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SEGA[®] CHALLENGE



BRAND NEW! Sega Mailbag
features letters from Sega
Challengers! — see page 3

Get the latest on Monopoly[®],
Wonder Boy in Monster Land[™],
and Miracle Warriors[™]! — see
pages 6-8

Sega Spotlight highlights the
members of Sega's Customer
Service Department! — see
page 10

ENTER SEGA'S ART CONTEST!
Your cartoons and drawings
may win you a fun prize! — see
page 15

Master the
ancient Ninja rites
in

SHINOBI[™]

—See pages 4-5 for details.

SEGA[®] CHALLENGE

Join me for another journey through the many worlds of Sega!

You asked for it, Sega Challengers. And I always try to grant the requests of my teammates, especially since you're doing so well at mastering our superior Sega games. So here's another issue of your favorite newsletter, "Sega Challenge"!

Quite a few of your letters asked for information on Shinobi™, one of our new Sega games. Shinobi™ is an accurate translation of the hit arcade game, which is one of Sega's hottest games ever! Shinobi™ is the subject of our Special "Sega Challenge" Review, and it's featured on our cover, too. Turn to pages 4-5 to find out more!

Speaking of letters, we received so many that we decided to feature some of them in a new column called **Sega Mailbag**. It's on page 3 -- read it and see what your fellow Teammates have to say. Some Challenge Teammates have been illustrating their letters with fun cartoons. Now your drawings may win you a prize!

This issue features a "Draw Your Favorite Sega Game" Contest! You can get more information on this contest on page 15. You'll be happy to know that Monopoly®, the game you've all been waiting to hear about, is included in this issue's "Feature Games" Section. Monopoly® is Sega's very first video cartridge made from a popular board game, and it will be available soon in your local stores! Check out page 6 for more information.

Also in this issue are reviews of two new games, Wonder Boy in Monster Land™ and Miracle Warriors™. They're on pages 7-8, so read all about them, and read the helpful hints we've thrown in, too. After you've played these fun games, maybe you'll have a few tips of your own for us.

As they say in After Burner™, "GET READY," because you're in for the Challenge of your life!

Til next issue,

Ron Elliot

Ron Elliot
Sega 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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*In this brand new column,
we let you and your fellow Sega
Teammates sound off about
Sega and "Sega Challenge."
Here are just a few of the
letters we've received.
See if your letter is here!*



Dear Sega:

For the most part, I think you did a fine job with the premier issue [of the newsletter]. In "Sega Spotlight," the story about Steve Hanawa's background was very interesting. I would like to know more about Sega's versions of popular board games. I would like to know when *Monopoly*® will hit the store shelves...Also, I would like you to know people my age are into the Sega System. I already have 15 game cartridges, and 3-D glasses.

*Michael Dec, Age 35
Detroit, Michigan*

We're happy to report that Monopoly® will be in your local stores very soon! For more information on this game, just turn to page 6.

Dear Sega:

I'm a Sega System fan and I have felt it a privilege to be a Sega owner. It has the best graphics around and its sounds are in a class by its own.

*Bryan Mason
Waukegan, Illinois*

Dear Sega:

In future issues of "Challenge," I would like to see a review of *Penguin Land*™ because I think it's the hottest game around because you can build your own mazes. I just got it and think it's really cool. Also, put some helpful hints in. Thanks a lot.

*Brett Caldwell, Age 10
Mesa, Arizona*

P.S. By the way, SEGA RULES!

Dear Sega:

I just received your Challenge Newsletter. I read it from cover to cover. I really enjoyed it. I found several useful pieces of information. I think it's great having a Hotline and those hidden secrets. It shows you go above and beyond for your customers. I find this very refreshing...

I've enjoyed *Alex Kidd*™ and *Zillion*™ very much...I got so involved that I drew maps of the Castles (clue) in *Alex Kidd*™ and the whole underground maze in *Zillion*™. It felt like an accomplishment reaching the end, but sad that it was over. I also enjoyed the Sega Scoreboard. I'm 27 years old and I was amazed at some of the scores and ages. I would like to see monthly Challenge Newsletters and perhaps some letters you receive from other Sega Team Charter Members. Looking forward to new challenges. Thank you.

*Michael Carbone, Age 27
Carmel, New York*

Dear Sega:

In future "Challenge" issues, I would like to see more game descriptions and more information about the [SegaScope™] 3-D system. Also more information about NEW products. It would also be nice if the "Challenge" was printed more often. I also think that the hint section is a great idea! Overall, I'd say the "Challenge" could expand, but besides that it's a great idea

*Louis Di Meglio, Age 14
Old Bethpage, New York*

NOTE: Since so many Sega Teammates wrote in suggesting that we print more issues, we are now expanding from four issues a year to six! Now you'll be able to take on even more "Challenges!"

If you have any comments or suggestions, print them on a piece of paper, along with your name, address, and date of birth, and send them to:

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



SPECIAL "SEGA CHA

Use your Ninja talents
to rescue the hostages in

SHINOBI™

T M



You've spotted a hostage! But there's a sniper behind him and a hooded henchman in front! What will you do?



You'll go through many stages to find the hostages. But you never know when the terrorists will strike!

The ruthless enemies will do anything they can to stop you. Can you survive long enough to rescue the hostages?

It's *Shinobi*™, and it's the home version of one of Sega's hottest arcade hits ever! The new, action-packed version is an accurate translation of the arcade game, and it's coming soon as a Two-Mega cartridge for your Sega game system!

Danger is lurking all around you -- even from above and below! But you're not afraid because you're a Master Ninja warrior. You have

bravery and strength, and most importantly, you know the art of Ninja magic!

When face-to-face with an enemy terrorist, you can punch, kick or hurl a deadly Shuriken throwing star!

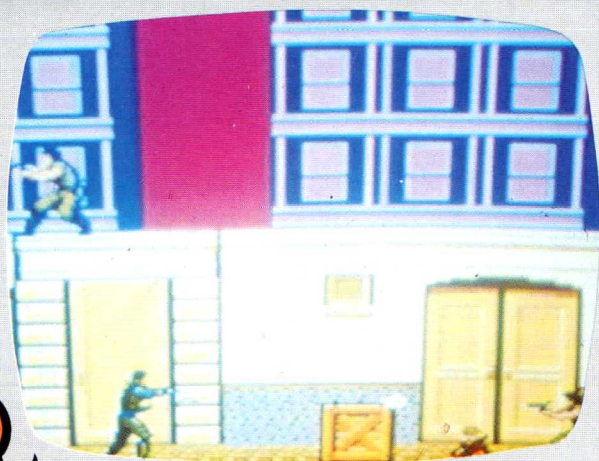
Innocent hostages have been kidnapped, and it's up to you to find them. They could be anywhere! But proceed with extreme caution, because you never know when an enemy terrorist will appear!

You're Jo-Musashi, an ordinary martial arts instructor -- most of the

time. But in times of crisis, you reveal your true identity as a Master Ninja, capable of the most death-defying feats!

You spy a hostage above you on the ledge. But there's a sniper right behind him! If you jump in front of him, you'll be hit. What should you do?

Ninja warriors are known to think fast. Stand below the terrorist, and use your superior Ninja strength to jump up to that level. Now you're right behind him! Quickly duck down and toss your lethal Shuriken. He's history!



Duck behind the box before the terrorist shoots you! Then jump up at the right second and get him with a Star!



In the bonus round, throw your Shuriken at the ninjas before they get too close! But watch out—they're fast!



You're finally face-to-face with the Ring of Five Boss Ken Oh! Find his weakness before he destroys you!



Your mission takes you through five rounds of battle against the evil terrorist network called the Ring of Five.

During each round, you'll fight an assortment of deadly terrorists, including snipers and henchmen who throw razor-sharp steel boomerangs! As you advance to higher rounds, they get harder to defeat.

When you've destroyed them and rescued all the hostages, you'll go on to fight one of the Ring of

Five. They're the terrorist leaders, and they have names like Ken Oh, Mandara, and the Horned Ninja. Be forewarned -- you'll need all the courage, skill and imagination you have to defeat them. Each one has his own weakness, but you don't have much time to find it!

When you rescue a hostage, you'll receive one of many different rewards.

Each time you rescue one of the hostages, you'll get a reward. For example, the life meter in the upper left corner of your screen may

go up! You life may be restored to maximum. You may even get 10,000 bonus points!

You may also receive weapons, like a sword or knife. Then, when you're close enough to a terrorist, you can use your knife against him.

Master the Bonus Stage, and you'll learn Ninja Magic—the art of invisibility!

When you rescue a hostage, you will also receive a Bonus Stage. During this stage, you must throw your Shuriken at the advancing terrorists. If you defeat them, you'll receive Ninja Magic, and you'll be able to become invisible!

You have a tough task ahead. But you're a Ninja Master, and the hostages are depending on you. So get *Shinobi*™ soon, from your nearest Sega dealer!

Coming soon to your local stores!



Make a fortune in real estate with Parker Brothers' Monopoly®!

Boardwalk. Park Place. The utilities. The railroads. You know them all, but now you can experience them in a new and exciting way. It's Parker Brothers' *Monopoly*®, and it's available as a One-Mega-Plus Cartridge for your Sega System!

The original *Monopoly*® board game is fun to play with your friends. But with Sega's *Monopoly*®, if your friends aren't available, you can play by yourself with up to 10 computer players! And you can choose the computer players' level of play -- beginner, intermediate, or expert!

Begin by previewing the colorful tokens: the dog, car, train, hat, iron, boot, horse and rider, thimble, wheelbarrow and cannon. Choose your favorite, then press Button 1 and roll the dice. Now the excitement begins!

You make your fortune by buying and selling property. For example, you landed on the B. & O. Railroad. Want to buy it? It's easy! The title deed will be displayed on your screen, showing the price, rent and other information about the property. When you buy it, the computer will automatically deduct your money. How does it feel to wheel and deal like the big boys?

When you own all the properties in one color group, you

When you're a real estate tycoon, you have a lot of options - and with Sega, you just press a button to select whichever one you want! Buying and selling has never been so easy!

can buy houses and put them on your properties. When this happens, a carpenter appears on the screen and starts building the houses for you! Now whenever anyone lands on them, they have to pay you rent!

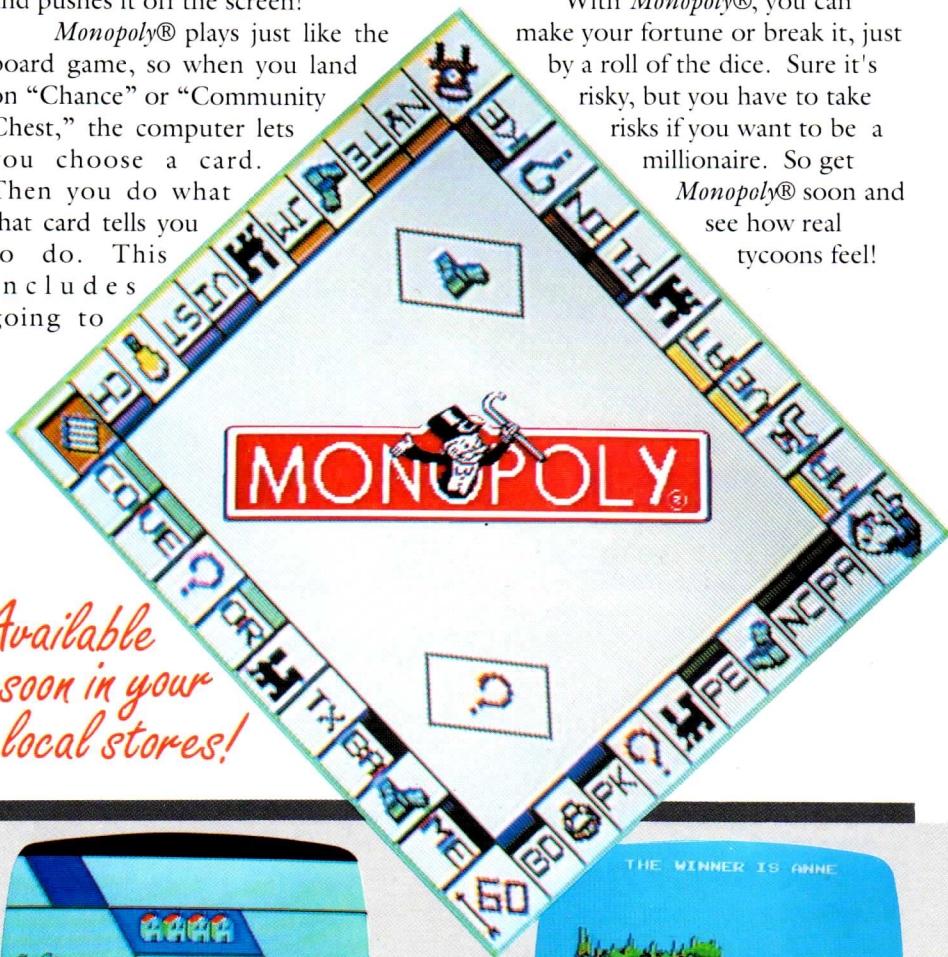
If you don't have enough money to buy a property like Marvin Gardens, you can mortgage or sell your properties. If you decide to sell a house, a little bulldozer appears and pushes it off the screen!

Monopoly® plays just like the board game, so when you land on "Chance" or "Community Chest," the computer lets you choose a card. Then you do what that card tells you to do. This includes going to

jail! When this happens, ominous music begins to play, and a jailer appears to lead you into your cell! But with your financial expertise, you'll be out in no time!

At the end of the game, the player with the most money wins! As the computer plays "Happy Days Are Here Again," it displays the winner's name, token and total cash and asset amounts.

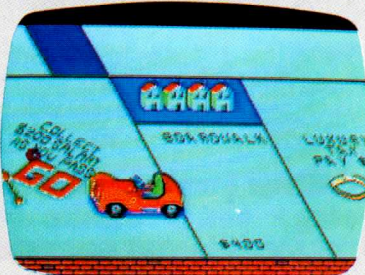
With *Monopoly*®, you can make your fortune or break it, just by a roll of the dice. Sure it's risky, but you have to take risks if you want to be a millionaire. So get *Monopoly*® soon and see how real tycoons feel!



Available soon in your local stores!



It's your turn! Will you buy a new property or sell an old one? What would a real tycoon do?



You drove past Boardwalk, and you're about to pass GO. If you do, you'll collect \$200!



You did it! You won the game and made your fortune!

Destroy the evil dragon and save the kingdom in **Wonder Boy in Monster Land™!**

IS IT FRIEND OR FOE
BEHIND THE WOODEN
DOOR? YOU HAVE TO
PLAY TO FIND OUT!

You're the hero from the original *Wonder Boy™*. It's been eleven years since you defeated the evil king. Now a ferocious dragon and its army of evil henchmen have taken over Wonder Land. It's up to you to restore peace to the kingdom.

The Mayor has given you a sword and an ancient potion that's said to bring people back to life. You're ready to begin your quest! But keep an eye on the hourglass in the top corner of your screen. If all the sand moves to the bottom, you'll lose a part of a life heart. So keep moving!

You have 12 perilous levels in *Monster Land* to conquer. As you follow the path, watch out for strange and terrifying monsters: slithering snakes, gruesome goblins, and vicious vampire bats, to name a few! Each one is worth a different amount of points. Defeat them with your sword and you'll be granted a treasure. Maybe you'll get a gold coin, or another life heart. There are hidden weapons like a gold necklace and harp, but you have to look hard to find them!

The monsters are tricky, so pay attention. After you've defeated one, it may come back to life!

During your journey, you'll come upon wooden doors. Knock and see what's inside. But be careful! Almost anything can be waiting for you.

You may enter a tavern, and a strange looking bartender will offer you a drink. Take one - it will give you more life energy! You may enter a store that has different weapons and magic spells you can buy. But watch out -- some stores have been taken over by the dragon's nasty friends.

At the end of each round, you'll enter a room with a horrible monster inside! But you're Wonder Boy -- they're no match for you...or are they?

What's up ahead? It's a mysterious cave, and there's a mean-looking goblin outside throwing deadly darts at you! Defeat him, then summon up your courage and enter the mouth of the cave. Go down the steps carefully and watch out for the lava pit, and the bats that are waiting inside!

No matter how tough it gets, you've got to keep your vow to defeat the dragon. So get *Wonder Boy in Monster Land™* today. The entire kingdom is depending on you!

HELPFUL HINTS:

- They say money grows on trees. Go for it!
- If you're running short of time, stop in a tavern. The sands of time reverse! And while you're there, have two drinks instead of just one.
- Every cloud has a silver lining. In this case, they're gold!
- If you finish a round with all your hearts red, you'll get a 10,000 point bonus!



Kill the snake and collect your reward. But watch out! There's another one right behind you!



Thirsty! Stop in the tavern -- it increases your life hearts!



Climb up the ladder and see what's behind the door! Then, if you make it out, you can try the next door.



It's a Death Master and it's attacking you! Watch it change colors every time you hit it with your sword!

Coming soon to your local stores!



Are you the Miracle Warrior who can defeat the Dark Lord?

Long ago, the shepherd Iason unknowingly opened the Pandora Passage. Evil creatures led by Terarin, the Dark Lord, came through this gateway and entered the Five Lands. Iason defeated them, but he prophesied that one day Terarin would return and four brave warriors would awake and defeat her.

You'll encounter both monsters and humans on your journey. Some may help you, while others will try to destroy you. But which ones are the good guys? Looks can be deceiving, so be on guard!

When you meet a creature, you can battle it, retreat, try to talk to it, or use a magic spell. As you gain experience, you'll learn the best ways to destroy each monster.

Oh, no! You've come across a Zirol! He's persistent, but he's no match for a Miracle Warrior like you! For your bravery, you receive guilders, which you can use to buy weapons, healing herbs and other special items. With other creatures, you'll earn Fangs. You can sell or trade them for guilders!

Now you've come to the peaceful town of Garia. One of the townspeople tells you Fangs are proof of valor in this town, and another will buy your Fangs at 50 guilders each! What will you do?

You'll also come to four castles on your journey. Visit all of them



Is it another evil creature? No, it's a friendly Traveller. Talk to him and get valuable information!

because good things will always happen there.

You never know who you will meet on this journey, but you must always be prepared. You'll need a lot of time to find Terarin, so get *Miracle Warriors™* soon and start your journey right away!

HELPFUL HINTS:

- This game will last for many hours, so don't rush! Take your time and plan your moves.
- Write down the hints that the townspeople give you.
- Make maps of the dungeons and towers you visit -- they'll help you get back to the surface.
- When fighting enemies more powerful than yourself, use magic items.

*MIRACLE WARRIORS™ COMES WITH A LITHIUM BATTERY SO YOU CAN SAVE YOUR GAMES!
Game Map Included In Each Pack!*

Available soon in your local stores!



You've encountered a Guroi, one of the many strange creatures in this game - defeat him and get 6000 guilders!

You are one of the Miracle Warriors, and your mission is to defeat Terarin and restore the stolen Lost Seal to the Pandora Passage. It won't be easy, and it will take a lot of time, but nothing stops a Miracle Warrior from completing his task!

You'll journey through five countries to find your fellow warriors: Guy, Medi and Turo. You'll travel through valleys, mountains, woods, deserts, even across the water. When you come to a town, ask questions and try to get information. But beware the horrible beasts like the Unmutak, the Liphant, the Evil Merchant and the Black Monk. They're waiting to destroy you!



The magical færi Ica will assist you on your quest. The screen on the right shows your position in the Five Lands.

Tips From The Team

We received a mega-load of tips from Sega Challengers, and we're glad you're finding new ways to master your favorite games! Here are just a few -- see if yours is here!

"In Space Harrier™, to beat the enemy bosses at the end of each screen, just continually go in one circle."

Sheldon Gibbs, Age 12
Tallahassee, Florida

"In Zillion™, when in the main elevator shaft, go left at the first tunnel until you get to the end. Then start shooting at the wall and a new room will appear. Then go up the elevator, go left, blow up the warrior, lie down and start shooting at the wall. A Power-Up will appear!"

Will Bridewell, Age 13
Owensboro, Kentucky

"In Rocky™, an easy way to beat Lang is to keep punching him in the stomach."

Jonas Vea, Age 12
Darien, Illinois

"In Zaxxon™ 3-D, when the title screen is shown, if you press "Pause" you can choose if you want to play the game in 3-D or 2-D."

Adam Smiarowski, Age 10
Pasadena, California

"There is a sound test in Quartet™. First, put Control Pad 2 in. Now push the pause button 4 times, then press Button 2 once on Control Pad 2. A sound test should come up."

Ian Geglia, Age 12
Kirkland, Washington

"In After Burner™, at the beginning of Stage 1, push the lower right corner of your control pad (making your jet go in the upper right position) and keep your finger there. In this position, nothing can hit your jet and you can get to Stage 12 (in this stage, they shoot missiles in a way that you can be hit)."

Matt Neapolitan
Cookeville, Tennessee

"In Choplifter™, to prevent the tank from appearing on the screen, when loading the hostages, slightly move your helicopter 1/4 inch off the ground every 1-2 seconds."

Tou Lee Yang, Age 14
Santa Ana, California

"In Aztec Adventure™, you can select a round by pressing the Directional Pad up 5 times while the scroll is closed. Then when Nino throws the money, press the Directional Pad to the right 3 times. When all the characters walk to the left, press the Directional Pad left once, then down once."

Kenny Haner, Age 11
Pasadena, Texas

"In My Hero™, kill the first three dogs and jump over the last dog and kick him from behind. You can get as many free men as you want."

Keith Adamik, Age 13
Yonkers, New York

If you have a favorite tip, send it in! Just print it on a piece of paper, along with your name, address, and date of birth, and send it to:

Tips From The Team

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

SEGA SPOTLIGHT

Meet the people who answer the toll-free Sega number - the Sega Customer Service Department!

You've called 1-800-USA-SEGA more times than you can remember. Now it's time to meet the people who give you help when you need it - the members of Sega's Customer Service Department!

Cheryl Huculak is the department supervisor, and she's worked at Sega for a little over a year. "We have a good relationship in our department, and the girls are all wonderful," she said.

Cheryl explained how the girls are trained. "First, they're given a manual that contains everything about Sega," she said. "It usually takes about a half a day to learn the basic information. Then they play the games. Each girl has her own work cubicle that's equipped with a Sega System and cartridges, so they don't have to go far to play."

Before working for Sega, Cheryl was a Customer Service Representative for Macy's for 8 years. "I had no experience in Customer Service. But they hired me because of my sense of humor," she said. "You really need a good sense of humor when you work in Customer Service!"

When you call the 800 number, you'll talk to one of four women: Sharon Rao, Heidi Marc, Terri Alba or Judy Jetté. Judy's the senior

Customer Service Representative, and has been with Sega for over a year.

"It's the best job in the world, and I get to meet a lot of really great people," Judy said. She has a pen pal from Australia, and they met when he called the Sega Hotline one night. "I was working late, and the phone just wouldn't stop ringing," she said. "It was Tim, calling from Australia. He's 15 years old, and I love corresponding with him. He even sent me a *Space Harrier*™ poster from Australia!"

"My favorite Sega game is *Zillion*™," Judy said. "It's challenging, and I like it because I'm J.J. -- my initials are J.J., too!"

Terri Alba is the newest member of the Sega Customer Service Team -- she's been working at Sega for just three months! "I love it!" Terri said. "Where else can you play games and talk on the phone all day?"

Terri's favorite game is *Wonder Boy in Monster Land*™. She had to play the game before the manual was even available! "I got through 5 rounds out of 12 in one week, though, so that's not so bad," she said. "It's really challenging, and the graphics are phenomenal."

Like all the phone reps, Sharon Rao thinks her job is the greatest.

"Each of the phone reps gets close to 1,000 calls a week," she said, "and the most popular question is 'How do I choose the levels in *Choplifter*™?' When the title screen comes up, just move the direction pad up, down, left, then right, and press Button 1. Do it all again when the next screen comes up. You have to hit it just right."

Sharon has another reason for loving her job. Her twin sister Sandy works in Customer Service's Correspondence Department! Sandy answers all the mail that comes in. "I love answering mail from kids all across the country," she said. "Their letters are so fun to read!"

Heidi Marc is the youngest member of the group -- she's 18! "This is my very first job, and I look forward to coming to work every day!" she said.

Heidi is the *Alex Kidd*™ expert. "It's great when I can help kids with their problems so they can play even better," she said. "I was planning on going to college after I graduated, but I'm taking night classes soon. Then I can study at night and still have fun during the day!"

There are two more people who work in Customer Service. Teri Klaas is a data entry clerk; she inputs the information from the Sega warranty

Now you can see the faces that go with the voices! (From left to right): Sandy Rao, Joanne Morales, Judy Jetté, Terri Alba, Cheryl Huculak, Heidi Marc, Teri Klaas and Sharon Rao.



cards into the computers to make sure everyone who sends them in gets their Newsletters.

Joanne Morales is the Customer Service receptionist, and according to Cheryl, she recorded the original message you hear when you call the 800 number.

"It's not easy to answer the phones all day and master all our Sega games, but our reps do a great job," Cheryl said. "I couldn't have a better bunch to work with!"

Because of their busy schedules, the girls are unavailable for calls during the day. But you can write to them at:

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

SEGA[®] CHALLENGE

SCOREBOARD FOR THE TOP 5 PLAYERS

THANKS FOR SENDING IN YOUR HIGH SCORES FOR AFTER BURNER™.
HERE ARE THE TEAM MEMBERS WHO MADE THE TOP 5.

PLAYER	SCORE
1 TYLER LINDQUIST, Age 8 Windom, Kansas	18,808,088
2 JEFF YONAN, Age 19 Fremont, California	9,704,000
3 DERMONT BRUCE, Age 17 Bronx, New York	8,312,900
4 TOM CONLON, Age 13 Dallas, Texas	8,077,000
5 KRIS KUDLA Rohnert Park, California	858,800

IN THE GAME OF

AFTER BURNER™

We received these scores as of May 27, 1988. So if your score was higher, 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 "Sega Challenge" issue!

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

NEXT ISSUE:

Send us your highest score for



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

SEGA SCOREBOARD

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

Send in your *Wonder Boy in Monster Land*™ Score soon,
and if you make the Top 5, you'll win a Sega T-Shirt!

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.

THE SEGA SOFTWARE CHECKLIST

How many of our 52 games do you own?

Here's a list of Sega games for your reference. We've added 9 new games since our last issue! Check off the ones you own. Ask your Sega game dealers for the ones you don't have.

Action Games

- ☐ Action Fighter™
- ☐ Astro Warrior™
- ☐ Aztec Adventure™
- ☐ Black Belt™
- ☐ Fantasy Zone™
- ☐ Fantasy Zone II™
- ☐ F-16 Fighting Falcon™
- ☐ GhostBusters®
- ☐ Ghost House™
- ☐ Global Defense™
- ☐ Kung Fu Kid™
- ☐ The Ninja™
- ☐ Penguin Land™
- ☐ Rambo II™
- ☐ Teddy Boy®
- ☐ Transbot™
- ☐ Wonder Boy™
- ☐ World Grand Prix™
- ☐ **NEW! Zillion II Triformation™**

Sports Games

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

3-D Games

- ☐ **NEW! Blade Eagle™ 3-D**
- ☐ **NEW! Maze Hunter™ 3-D**
- ☐ Missile Defense™ 3-D
- ☐ **NEW! Space Harrier™ 3-D**
- ☐ Zaxxon™ 3-D

Family Games

- ☐ **NEW! Parlour Games™**

Shooting Games

- ☐ Gangster Town™
- ☐ Marksman Shooting/Trap Shooting™
- ☐ **NEW! Rescue Mission™**
- ☐ Shooting Gallery™

Arcade Translations

- ☐ After Burner™
- ☐ **NEW! Alien Syndrome™**
- ☐ Choplifter™
- ☐ Enduro Racer™
- ☐ My Hero™
- ☐ Out Run™
- ☐ Quartet™
- ☐ Space Harrier™

Adventure Role Playing Games

- ☐ Alex Kidd in Miracle World™
- ☐ **NEW! Alex Kidd Lost Stars™**
- ☐ **NEW! Wonder Boy in Monster Land™**
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COMING SOON



Fight your way to the Dark Castle to regain the sword of the Dragon King in **Kenseiden™**. The vicious Temple Apes are right behind you!



Help Alis and her companions defeat evil King Lassic in **Phantasy Star™**. But you'll need a special item to get through the Antlion Hills!

In **Spy vs. Spy®**, race Heckel and Jackal to find the hidden items before the bomb goes off!



Find and remove the matching tiles in **Shanghai™** to beat the Dragon!



TECH TALK



You're in control with the Sega Sports Pad!

In this issue's TECH TALK, we're going to answer your questions on the Sega Sports Pad™. But before we do that, here's how the Sports Pad works:

Sega developed the Sports Pad to give you more flexibility when you play. When you use the Sega Control Pad or Control Stick, you can only move in 8 directions (up, down, right, left, up-right, up-left, down-right, or down-left).

The Sega Sports Pad™ lets you move your players in any direction you want! The Sports Pad is equipped with a special microcomputer chip which converts the direction and speed to the power base input. This makes the Sports Pad a little more expensive than our other peripherals, but it's worth it because you have the freedom to move your player in any direction you want. You can even control the moving speed by moving the

ball faster or slower! These elements are especially important for the sports games because it makes them more realistic.

You can use the Sports Pad on regular Sega games, too!

The Sports Pad has an option switch with two positions: "Control" and "Sports." When you switch to "Sports," you can use it to play our great sports games like *Sports Pad Football*™ and *Great Soccer*™. When you switch to "Control," you can use it as your regular control pad on Sega games like: *Alien Syndrome*™, *Astro Warrior*™, *Fantasy Zone*™, *Fantasy Zone II*™, *Rocky*™ and *Transbot*™, to name a few. Sometimes this mode gives you better game play. The Sega Sports Pad™ also has a rapid fire function built right in! If you haven't completed *Fantasy Zone*™, try using the Sports Pad to play it. You'll see a big difference!

Q: I bought *Great Ice Hockey*™ with the hopes of using two players. Does this mean I need two Sports Pads?

A: Yes. For two people to be able to play *Great Ice Hockey*™, you do need two Sports Pads.

Q: Can I use the Sports Pad on *Great Football*™?

A: Yes, you can use the Sports Pad for this game. It's even possible for one player to use the Sports Pad while another uses a control pad or a control stick.

Q: Some friends told me that the Sports Pad has a rapid fire function. How is this achieved?

A: Push the lever towards the four dots section (under the word "Sega" on the Sports Pad) and then push the other lever towards "Control." Keep the fire button pressed down, and you'll receive multiple bullets or shots.

If you have any technical questions about your Sega System, print them on a piece of paper 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

NEXT ISSUE: TECH TALK features SegaScope™ 3-D!

CHALLENGE THE SEGA MASTER

The Sega Master has been putting in mega-hours trying to answer all the questions sent in by you and your fellow Sega Challengers. Here are just a few of them. Use the answers to help you master your favorite Sega games.

Some Challengers have sent in questions about Sega's Rapid Fire Adapter. The Rapid Fire Adapter is a great accessory that plugs into your Sega Control Pad, Light Phaser or Control Stick. It turns any game into a rapid fire game! With Rapid Fire, your shots, kicks, or punches are faster than ever. It helps you make it to the next level of your favorite game...with a higher score!

Q: In the game *World Grand Prix*TM, is there a trick to controlling the speed?

Jeff Mein, Age 29, Des Moines, Iowa

A: A good way to control your speed is to become familiar with where the Brake is located. Button #2 is your gas and Button #1 is your Brake. This way you can slow your speed down before a crash occurs.

Q: How do you get to the 17th round in *Space Harrier*TM?

Brett Piazza, Age 6, Rochester, Michigan

A: Throughout *Space Harrier*TM, a good strategy is to fly and shoot in a Figure 8. This way you can work up to Level 17.

Q: How do you get into the "hole" to the underground in *Transbot*TM? What does flying over a flag in *Action Fighter*TM signify?

Salvatore Serravillo, Age 43, Woodside, New York

A: To go underground in *Transbot*TM, you have to be the letter D. So when the letters are flashing at the top of the screen, be sure to choose the letter D. When you collect all the flags on the levels of *Action Fighter*TM, one of two cats will appear. They act somewhat like the Bermuda Triangle. Enemy bullets and missiles disappear into the cats and you are left unharmed.

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

HELP YOUR FRIENDS BECOME SEGA TEAM MEMBERS!

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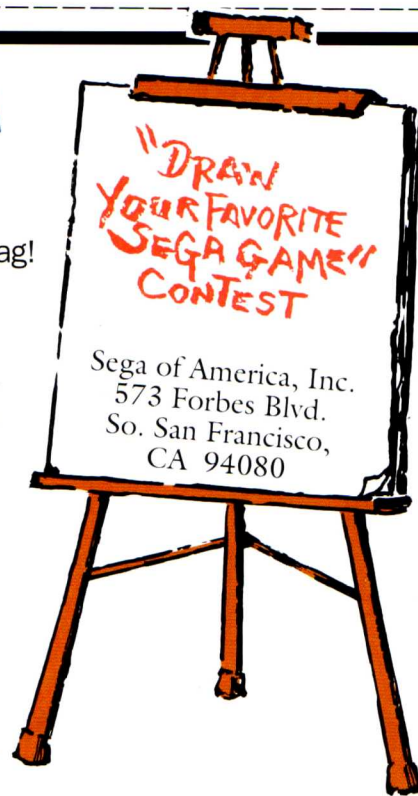
It's easy to enter! Just draw your picture on a large piece of unlined white paper. Then print your name, address, date of birth, and T-Shirt size (S, M, L, or X-L) on the back and send it to:

"Draw Your Favorite Sega Game" Contest
Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080

Only one entry per person. When mailing your entry, please don't fold it!

We'll feature the winners in future issues of "Sega Challenge."

Remember, you must mail your entry before September 15, 1988 in order to be eligible for one of our great prizes! So enter today!



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