

SEGA®

THE TEAM SEGA® NEWSLETTER FALL 1988 #4

THUNDER BLADE™

A review of Sega's hot new
helicopter combat game!



Enter the
dungeon-adventure
world of

PHANTASY STAR™

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Pro-Play Home Arcade™

The Nintendo™ and Sega™ game systems are close to arcade quality already. Now, you've got it made with the Pro-Play Home Arcade, a video game cabinet that transforms these systems into a real arcade machine at home! Just look at all of the features of the Pro-Play Home Arcade:

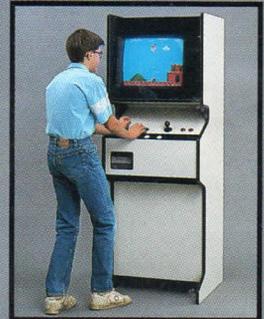
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- Ruggedly constructed, using the same materials as arcade cabinets for long term durability and dependability.
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Because We've
Made It For You.*

The Pro-Play Home Arcade

Yes, I want a Pro-Play Home Arcade for my room.
Please send the version for the system I've checked below:
 Nintendo Sega Atari 7800™

I am including a check or money order for \$249.99. (CA residents add \$17.50 sales tax.)

I understand you won't cash my check until 2 weeks before you will ship my Pro-Play Home Arcade.

Please ship my arcade to the following address:

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ADDRESS _____

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Send this order form with check or money order to:

Eclectic Products
931 Matts Court
Los Altos, CA 94022

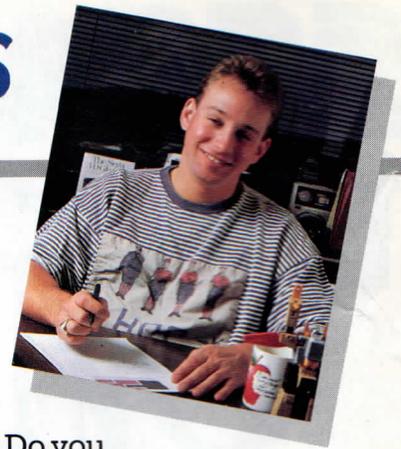
Sorry, No C.O.D.s

Please allow 6-8 weeks for delivery.

**ORDER
NOW!**

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NOW THE FUN STARTS



Exciting things are starting to happen. There's a wave forming over the horizon...a tidal wave with more power than you would ever believe. That tidal wave is the Sega® Generation. And you know who has the guts to ride that wave? We do...the Sega Team members!

Sega is rolling stronger than ever before. There's more than a million of us from coast to coast, with more gamers joining our ranks every day. That's why we've made some changes to the Sega mag. Look at the cover. What you're seeing is our new emphasis on what Sega gaming is all about...FUN!

Are we still going to challenge you? Believe it! And now we're also giving you more of what you've asked for. More gaming tips and reviews. More special offers. Contests. Prizes. And most importantly, a place where you can meet other Sega Gamers in your area.

That's right! We're starting a Sega Gamer's Network. One of the most important things we've heard from you is that you'd like to meet other Sega

gamers to swap games, tips and just hang out! Have you ever wanted to start a Sega user's group? Do you belong to a group that's looking for new blood? Or just looking for some Sega gaming buddies? Now's your chance to be heard.

Just send us your name, group name (if you have one), address and phone number to Sega Gamer's Network, 573 Forbes Blvd., So. San Francisco, CA 94080. We'll devote as much space as possible to get you gamers in touch with each other...in every upcoming issue.

Now, take a look at the rest of the mag for reviews of the arcade smash hit **Thunder Blade™** (radical), Sega's two-player **Double**

Dragon™ (awesome), and my favorite game, **Phantasy Star™** (double awesome)!

Remember, don't say the N-word. See ya!

John Sauer
Sega Team
Kahuna

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NAME THE SEGA NEWSLETTER CONTEST

Now that we've revamped the design of our newsletter, we're searching for the right name to go with the hot new look. Any ideas? If we pick a name that you send in,* we'll send you a free Sega hat, T-shirt, and bag.

Send your entries by December 1, 1988, to:

Sega Name Contest, 573 Forbes Blvd., So. San Francisco, CA 94080.

*In case of tie, prizes limited to first 5 entries received.

SEGA[®] INPUT

MAILBAG

Dear Sega,
I have been a Sega[®] fan for a long time, and I still think it is the best. I have 11 cartridges, and can't wait to get more. I also can't wait to get the hot game SHINOBI.[™] It is the best game ever. Overall, I think Sega is the greatest, and it will remain the greatest for a long time.
Bradley St. Clair
Taylorsville, NC
You're in luck, Bradley, SHINOBI is in the stores now. - Ed.

Dear Sega,
Your magazine is great! It shows that Sega really cares about its customers. I've bought other video game systems, but none come close to Sega in graphics, sound, and challenges. It's great that Sega continues to produce top quality games.
Ricardo Lardizabal El Paso, TX

Dear Sega,
I just want to say that you are doing a great job in making cool games, and that you are the best video game system around! I have 15 of your games, and love every one of them. I finally made it to the finish in WONDER BOY, and it was tons of fun getting there. I can't wait to get the next in the series, WONDER BOY IN MONSTER LAND.[™]
Tim Germadnik
San Antonio, TX

Send comments to: Mail Bag,
Sega of America, Inc.
573 Forbes Blvd., So.
San Francisco, CA 94080.

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

TIPS FROM THE TEAM

"In the first round of CHOP-LIFTER[™], go to the spot where those flying things (air mines) come out of a hatch in the ground. Hover next to it and shoot the flying things. A Superman-like character will appear on the hatch and then fly off the screen. When he appears, the hostages run faster. You can get him to appear more than once, making the hostages run even faster."
Justin Stipe Alex., VA

"In GREAT FOOTBALL[™] after you select a formation, when the quarterback has to throw the ball, wait about a second or two, then press button #1 and move the joystick. The quarterback will then run. This is a quarterback sneak."
George Tapia Brooklyn, NY

"In GANGSTER TOWN[™] at the end of the game when you die, the cop and your score come on the screen seconds after the cop's hat flies off. If you shoot the hat when it flies off his head, you can continue right where you left off. If you die again, you can't repeat this."
Danny Lugassy Bayside, NY

"In WONDER BOY[™] to find out if the doll is hidden inside, throw a hatchet at each rock. If the hatchet goes through the rock, then the doll is hidden inside that rock. This saves a lot of vitality."
Paul Davis Aptos, CA

"In ALIEN SYNDROME[™] use the laser, not the flame thrower, to destroy enemy bosses. Lasers travel further and faster, and do more damage."
Scott Alsobrook Visalia, CA

Send comments and game tips to: Tips from the Team, Sega of America, Inc.
573 Forbes Blvd., So.
San Francisco, CA 94080.

SEGA SECRETS

Thunder Blade[™]: Running out of gunships when you're in the caves? Here's a secret that will get you a little further in the game: In the city scene of Stage 1, stick to the right side of the screen when tanks appear. When they fire at you, move up in 1/2-inch movements, then over to the left, then down the left side of the screen. The tanks will shoot at where you were, not where you will be!



Shinobi[™]: Black Turtle is the nasty helicopter at the end of Mission 2. It's full of Fly Ninjas. To beat it, shoot or throw five times at Black Turtle's nose cone. Then get to the right side of the screen and hit it three more times when Black Turtle comes down! It's toast!



Wonder Boy in Monster Land[™]: There are bags of money hidden all over this game. Here's how to find two. The first bag is to the left of the first tavern. Pass the door, go all the way to the left corner and jump up. Instant moolah! The second bag is up and to the right of the first shield shop. Jump up and touch the roof directly over the right end of the shield shop. You'll need lots of bucks to buy equipment in this game.



ASK THE SEGA MASTER

Q: Can you choose your levels on "SPACE HARRIER[™]," and are there any hints for getting up to the 18th level?
Dan Lombardi Wilton, CT

A: You are not able to choose your levels on "SPACE HARRIER." The best strategy for getting to the 18th level is to fly in a figure eight while shooting. Another strategy is to try playing the game as a jet! While in the sound test, choose 7-4-3-7-4-8-1. After each number press Button 1 on the control pad. This will put you into a secret screen where you can choose to be a jet.

Q: In stage twelve of "AFTER BURNER[™]," the missiles from the Bearmax gunships get me every time. Is there a secret to dodging missiles in the 12th stage?
Andy Travis Pacifica, CA

A: When in stage twelve, stay at the top of the screen until the missiles are closely approaching, quickly pull down to the bottom and wait for the missiles to approach, and then fly up to the top. Keep following this strategy and keep firing!

Q: I am having trouble getting to the end of "ALEX KIDD IN MIRACLE WORLD[™]." My problem is the screen under Cragg Lake. There are five pink boxes with a different symbol on each one. I have tried everything I can think of, but I still cannot pass them. Help me!
Aaron Jackson Longmont, CO

A: You need to run over the boxes in Cragg Lake in a certain order to get the crown to appear. If you don't, a ghost will appear instead! The proper order of boxes is: Sun, Waves, Moon, Star, Sun, Moon, Wave, Fish, Star, Fish.

Q: How do you get past level one in "AZTEC ADVENTURE[™]?"
Jack Mohamedano Westmont, IL

A: Attack the monster flower at the stem using your sword. Stab the stem three times and then move back when the flower shoots. Then stab it three more times in the stem and again move back. It should take approximately nine stabs in sets of three to defeat it.

Send questions with your name, address, and date of birth, to: Ask the Sega Master, Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080.

SAN DIEGO IS MISSING!

Carmen Sandiego that is. I'm a private eye. And the stank more than a heap of halibut on a hot summer day. But hey, work is work. And I needed the dough.



Carmen Sandiego case

I only had until 5:00 Sunday to crack the case. Seems the Staten Island Ferry was missing from the East River. Female suspect seen. A Blond. The kind of girl that could make an Eskimo take a cold shower. I already had a hunch who it was.



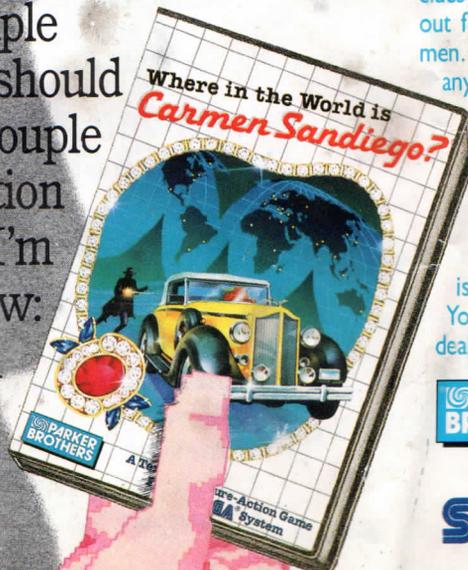
First, I followed her to Bangkok. The bellboy at the hotel told me a blond with a tattoo had changed her money to francs. Well, it hit me like a side-order of bad clams. It was Carmen Sandiego and she was headed for France. I packed my beret and my gun and flew to Paris.

Unfortunately, I ran into a couple of Carmen's goons. I zigged when I should have zagged and ended up taking a couple of slugs in the gut. Put me out of action for a while. And now I'm all alone, I'm almost out of time and I still don't know:

Where in the world is Carmen Sandiego?

It's a completely new kind of game. Where in the world is Carmen Sandiego? You fly all over the world questioning suspects and looking for clues while keeping an eye out for the V.I.L.E. henchmen. They can jump you anytime. And when you do find who you're looking for they're probably going to try to shoot you.

Where in the world is Carmen Sandiego? You'll find her at Sega dealers everywhere.



PARKER BROTHERS

For

SEGA

"DRAW YOUR FAVORITE SEGA® GAME" CONTEST WINNERS!

The results are in! You've shown us just how creative Sega Team members can be. In fact, we received so much artwork, we've split the contest into four age groups, and will feature the winners in two issues. Congratulations to the winners, and thanks to everyone who sent us their drawings!

10-15 Year Olds



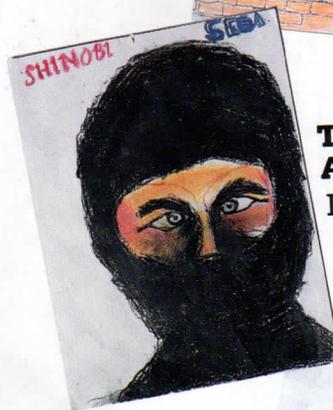
Rhett Henderson, Age 14
Midlothian, VA

9 and Under



Paul Russo, Age 8
Westfield, NJ

Jason Lew, Age 13
San Mateo, CA



Trenton Knutson, Age 9
Lakeville, MN



Jack Paccione, Age 14
Staten Island, NY

Paul Chung, Age 9
Elk Grove, IL



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Order the Sega "Games Preview II" VHS video tape!**

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

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4. Miracle Warriors™
5. Fantasy Star™



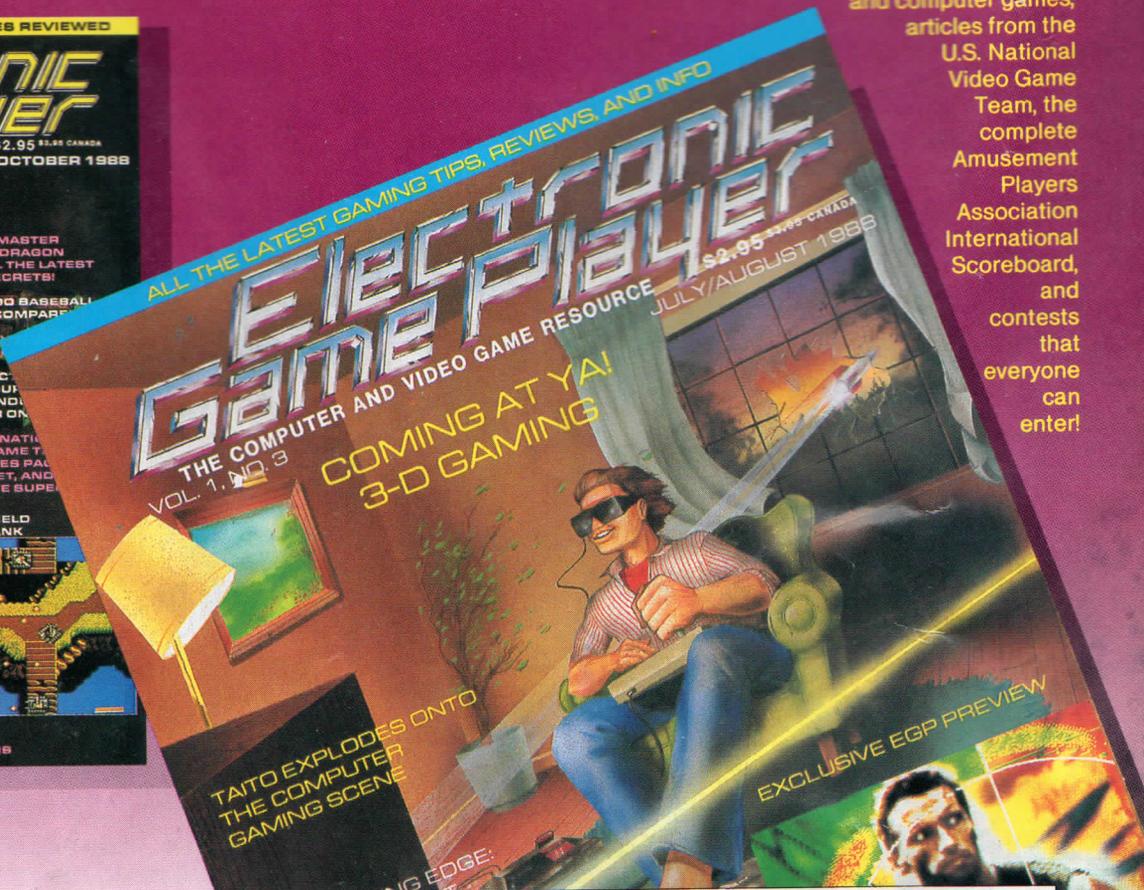
6. Rambo® III
7. Shanghai™
8. Shinobi™
9. Space Harrier 3-D™
10. Thunder Blade™

The Sega "Games Preview II" VHS video tape is available only through this newsletter. (See the order form at the back for details.)

IF YOU WANT TO KNOW THE LATEST IN WORLD AFFAIRS, THEN DON'T READ ELECTRONIC GAME PLAYER MAGAZINE!

But, if you do want to know all the latest tips, tricks, gaming gossip, trends, and insights into the video game industry, then, of course, you need to read *Electronic Game Player Magazine*. Along with the hidden secrets on Nintendo, Sega, and Atari home games, you'll also get exclusive previews of what's to come and in-depth reviews of all the latest carts that you can trust.

Look for helpful and informative feature articles as well as profiles on game companies on the move. Also included are reviews of all the latest coin-op and computer games, articles from the U.S. National Video Game Team, the complete Amusement Players Association International Scoreboard, and contests that everyone can enter!



Now's your chance to subscribe to *THE Computer and Video Game Resource, Electronic Game Player Magazine!* It's the **ONLY** consumer magazine dedicated exclusively to video games and those who play video games. Subscribe now for only \$14.95 (a full year's subscription), and receive 15% off the cover price! Or, as a special offer, receive the **1989 Buyers Guide**, our giant annual issue filled with reviews of all the latest games that have come out during 1988 and previews of what to expect for 1989, for only \$4.95 (that's \$3.95 plus \$1.00 postage and handling). The choice is yours, but act fast, who knows how long these offers will last!



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YES! Send me the 1989 Buyers Guide and I have enclosed a check or money order for only \$4.95.

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SENDAI PUBLICATIONS—5801 Oakwood Drive—Suite E—Lisle, IL 60532

Fly the World's Most Advanced Fighting Helicopter Against Rebel Forces in

Thunder Blade™

Thunder Blade™ does for helicopter simulation what After Burner™ did for jet fighters. You play Terry, the finest helicopter pilot alive. (They call him the Gunship Gladiator.) Your mission: fly Thunder Blade, your country's newest secret weapon, to rid your homeland of an invading rebel army.

Your ship is the most advanced fighting machine in the air. With a top speed of nearly 500 Kilometers per hour (310 mph), you're armed with an advanced 30mm rapid-fire automatic chain gun and air-to-ground missiles

that blister the enemy with their destructive power.

You'll need every weapon in your arsenal and every trick you've ever learned as you fly head to head with rebel forces. After blasting legions of helicopters, jets, and tanks, you face rebel strongholds from which enemy commanders hide and direct troops from their bunkers. It's a dangerous job, but somebody's got to do it, and that's you!

Take on the rebel forces in four exciting arenas: The city, the mountains, the seashore, and the refinery. Each of the four stages has

You're strapped in, ready for battle. As you zoom over the city, you feel the powerful thud of your helicopter's rotors beating above you. Suddenly, you spot the enemy: rebel tanks and helicopters approaching fast! With guns and missiles blazing, you swoop in and engage the enemy. In a matter of seconds, they're only a memory. With a grin on your face, you push forward on the stick. Your helicopter surges ahead, ready for another aerial duel.



Evade incoming choppers as you zoom through the city!



Fly in between skyscrapers as you nail enemy tanks!



Keep your trigger-finger twitching as you pound on rebel gunships!

3 exciting rounds to fight your way through: 12 total rounds of fighting action! During each stage, you'll pilot your Thunder Blade helicopter through two distinct modes: Vertical, in which you see yourself from above and do battle in two dimensions as the enemy flies in and attacks from the top of the screen; and horizontal mode, in which you fly just like a real helicopter, moving forward, up, and down, evading and blasting the enemy as you zoom through the landscape.

Can you defeat the rebel troops? Can you fight your way to the last screen and take on the final fierce and destructive command center? To rid your country once and for all of the rebel menace, you've got to stay frosty and keep your finger on the trigger. But rest assured, with Thunder Blade at your disposal, you're the toughest bird in the air!

3 exciting rounds to fight your way through: 12 total rounds of fighting action! During each stage, you'll pilot your Thunder Blade helicopter through two distinct modes: Vertical, in which you see yourself from above and do battle in two dimensions as the enemy flies in and attacks from the top of the screen; and horizontal mode, in which you fly just like a real helicopter, moving forward, up, and down, evading and blasting the enemy as you zoom through the landscape.

SAUER SEZ

The continue feature will help you get through this hot game! When you see 'Game Over,' press your D-Button down-left and press Button 2. You'll start at the beginning of the last round you played.



Your name is Billy Lee, but on the streets they call you Spike, the toughest karate master around. Together with your brother Jimmy (the Hammer), you'll need all the skills you've got to rescue your girlfriend and survive the most ferocious street gangs in the world, including the dreaded Black Warriors!

Translated from the #1 arcade game, Double Dragon™ propels you into a wild and furious battle against thugs, punks, and hoodlums, all of whom attack you with karate fury. With exciting two-player co-op action, control Billy Lee and Jimmy Lee through four different missions, each containing numerous game scenes set in the slums, gang-infested woods, secret hide-outs, and more.

At the end of each mission, defeat the Black Warrior lieutenant to advance to the next level, until at last you are confronted by the leader of the ruthless gang. Defeat him, and your girlfriend is saved!



High-kicking co-op action makes Double Dragon a game you don't want to miss!



Make your opponent eat foot-leather while your partner makes use of some street weapons.

Your karate skills contain an arsenal that turns your hands and feet into lethal weapons. Smash the enemy with leaping reverse kicks, jump kicks, elbow smashes, head butts, round-house kicks, shoulder throws, and more! And when the going really gets tough, use every weapon you can get your hands on, including oil drums, crates, rocks, whips, knives, even sticks of dynamite. Too brutal for your squeamish heart? Just remember: it's a concrete jungle out there!

Helpful Hints

Many times it takes more than one knock-down to get rid of an enemy. When a thug starts flashing after being smashed to the ground, it means he's down for good. Move on to another target.

SAUER SEZ

This game is wild! Remember to move fast if you want to use the dynamite! Also, rumor has it that there's an invincible mode hidden somewhere in the game. Can you find it?

There are times a flying kick can't be beat. Use it when you have the room.

With the Power of Swords and Sorcery at Your Command, Unlock the Secrets of

Phantasy Star™

Turning a corner in the dark and dank dungeon of Medusa's Tower, you suddenly see standing before you three very large werebats. They look mean and ugly. Should you unsheathe your sword and attack them? Or cast a fireball spell, perhaps? Or maybe you should risk asking for directions. They might turn out to be friendly. Then again, they're looking at your neck in a rather blood-thirsty way...

Awesome Action and Adventure



Woods with creatures more ferocious than lions and tigers and bears!

four courageous adventurers: Alis, out to avenge the death of her brother at the hands of the evil tyrant Lassic; Odin, mighty warrior with arms of steel; Myau, a talking cat with mystical powers and claws to back them up; and Noah, a wizard who can knock your socks off with a wind spell and then warm your tootsies with fire.

Your small band of voyagers sets off into the wilder-

Phantasy Star™, Sega's new adventure role-playing game, spins a yarn of swords and sorcery so realistic you'll think you're actually wearing a suit of armor. You control a band of

ness on a quest to collect enough experience and mystical weapons to defeat the power of Lassic. You'll travel by spaceship to explore three different worlds of forest, desert, and ice.

On each planet, you'll explore the dangerous countryside, stop at villages for rest and supplies (and resurrect adventurers



Down in the dungeons you'll encounter beasts, wizards, and treasure!

killed in a previous battle), and then go underground to explore caves, dungeons, and catacombs, all the while looking for magical items and weapons to help you in your battle against Lassic.

Duke It Out With Nasty Critters

You'll gain experience by doing battle with a whole menagerie of dragons, skeletons, vampires, giant spiders and



To achieve your quest, you'd better buy the toughest armor you can find!



Enter the spaceport for interplanetary action!

flies, ghouls, blue slimes, and fish-men, to name just a few. Fight them off with swords and shields, or use the many spells available to you,

such as Fire, Wind, Thunder, and Terror. When you've finished them off, fatten your pockets with treasure, but look out for hidden traps!

With Four-Mega power at its disposal, Phantasy Star has graphics so good and an environment so rich with detail it rivals most games played on personal computers. With a Lithium battery included in the cartridge, you



can save up to five games in progress.

Phantasy Star is an extremely captivating game, so be prepared for many, many hours of game-playing excitement. We betcha this game won't sit on a shelf collecting dust!

Happy dungeon crawling!

Helpful Hints

If you're about to go to a hospital to get healed, use up your remaining magic points with Heal spells first.

It's cheaper that way.

Can't get the shopkeeper at Scion to tell you secrets? Try again. The game rewards persistence.

SAUER SEZ

This game is a four-mega sensation! The graphics will blow you away! Remember to SAVE often! It'll help you get farther into the game... faster!

Your Detective Assignment: Catch a Thief in

Where in the World is Carmen Sandiego?®

WHERE IN THE WORLD IS CARMEN SANDIEGO? is a registered trademark of Broderbund Software Inc., and is used under license; ©1985, 1986 Broderbund Software Inc., all rights reserved. Cartridge program content © 1988 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.

The Carmen Sandiego Gang has struck again! Precious national treasures have been stolen by a gang member and secretly carted off to one of 30 foreign cities. You're the detective on the case in this new Mega cartridge mystery-exploration challenge from Parker Brothers and Sega.

You've got just seven days to travel the globe, collecting clues to the thief's identity and bringing the culprit to justice. But beware! Gang henchmen will pop up at any moment and hurl knives at you! If you don't jump or duck, you'll be wounded – and waste precious time recuperating.

You'll work your way up from rookie to Ace Detective. Let's follow an Ace on a case:

In Rio de Janeiro, a male suspect has made off with a rare stuffed parrot. You hop the first plane for Rio...

Visit the museum, library, and other loca-

tions on the screen, picking up clues. One witness said the suspect revealed he's interested in Shinto shrines. Refer to your handy, fact-filled Detective's Almanac: Shinto shrines are found in Japan, so it's back to the airport for the next flight to Tokyo. You glance nervously at your watch: the on-screen clock keeps ticking away the hours – while you're in the air, out on the town, even recuperating!

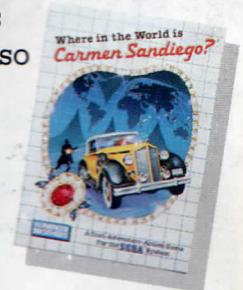
Pick up more clues in Tokyo: The suspect told a witness he's a shoe buyer. The Almanac states that shoes are a major export of Italy, so it's off to Rome. Cairo is

next, then Moscow, and on around the globe. When you're sure you know whodunit, go to Interpol for a warrant and arrest the villain!

Perhaps one day you'll come up against the brains of the gang and finally solve the ultimate challenge by figuring out "Where in the World is Carmen Sandiego?®"



Witnesses give you valuable clues to the thief's identity. The on-screen clock keeps up the pace.



The SEGA® SOFTWARE CHECKLIST

How many of our exciting, action-packed games do you own?

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

ACTION GAMES

- Action Fighter™
- Astro Warrior™
- Aztec Adventure™
- Black Belt™
- F-16 Fighting Falcon™
- Fantasy Zone™
- Fantasy Zone II™
- Ghost House™
- Ghostbusters®
- Global Defense™
- Kenseiden™
- Kung Fu Kid™
- The Ninja™
- Penguin Land™
- Rambo® II
- Spy vs. Spy™
- Teddy Boy™
- Transbot™
- Wonder Boy™
- World Grand Prix™
- Zillion II Trifurcation™

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

- Blade Eagle™ 3-D
- Maze Hunter™ 3-D
- Missile Defense™ 3-D
- Space Harrier™ 3-D
- Zaxxon™ 3-D

FAMILY GAMES

- Monopoly®
- Parlour Games™
- Shanghai™

SHOOTING GAMES

- Gangster Town™
- Marksman Shooting/
Trap Shooting™
- Rambo® III
- Rescue Mission™
- Shooting Gallery™

ARCADE TRANSLATIONS

- After Burner™
- Alien Syndrome™
- Choplifter™
- Double Dragon™
- Enduro Racer™
- My Hero™
- Out Run™
- Quartet™
- Shinobi™
- Space Harrier™
- Thunder Blade™

ADVENTURE ROLE- PLAYING GAMES

- Alex Kidd in Miracle World™
- Alex Kidd The Lost Stars™
- Golvellius™ Valley of Doom
- Lord of the Sword™
- Miracle Warriors,™ Seal of
the Dark Lord
- Phantasy Star™
- Wonder Boy in Monster
Land™
- Zillion™

COMING SOON

WINTER

Poseidon Wars™ 3-D



R-Type™



Reggie Jackson Baseball™

Summer Games I™

Y's™: The Vanishing Omens

SPRING

Altered Beast™ California Games™

Walter Payton Football™



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TECH TALK by STEVE HANAWA

SEGASCOPE™ 3-D



In this month's column, I'd like to explain in detail just how SegaScope™ 3-D gives you such eye-popping realism. First of all, you've probably noticed that when you watch a 3-D game screen without the glasses, the screen has a double image and flickers rapidly. Don't worry! We've programmed our 3-D games this way in order to display two very similar images on the screen at once, each from a slightly different perspective.

In order to understand this, think of how your own eyes work: you see real-life objects in stereovision (3-D) because your brain processes two slightly different images, one from each eye. To test this, close one eye and view the room you're sitting in. Notice how things seems to "flatten" out.



SegaScope 3-D uses this principle by flashing on the screen, at 1/60 second intervals, two alternating views of the game scene. Liquid crystals in the 3-D glasses (much like those used in watches and calculators) open and shut in synchronized timing with the game images. For example, when the left eye's screen is flashed on your TV, the Sega power base activates the right side of the glasses, which make the liquid crystals turn 90 degrees, blocking out all light. You can see this happening if you hold your glasses up to a bright light and watch from arm's length. This alternating action gives the illusion of depth, simulating the way your brain see things in three dimensions.

The reason you don't notice the alternating opening and closing of the liquid crystals is because of something called "persistence of vision." When an image is flashed on your eye and then turned off, your brain still "sees" the image for a short time. By the time your brain notices that the image has been turned off, the next image is flashed on the screen. This is also why we perceive movies to be fluid motion, even though in reality movies are simply still photographs flashed on the screen 24 times a second.

Here are some common questions from readers regarding SegaScope 3-D:

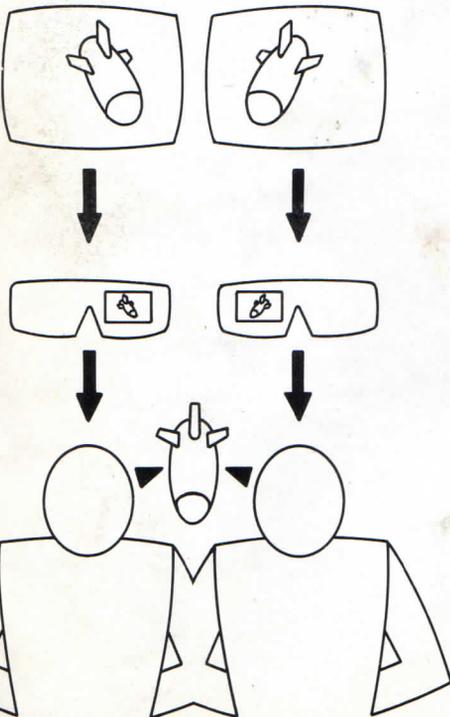
Q: I have a pair of plastic 3-D glasses that I got from Epcot Center and I was wondering if they would work on your 3-D games?

A: The common red and blue glasses you describe, which have been around for years, are not compatible with Sega 3-D games, since SegaScope 3-D glasses are electrically controlled with shuttered liquid crystals.

Q: How can I share the 3-D game excitement with my friends?

A: If you have an extra pair of 3-D glasses, a friend can see the screen you're playing by using an accessory called a "Y-adaptor," which is commonly used for stereo headphones, and is available at most electronic supply shops. Insert the Y-adaptor into the Sega master unit in the same place you normally would plug in a single pair of 3-D glasses. Then plug in two pair of glasses into the Y-adaptor and enjoy twice the fun!

*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 them to:
Tech Talk, Sega of America, Inc.,
573 Forbes Blvd., So.
San Francisco, CA 94080.*



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SCOREBOARD

FOR THE TOP 5 PLAYERS IN

WONDER BOY IN MONSTER LAND.™

Thanks for sending in your high scores for WONDER BOY IN MONSTER LAND.™ Here are the team members who made the top 5.

Player	Score	
1. James Kwon, Age 13 South Plainfield, NJ	787,480	4. Oliver Power, Age 12 Santa Monica, CA 517,470
2. Nathaniel Olsen, Age 12 Monterey, CA 680,050		5. Mark Pereira, Age 14 Carlsbad, CA 235,750
3. Sergio Strugar Bronx, NY 606,200		

We received these scores as of Oct. 30, 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 issue!

If you make the Sega Top 5, we'll send you a free T-shirt! And if you make the top score, we'll also send you a free hat and pin!

Next issue: Send us your highest score for THUNDER BLADE.™

In our next issue, we'll feature the Top 5 scores for Thunder Blade. When you reach your highest score, take a

photo of your TV screen with your Thunder Blade score showing. (Don't use a flash when photographing!) 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 Thunder Blade 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 Thunder Blade score soon, and if you make the Top 5, you'll win a Sega T-shirt! If you make the top score, you'll also win a hat and pin!

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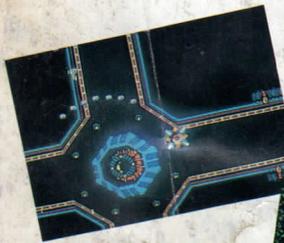
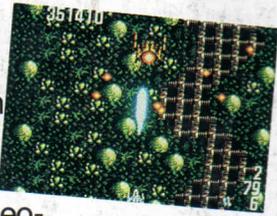
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