told you about Zaxxon™ 3-D, one of the very first 3-D Mega Cartridges! (As a Sega teammate, you already know that Sega is the only video game system that has L.C.D. 3-D glasses.) Now Zaxxon™ 3-D is ready for you to play at home! Read about it, and Sega's 3-D technology, on pages 6-7.

We also feature new games like *Zillion™* and *Global Defense™*, plus advice from our experts. And our Tips from the Team section includes hints from your fellow Sega teammates. Maybe yours will be there, too! Flip to pages 8-10 to find out!

That's your mission, teammates — to take on the newest Sega "Challenge." So find your favorite spot, get comfortable, and start reading!

Til next issue,

Ron Elliot

Ron Elliot
"Sega Challenge" Team Commander

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NOTE:

If the mailing information on the back cover of your "Challenge" issue is incorrect, just write your correct name and address on a piece of paper. Then send it, along with the mailing label from the back of your Newsletter, to:

Change of Address, Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080, ATTN: Customer Service

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Meet John Sauer, the man who writes those fantastic Sega stories!

Have you ever wondered who writes those exciting stories behind the Sega games? Now you can find out, because you're about to meet John Sauer.

As a marketing representative for Sega/Tonka Toys, John creates storylines, writes copy for Sega packaging, and is involved with new game development.

"Creating the stories behind the games is a lot of fun," he said. "One of my favorites is *After Burner*™. I named the jet the F-14 Thunder Cat, based on the real F-14 the U.S. Navy uses today. To get through this game, you have to learn to rock and roll! If you don't... you get blasted!"



John at work: It's a rough job, but someone's gotta do it!

John also spends a lot of time on game research and development. He receives the games on special computer chips called "Eproms" (meaning "Erasable Programmable Read-Only Memory"). The Eproms are mounted on boards to fit the Sega Power Base.™

"When we get the games from Sega's Japanese development team, I review them for graphic and game play changes," he explained. "I also review testing results to adjust difficulty levels. We want the games to be fun... and we want them to be really challenging, too!"

"The best thing about my job is sitting down with a brand new cartridge and getting ready to play for the first time," John said. "It's like entering a new world! When you hit the power switch, you have no idea what's going to come up on the screen! It's awesome!"

John is a dedicated gamer with six different game systems and over 400 games. His favorite Sega games are *Zillion*™, *After Burner*™ and *Alex Kidd in Miracle World*™. "Zillion" is a really challenging

game. You can marathon on this one, and I sure have — five and six hours at a time!" he said. "The toughest part is remembering the computer codes to open the doors. If you leave a room before the door is opened, the codes change! This will cause you mega-problems when you are facing the auto-guns.

"But if you think *Zillion* is wild, wait till you see *Miracle Warriors: Seal of the Dark Lord*™," he continued. "It's a Japanese role-playing game we're translating for the U.S. right now, and it's really intense! The story involves a doorway between dimensions which has been opened by the Dark Lord, letting all sorts of nasty creatures loose into the world. The player will have to travel over five different continents and across oceans, finding magical weapons and three other players. These will help defeat the Dark Lord and replace the seal on the door of dimensions."

According to John, the Two-Mega Game will have a battery back-up memory. "If you're playing, and it's time for school (or in my case, work)," he said, "you can save the game and come back to it later." Look for *Miracle Warriors: Seal of the Dark Lord*™ in your local stores in the future!

John, who's 27, lives in Minneapolis, Minnesota, but was originally born in Chicago. "Minnesota's great, because I love winter sports," he said. "I like hunting, cross-country skiing and snowmobiling. There are lots of forests and trails where I live, so it's really easy to just go out and ride like the wind!"

When he's not racing through the snow, you can find John hard at work gaming and writing. "My job is really fun because, even though it's a lot of work getting the games ready, I know that Sega Teamers nationwide will get games that are a real challenge to beat... games that will test their skills.

"We don't make games that people can play and win right away. You have to use your brains. Then, when you finally win a game, you know you've become a Sega Master!"

Because of his busy schedule, John is unavailable for calls during the day. But you can write to him at: Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080, ATTN: John Sauer.



Take
to the skies
to battle enemy forces
with

AFTER BURNER™

THE FIRST FOUR-MEGA CARTRIDGE IN THE U.S.!

**You're an
ace fighter pilot with
the fastest, meanest wings
ever to hit the skies!**

After Burner™ is the same exciting game you've played in your local arcade. Because of your flying expertise, you have been picked to get the secret plans out of enemy territory. But they're hidden in two different locations!

Your flight pattern is already programmed into the battle computer. And your F-14 Thunder Cat has been armed with air-to-air guided missiles and a Vulcan 70 mm cannon. You are now ready to launch!

Put on your flight helmet and strap yourself into your F-14 Thunder Cat. You're ready for *After Burner™*, the new Sega game that takes you to the skies to save the world! This smash arcade hit is now available as a **Four-Mega** Cartridge for the Sega game system.

SPECIAL "SEGA CH

**With the command
"Get Ready," you take off and
begin your mission.**

You start your search by launching from the deck of the Sega Enterprise, as shown below. Then you take to the skies! The view you see on your screen is the same one a real pilot would see from the cockpit of his plane. You supply the skill, reflexes and guts. Your Thunder Cat supplies the Mach 2+ speeds, unlimited firepower and a state-of-the-art battle computer which targets your enemies.

Your H.U.D. (Heads Up Display) screen shows you where to aim and from which direction the enemy is coming. And the white radar frame in the upper right hand corner indicates the full game screen you see at any given moment. Since even a slight movement of your control pad will change the position of your Thunder Cat, every turn or loop you make will shift the horizon line.

**To survive enemy fire,
you must perfect eight difficult
maneuvers, including
a 360° barrel roll!**

To complete your mission, you must survive 18 stages of aerial combat. You may want to use the Sega Control Stick™



CHALLENGE" REVIEW

to make the going a little easier. But you'll still need all the skill you have to put the enemy out of commission for good!

The action is fast and furious as you dodge deadly air-to-air missiles. Or lock them in on your gunsight, and blast them out of the air!

There's just one

Watch out for the enemy's secret weapon — the Grantanoff Flying Fortresses!

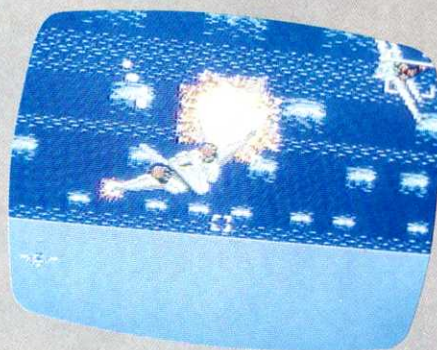
You've just blasted away half of the enemy squadron without a scratch! You think you're in the clear. Then a huge, ominous black ship hovers into view. It's one of the relentless Flying Fortresses!



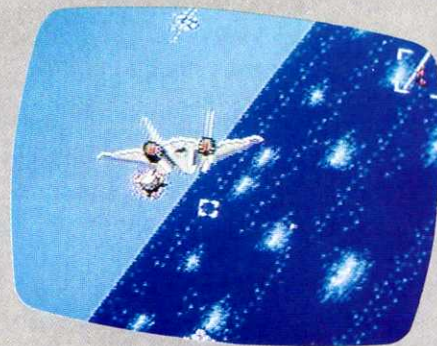
Dock with the fuel tanker and get extra points!



Incoming enemy! Start your roll now!



Blast the enemy while you're upside down!



You did it! Now return to your original position!

problem — the enemy can escape your missiles even when you're locked on!

Fuel tankers are standing by in the air to refuel you — if you make it that far.

As you're flying, you'll reach designated refueling sites. A Naval fuel tanker will wing in above you. Dock successfully and you'll receive bonus points! But the enemy doesn't think you'll make it that far!

These machines are bad — in fact, they're your toughest opponent! Blast them and you'll get bonus points! You can't shoot them down with your Vulcan cannon. So how do you defeat them? We'll give you a hint: the best strategy is to aim for the missile pylons, which are hidden in three places under the wings. Hit them, and the Flying Fortress becomes a flying fireball!

After Burner™! It's a ride you'll never forget! Get it from your nearest Sega dealer.

Helpful Hints

- You can use either the Sega Control Stick™ or Control Pad™ to play *After Burner™*, but the Control Stick™ may make those tricky aerial maneuvers a little easier.
- To survive aerial combat, learn how to maneuver your F-14 Thunder Cat. If you can roll, you'll be able to dodge anything they throw at you!
- Some of the enemy will fire on you almost before you see them. Unless you dodge fast, you'll be shot down!
- Bonus points are the fastest way to get additional F-14's. Take your time and try to defeat the Flying Fortresses.



A burst from your air-to-air missiles is all it takes to down the enemy!



Look for it in your local stores while cartridges are available!

Battle for control of the universe with Zaxxon™ 3-D!

THE SMASH
ARCADE HIT
IS NOW AVAILABLE
AS A SEGASCOPE™
3-D CARTRIDGE!

Two thousand years of galactic peace are coming to an end. The Vargan Military Empire has declared war on Earth, and it's up to you to stop them!

This is *Zaxxon*™ 3-D, the smash arcade game from a few years back. Now it's a 3-D video game, and it's available only on the Sega System! When you put on your Segascope™ 3-D Glasses, it looks like the enemy ships are blasting their way out of your screen and into your home!

Your mission is to infiltrate the enemy's defenses and destroy their Motherships. Start by shooting your way past the enemy Death Fighters with your Sega Control Pad™. But don't forget that, as you're flying, you're using up precious fuel. And each time you shoot, you use up more fuel! Replenish your supply by collecting Power Up Capsules that sometimes appear after you've destroyed an enemy Death Fighter.

Next, it's time to "run the gauntlet" in the Vargan battle fortress. Each one is stocked with fuel tanks, floating cannon batteries and homing missiles. Hitting the fuel tanks will also replenish your fuel supply. But be careful! If you're not right on target, you'll crash into the wall!

After you've maneuvered through the battle fortress, you come to your most deadly opponent — the Vargan Mothership! There are three types, and they are almost impossible to shoot down. You have to find their weak spots. But can you do it in time?

To complete your mission, you must go through 9 rounds of exciting deep space battle. If you complete the ninth section, you will see the message "MISSION COMPLETE." Then the game is over. Or is it? You'll have to play to find out!

SEGASCOPE™
3-D



Here comes the battle fortress!
Once you're in,
get low and start shooting!



With Segascope™ 3-D, you feel like you've entered a whole new galaxy!

GAMES WITH ADVICE FROM THE EXPERTS...

SCORING

Death Fighter	100 points
Fuel Tank	100 points
Base Missile	100 points
Floating Battery	100 points
Tank	100 points
Power Up Capsules	100 points
Homing Missile	200 points
Mothership	5,000 points

HELPFUL HINTS



When you play 3-D games like *Zaxxon*™ 3-D, make sure the color, contrast and brightness levels on your TV are all properly adjusted. And it helps to play in a slightly darkened room.



Watch your fuel level at all times. If you run out, you lose one of your three Zaxxons. And since shots use fuel, make every shot count!



The more fuel tanks you destroy, the more fuel you'll have. So try to get as many as possible.



Capture every Power Up Capsule you see. You will need the increases to make it to Round 9!

ONLY FROM SEGA!

ADD A NEW DIMENSION TO VIDEO GAMES WITH

Welcome to the brave new world of 3-D technology. And Sega is your guide through this new world, because Sega is the only video game system that offers advanced SegaScope™ 3-D technology!

Start your 3-D journey with the sleek, black SegaScope™ 3-D Glasses.

They plug into your power base, and have liquid crystal shutters which synchronize in precision timing with the double images created by the game software. The resulting

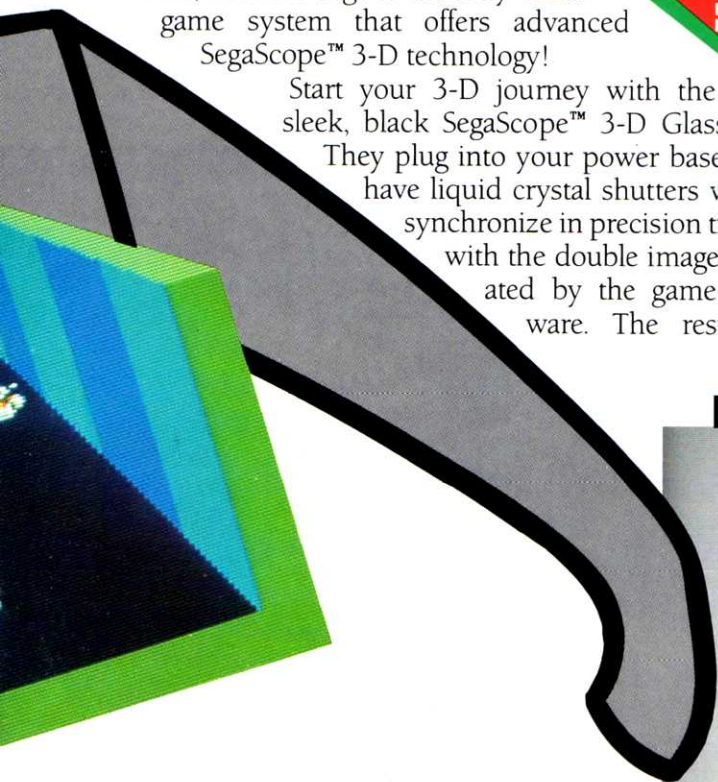
effect is SegaScope™ 3-D, and it's awesome!

The images on the 3-D video games seem like they're going to blast right out of your television screen! For example, in *Zaxxon*™ 3-D, one of Sega's new 3-D cartridges, you feel like the enemy battle fortress is reaching out right into your home! Or, in *Missile Defense*™ 3-D, you'll want to dodge the missiles when they start flying... right "out" of your screen!

This kind of technology puts Sega way ahead of the competition.

SegaScope™ 3-D is video gaming's newest dimension. Get a pair of SegaScope™ 3-D Glasses and check it out!

SEGA SCOPE™ 3-D



No more red and green paper frames!
Make way for the sleek new
SegaScope™ 3-D Glasses!



Race through the maze and destroy the giant computer in:

You're JJ. — a member of the White Knights, a peacekeeping force within the Planetary System. The Norsa Empire is planning to take over the galaxy, and you have been chosen to stop them!

Your mission is complicated and dangerous. You must find the five floppy disks which contain the Empire's plan for destruction. They're located in the labyrinth of rooms beneath Norsa headquarters.

Your weapons include the Zillion Laser, plus your teammates, Champ and Apple. But they're both trapped in the maze beneath Norsa headquarters. Rescue them, then team up to find the main computer and destroy the enemy!

You begin your journey by leaving the Mothership, which is located on the planet's surface. Run to the elevator opening and go down into the maze. But watch out for the enemy guards! If they hit you, you'll lose life points!

As you enter each room, shoot the cylinders that are found inside. Some contain elements that will increase your power. And

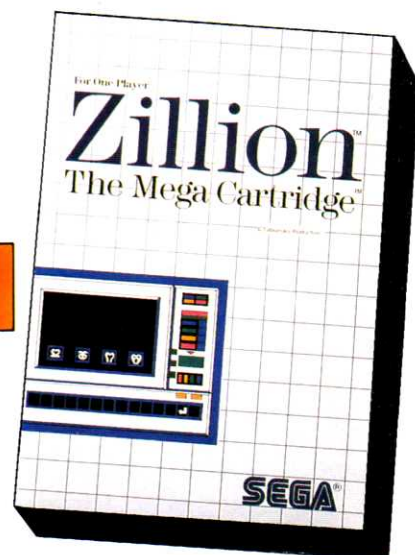
some contain symbols that you input into the computer to open secret doors. But can you remember all the symbols? (Here's a tip that may help — if you split a symbol in half vertically, it becomes a number!)

The rooms are filled with all kinds of dangerous obstacles, like moving walkways, sensors, laser barriers and auto-guns. And of course, the diligent Norsa Warriors are always on guard. But they're no match for JJ.!

You may want to keep a pen and pad handy to help you remember where different rooms are located. Some of these rooms contain secret messages that will help you defeat the enemy. But which rooms are they?

HELPFUL HINTS

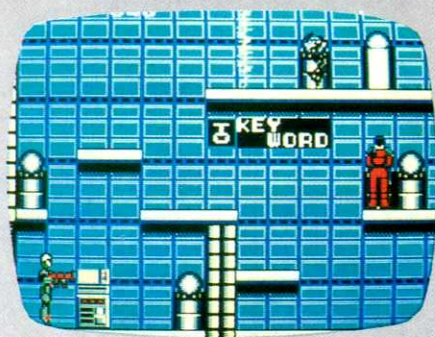
- Watch out for land mines that are located in the rooms and hallways of the maze. If you land on one, your life force is diminished. When you approach one, get as close as possible without stepping on it,



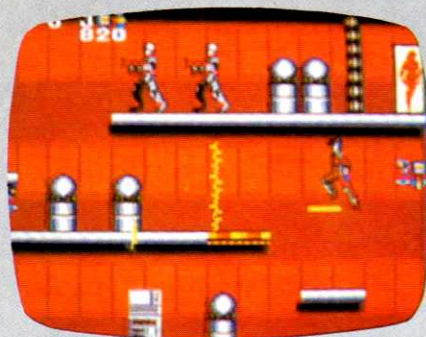
then press Button 1 and jump over it. When you reach a Zillion power of three, you can shoot your way through the field by lying face down.

- Accumulate as many ID cards as possible. Then you can access the computer to stop laser barriers, eliminate infrared rays, disable auto-guns and return to elevators.

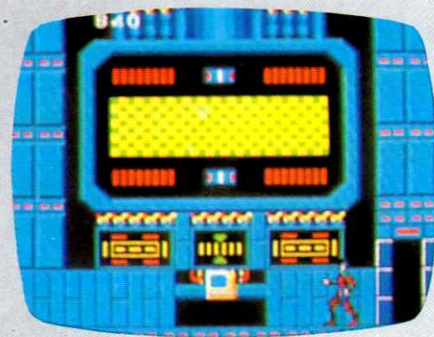
- Become as familiar with the maze as possible. Try to remember which room you're in, and on which level the room is located. Then you don't have to waste ID cards to access the map on the computer.



Make JJ. shoot the cylinder and get its secret symbol!



You've found Apple! But can you get past these deadly obstacles to rescue her?



You've made it to the main computer! Do you have the red ID card to get you inside?

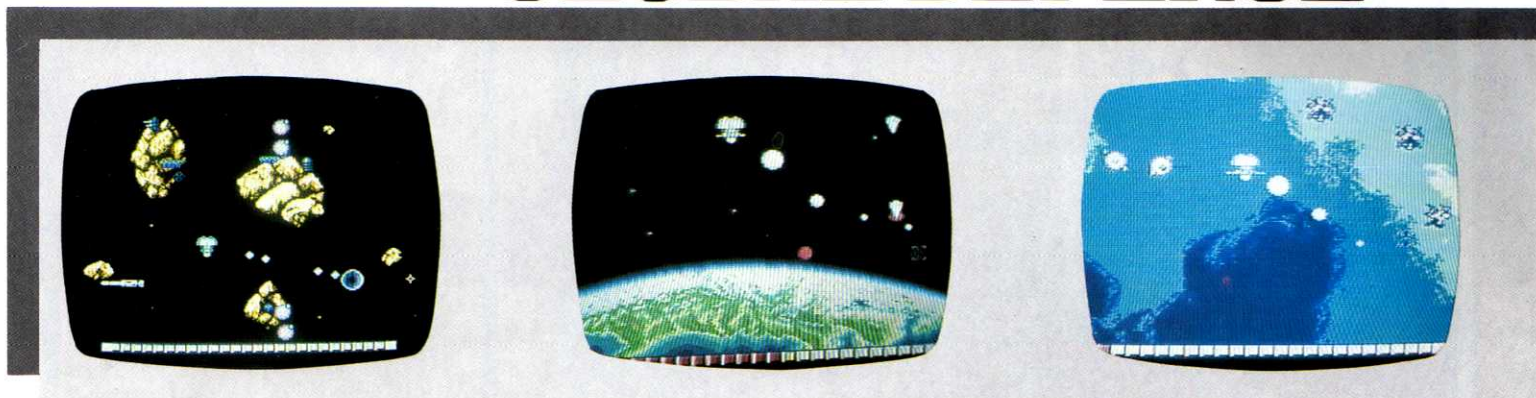
ORDER NOW AND GET A FREE ZILLION™ MAP!

Order any product from this issue's Sega order form, and we'll send you a FREE map of the Zillion™ labyrinth! This map shows the location and contents for every room, including the rooms

where Apple, Champ and the main computer are located. It also shows you what kind of item(s) you can find in each room. See the order form on the inside back cover.

GAMES, TOO!

Save the earth from enemy attack in **GLOBAL DEFENSE™**



Watch out! Enemy bases are hidden on asteroids, and they're waiting to blast you!

The enemy missiles are heading into the atmosphere. If they're not stopped, they'll explode on the surface!

You're surrounded! Enemy bases are in front of you, and killer satellites are moving up from the rear!

Earth is under attack! From somewhere in the outer reaches of space, an unknown invader (or invaders) has launched deadly missiles and killer satellites. And they're headed straight for us!

You're a hot-shot satellite pilot. And your job is to intercept and destroy the enemy missiles.

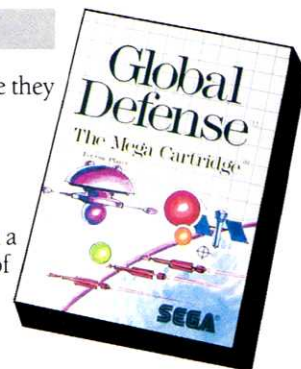
You start your mission with three satellites. For firepower, you have a super-charged laser cannon. But you have to shoot fast. If the missiles get past you, the Earth will be destroyed. And if they get you, there's nothing to save the millions of people on our planet!

Your battle will take you from the Earth's atmosphere to beyond the rings of Saturn. The enemy attack will come in ten stages: five offensive halves and five defensive halves. You'll travel from the Earth to the Moon, an asteroid belt, Saturn, and (if you make it that far), on to a hidden planet.

Be careful! The enemy missiles, killer satellites, crab ships and attack probes enter your screen almost immediately. If you don't shoot fast, you'll be history!

HELPFUL HINTS

- The enemy attacks in a certain pattern. Try to estimate where they will appear... and when!
- Enemies are destroyed when they touch a part of your laser cannon's explosive cloud. Aim correctly and you can shoot down many enemies with one blast.
- Don't move your *Global Defense™* satellite as long as you're in a safe place. The more you move, the better your chances are of being shot down.
- Enemy bases in the Asteroid Belt are difficult to spot. Keep a lookout... and destroy them as fast as you can.



You couldn't sustain your attack against the enemy!
You blew up!

THIS FATHER'S DAY, IMPROVE YOUR DAD'S GOLF GAME WITH SEGA'S GREAT GOLF™!



With Sega's *Great Golf™* your dad can play his favorite sport without leaving home! This One-Mega cartridge lets you choose the appropriate club, evaluate the wind direction and aim for a "hole in one," just like in a real tournament. And with Sega's great graphics, Dad will feel like he's really on the fairway!

Remember, Father's Day is June 19! So get your dad *Great Golf™* today!

CHECK YOUR LOCAL STORES
OR ORDER FROM THE
ORDER FORM ON PAGE 15.

SEGA®



SEGA[®] CHALLENGE

SCOREBOARD FOR THE TOP 5 PLAYERS

THANKS FOR SENDING IN YOUR HIGH SCORES FOR *OUT RUN*™.
HERE ARE THE TEAM MEMBERS WHO MADE THE TOP 5.

PLAYER	SCORE
1 RICHARD A. HARDEE, Age 22 San Rafael, California	43,845,800
2 RYAN PEARSON, Age 11 Greenville, Kentucky	34,028,380
3 MARC JONES, Age 14 New York, New York	28,431,050
4 J. R. PENA, Age 9 San Antonio, Texas	24,507,240
5 LEON BLACK, Age 14 Long Island City, New York	22,826,920

IN THE GAME OF

Out Run™

We received these scores as of March 18. So if your score was higher, and did not make the Top 5, then we probably didn't get it in time for inclusion in this Newsletter. Make sure to send in your high scores right away for the next issue!

IF YOU MAKE THE SEGA TOP 5,
WE'LL SEND YOU A FREE T-SHIRT!

NEXT ISSUE:

Send us your highest score for

**AFTER
BURNER**™

In our next "Challenge" issue, we'll feature the Top 5 scores for *After Burner*™. When you reach your highest score, take a photo of your TV screen with your *After Burner*™ score showing. (Your score will photograph better if you don't use a flash!) Then, on the back of the photo, print your name, address, date of birth, T-shirt size (S, M, L, or XL), and your *After Burner*™ high score. Then send your photo, with the above information on the back, to:

SEGA SCOREBOARD

Sega of America, Inc.
573 Forbes Blvd.
So. San Francisco, CA 94080

Send in your *After Burner*™ score soon, and maybe you'll make the Top 5!

Tips From The Team

Here are a few tips sent in by Sega teammates. Try them — they may help you improve your scores!

"In *Pro Wrestling*™, if you go against the computer, use either of two teams that have submission holds. Strike first; if you're not hit, you may be able to get a quick pin (10-20 seconds). Let your opponent come to you and tag fast and frequently."

Kevin D. Collier, Age 29
Fort Knox, Kentucky

"In *Zillion*™, when you come to a dead end, shoot the wall in front of you 8 to 15 times. If it's not really a dead end, then a passage will open up into another room."

Kristie Hansen, Age 15
Daly City, California

"In Level 3 in *Choplifter*™, (when in the cavern) where a lava pit is causing an occasional avalanche, going 'backwards' usually helps fool it into not shooting lava until you've passed."

Steve Akyvz, Age 20
Rochester, New York

"In *Fantasy Zone*™, use an up and down movement rather than a diagonal movement in trying to get away from an enemy."

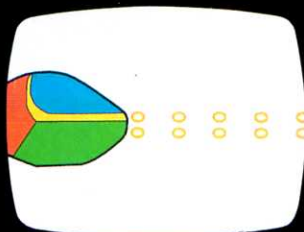
Greg Heslin, Age 14
Danvers, Massachusetts

"In *Ghost House*™, jump over as many arrows as you can [at least 16 or 17 of them] till you get a 'shield'. This allows you to attack everything that gets in your way without draining your power. Even Dracula can't touch you with a 'shield' on!"

Petronilo Nieto, Age 28
Chula Vista, California

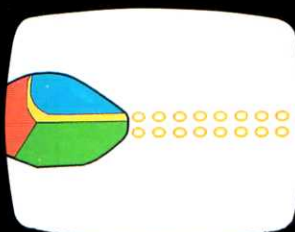
AVAILABLE NOW
THROUGH THE SEGA™ CHALLENGE NEWSLETTER!

SEGA INTRODUCES ITS NEWEST SECRET WEAPON... THE RAPID FIRE UNIT™!



*Fantasy Zone™ without the Rapid Fire Unit™:
Opa-Opa™ only shoots in bursts.*

SIMULATION



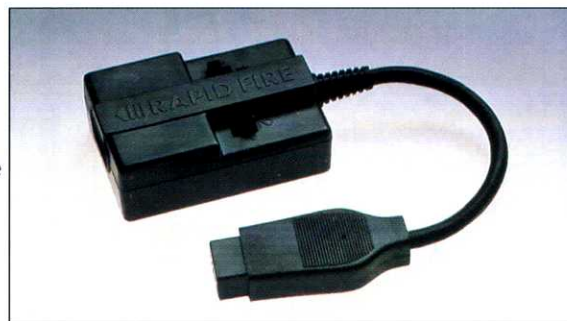
*Fantasy Zone™ with the Rapid Fire Unit™:
Opa-Opa™ shoots non-stop ... like lightning!*

- Gives you the power to shoot, punch and kick faster than ever before!
- Works with the Sega Control Pad™, Control Stick™ and the Sega Light Phaser™!
- It's the edge you need to make it to the next level of your favorite game ... with a higher score!

ORDER NOW ... WHILE SUPPLIES LAST! ONLY \$12.00

SEE ORDER FORM ON PAGE 15 FOR DETAILS.

FANTASY ZONE™ Opa-Opa™ and peripherals are trademarks of Sega of America, Inc. © 1988 Tonka Corp.



Now you can preview 10 new games for only \$7.00! Order the Sega "Games Preview" VHS Video Tape!



Can't wait to see the latest hot new Sega video games? Preview the action *before* it's in the stores! Experience the challenges of 10 new games all put together on the Sega "Games Preview" VHS video tape.

For only \$7.00, you can watch sample levels of these new games being played on your VCR:

- After Burner™
- Alex Kidd: The Lost Stars™
- Alien Syndrome™
- Fantasy Zone: The Maze™
- Maze Hunter™ 3-D*
- Monopoly®
- Parlour Games™
- Rescue Mission™
- Super Wonder Boy: Monster Land™
- Zaxxon™ 3-D*

The Sega "Games Preview" VHS video tape is available *only* through the "Sega Challenge" Newsletter.
(See order form for details.)

Experience the thrills! Order now, and remember ... Sega: The Challenge Will Always Be There!

*In 2-D Version

THE SEGA SOFTWARE CHECKLIST

How many of our 43 games do you own?

Here's a list of Sega games for your reference. We've added 5 new games since our last issue! Check off the ones that you own. Ask your Sega game dealers for the ones you don't have!

Action/Adventure Games

- ☐ Action Fighter™
- ☐ Alex Kidd in Miracle World™
- ☐ Astro Warriors™
- ☐ **NEW! Aztec Adventure™**
- ☐ Black Belt™
- ☐ Fantasy Zone™
- ☐ Fantasy Zone II™
- ☐ GhostBusters®
- ☐ Ghost House™
- ☐ **NEW! Global Defense™**
- ☐ Kung Fu Kid™
- ☐ **NEW! Penguin Land™**
- ☐ Rambo™
- ☐ Rocky™
- ☐ Teddy Boy®
- ☐ Transbot™
- ☐ Zillion™

Sports Games

- ☐ Great Baseball™
- ☐ Great Basketball™
- ☐ Great Football™
- ☐ Great Golf™
- ☐ Great Ice Hockey™
- ☐ Great Soccer™
- ☐ Great Volleyball™
- ☐ Pro Wrestling™
- ☐ Sports Pad Football™
- ☐ Super Tennis™

Shooting Games

- ☐ Gangster Town™
- ☐ Marksman Shooting/Trap Shooting™
- ☐ Shooting Gallery™

Driving/Flight Simulation

- ☐ F-16 Fighting Falcon™
- ☐ World Grand Prix™

Arcade Translations

- ☐ **NEW! After Burner™**
- ☐ Choplifter™
- ☐ Enduro Racer™
- ☐ My Hero™
- ☐ The Ninja™
- ☐ Out Run™
- ☐ Quartet™
- ☐ Space Harrier™
- ☐ Wonder Boy™

3-D Games

- ☐ Missile Defense™ 3-D
- ☐ **NEW! Zaxxon™ 3-D**

COMING SOON



Hit the bull's-eye in *Darts*!

-OR→



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-OR→



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In *Maze Hunter™ 3-D*, The Maze Hunter is surrounded by labyrinth creatures. Can he leap to safety?



In *Alien Syndrome™*, Ricky shoots his way through to save another hostage!

TECH TALK



Many teammates have written to us with questions about their Sega brand hardware. So we decided to include them in a new column called "Tech Talk."

This issue, we shed some light on the Sega Light Phaser™.

Q. When I play *Safari Hunt*™, every time I pull the trigger the screen flashes, but the game won't start. What's wrong?

A. First of all, let's discuss how the light phaser actually works. When you pull the trigger on your light phaser, it sends a signal to the power base. Once the power base receives this signal, the game program causes a white flash to appear on your TV screen. If you are aiming somewhere on the TV screen, your light phaser picks up this flash. The light phaser then sends the information to the power base and the power base determines at which portion of the TV screen you are aiming.

Therefore, when you see the screen flash, what is actually happening is that the light phaser is not acting as a firing unit, but is receiving information from the TV screen and forwarding it on to the power base. When the light phaser picks up the flash, the game program checks to see if there is a target on that area, and determines whether you've hit or missed that target. If the light phaser is not pointed at the TV screen, no information is transmitted to the light phaser, and the game cannot begin.

Q. I have a 40-inch front projection TV. My light phaser does not seem to work well on this set. I used the light phaser on my 19-inch TV and it worked fine. How can I get it to work on my 40-inch TV?

A. In order for your light phaser to work properly, you must have enough light coming from your TV screen to activate your light phaser when the screen flashes. If you shoot and nothing happens on the screen, try adjusting the contrast and/or brightness controls on your TV. However, please be aware that sometimes the light phaser does not work with large projection or older model TV sets because of the lower amount of brightness given off as compared to ordinary TV sets.

NOTE: If you still have questions, call the Sega Hot Line at 1-800-USA-SEGA, and our Customer Service people will assist you. Or write down your question, along with your name, address, and date of birth, and send it to:

TECH TALK

Sega of America, Inc.

573 Forbes Blvd., So. San Francisco, CA 94080

Maybe you'll see it in the next issue's "TECH TALK!"

HAVE A QUESTION? CALL THE SEGA HOTLINE!



Having trouble connecting your Sega System to your TV? Can't get beyond the first level on your new Sega game? Want to know where to get the latest Sega game?

Then call our Sega Hotline at 1-800-USA-SEGA, and speak to one of our experts. They know everything there is to know about Sega, and will be happy to help you with any questions or problems you may have.

Have more fun by swapping Sega cartridges with your friends!

If you and your friends just bought different Sega games, then here's something fun you can do. After you've mastered your cartridges, swap them! You play your friend's cartridge over the weekend, and he or she can play yours. It's a good way to try out different games to see which ones you want to buy!

CHALLENGE THE SEGA MASTER

Here are a few questions sent in by Sega teammates. As usual, the Sega Master has the answers.

Q: Can the Sega Sports Pad™ only be used to play *Sports Pad Football*™?

A: No. The Sega Sports Pad™ is the ultimate in fast-response, multi-directional control. And it can be used to play *almost every* Sega game! Just remember to set the "Control-Sports" switch to "Sports" for sports games, and "Control" for other games.

Q: We just purchased the game *Fantasy Zone*™, and for days I've been unable to get past that wood-shaped creature. Can it be done?

A: Yes. Shoot sixteen (16) shots into his mouth when it is open, but watch out — he'll spit leaves at you!

Q: How do you defeat Drago in *Rocky*™?

A: To fight Drago, you need at least 85 in the training beforehand. He does not like to be hit in the face! So punch him in the stomach and finish off by punching him in the face.

Q: Can you choose your levels in *Enduro Racer*™?

A: Yes. In the title screen, move the Direction Pad up, down, left, then right. A small number will appear on the right of the screen which indicates the round number. (There are 10 rounds.) You can choose the round number by moving the Direction Pad up or down.

Q: I have seen a superman-like person in *Choplifter*™. Does he serve a purpose?

A: When this person appears, it enables the hostages to seem to run faster.

If you have any questions for the Sega Master, just print them on a piece of paper and send them, with your name, address, and date of birth, to:

Challenge the Sega Master, Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080

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