

# SEGA®

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INSIDE

THE TEAM SEGA® NEWSLETTER • DEC. '89, NO. 7 • \$3.50

## ALEX KIDD:™ High Tech World



### Hot times at Sega!

- Mega-hints for Sega Master System®!
- **FREE ALTERED BEAST™** Genesis® poster inside!
- Five awesome new Sega Master System games!

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# Sega blasts the dust off the gaming world!

It's explosive. It's ripping down the boundaries of home video games. Burning up the dull and boring. Storming into bold, new adventures. It's absolutely mind-blowing.

It's Genesis®.

Our dynamite new 16-bit system is packed with the power and unmatched excitement of real arcade games. Get down with stereo sound and ultra-high definition, eye-popping graphics. Want a taste of the future? Then check out the poster in the middle of this newsletter.

Never fear, all you disciples of the Sega Master System! Genesis marks the dawn of a new era, not the end of 8-bit fun. We've got five fabulous new 8-bit games you'll want to jam on all night long: *Wonder Boy III: The*

*Dragon's Trap*, *Alex Kidd: High-Tech World*, *Alf*, *Casino Games*, and *Wanted*. We're here to tell you all about them and give you a bonanza of hints. And we've got even more games up our sleeves for future release.

With the introduction of the new Genesis system attracting so much attention, we want to remind the legions of Sega Master lovers that there's some incredible new stuff coming your way.

We're dedicated to bringing you the outstanding fun you're looking for. So limber up those playing fingers, gas up your gaming skills, and stay tuned.

## Your Friends at Sega

**CALL 1-800-USA-SEGA FOR CUSTOMER SERVICE, HINTS AND MUCH MORE  
SEGA IS RIGHT THERE READY TO ANSWER ALL YOUR QUESTIONS**

### Ask the SEGA® MASTER

**Q:** Are there any tricks in ALIEN SYNDROME™?

*Luis Gomez  
Chicago, IL*

**A:** You get 500 points each time you take out a defender on the floor. You'll get a free man at 50,000 points and another at 150,000.

**Q:** How can I get by Janken the Great in the brown castle in ALEX KIDD IN MIRACLE WORLD?

*Chris Hitchcock  
Cheyenne, WY*

**A:** Choose "paper then paper." Jump over the balls he throws, and punch him in the forehead twice. Don't ever hit him from behind.

**Q:** Can I choose levels on RASTAN®?

*Rob Files  
E. Wenatchee, WA*

**A:** No, but you can get unlimited men. When the Sega logo appears on the screen, hold down the lower left corner of the Directional Pad One plus buttons 1 and 2 until you see the RASTAN® title screen. If it worked, the word "Rastan" will be blue.

**Q:** I don't understand how to get the Laconian Armor in PHANTASY STAR™ Can you help?

*Daniel Freedenberg  
Ridgewood, NY*

**A:** Go to the Morgue on Dezoris. Follow the main hallway and take the fifth hallway on the right. When you're facing a door, use Myau's spell of Trap. Enter to get the Armor. Use the flute to exit the Morgue.

**Q:** I can't seem to pass Stage 3 in THUNDER BLADE™ The helicopters and ships shoot me down every time. What can I do?

*Javier Salazar  
San Diego, CA*

**A:** In the Ocean Level, fly and shoot in a clockwise circular motion. Be sure to cover each corner of the screen and just keep flying.



# Wonder Boy™ III: The Dragon's Trap



***He's back — but he's just not his old self anymore***

Down in the depths of his castle is the wicked Meka Dragon's lair. There you must go, to defeat the dragon and save Monster Land.

But even when you win, the battle is not over. Because with his last, dying breath the Meka Dragon transforms you into a Lizard Man. To return to human form, you must trust to the magic of the Salamander Cross...if you survive the search for it.

The Dragon's Trap sends you across deserts, through jungles, under the sea, and even underground as you combat a host of hostile creatures. Each dragon you defeat changes you into yet another form with its own strengths and weaknesses.

You can use the passwords you find in the church in town to return to the game in your last form after you've died. Explore the possibilities of each new being you become — they're part of the key to finding the Salamander Cross!



# Hot Hints for *Wonder Boy™ III: The Dragon's Trap*

## Human

To kill the Meka Dragon, stand all the way in the left corner. Wait for him to come close. Jump and stab him in the nose.

## Lizard Man

Get the Password in the Church. After you find the treasure chest, open it to receive a heart.



Once out of the cave, go right over the islands and to the building.

Get the key from the treasure chest behind the left door.



To kill the Mummy Dragon, jump and shoot fire at his nose. Don't let him touch you.

forest is an opening in the ground. Drop down the opening into the water. There are two doors

to the right. (The solid door returns to the beginning city.) Open the treasure chest to get a heart.

To kill Dragon Zombie, wait for him to get full size and hit him in the face. Do not try to kill him in his flattened form.

## Mouse Man

Go all the way left, and crawl over the mouse block area. At the end of the

# Casino Games™

## Ante up and test your gambling skill

Okay, big spender, here's your chance to make or break your fortune without risking any of your own money — an offer you can't refuse. Club Sega stakes you to \$500, then you're on your own to build that into a \$1 million fortune or lose it all. It's up to chance and your gambling skill.

In Casino Games you can go up against skilled gamblers in a fast game of draw poker or challenge the dealer in Black Jack. Play Baccarat, game of choice for suave secret agents, or try your luck at a

row of slot machines. Need a break from the tensions of all that gambling? Get into a fast game of pinball.

Don't worry if you've never stepped foot into a casino. We explain the rules and terms of each game and give you some tips on strategy. It's a sure bet you'll have the time of your life.





# Alex Kidd™: High-Tech World

**The good little guy with big ears is off in search of the wildest arcade ever**

So here it is, 9 a.m., and your friend Paul tells you all about this incredible new High-Tech World Arcade that's just opened.

It shouldn't be a big deal to get there; after all, you're Alex Kidd, Crown Prince of Radactian on the Planet Aries.

Except that your "friend" has torn up the map that shows the way into eight pieces and hidden them.

Great. So now you have to chat up the often weird and usually tricky folks in the castle to find the pieces and put them together. Once that's done, it's a simple stroll through the

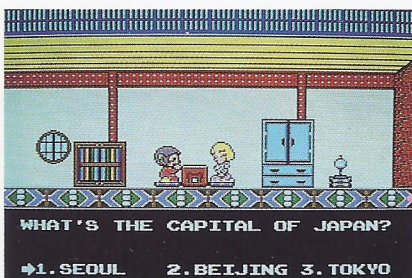


forest, which, incidentally, is full of blue Ninjas hurling deadly throwing stars. If you survive that, all you have to do is find the Travel Pass in the village and the most outrageous arcade fun is yours.

Oh, did we mention that the Arcade closes at 5 p.m.? So get a move on!

## High Tech Hints

**Castle** — To find three of the eight map pieces:



• See James on the fourth floor. Go to the third floor

to take your test with Mary.

- Visit Alex's parents on the fifth floor twice. The first piece they give you is fake, so go in again to receive the real piece.
- Return to James after finishing the test. He'll give you a burnt piece of the map (don't touch this piece yet), then call Rockwell (1234321). Go to the

first floor and enter the empty room to the right of



the clock, five to six times, until Rockwell appears.



# The Alfer's off on an adventure and he needs your help



Everyone's favorite furry alien is getting lonesome here on Earth. The Tanners are great and all, but he'd really like to hang out with his fellow fuzzy Melmacians, Rhonda and Skip, for awhile. But they're up

there on Mars, and he's down here with a spaceship that's a little worse for wear after that crash landing back in 1986.

Ha! No problem.

There's a repair kit on the moon. Now all you have to do is find the things Alf needs to get there. There's a space scooter that might help, if you can find it and figure out how to make it work.

Check out the house thoroughly, then explore a bat-infested cave (yuck). Patrol the streets. Dive into a deep lake. You'll need to keep one eye over your shoulder at all times, because the Alien Task Force is after our Alfer. Get set to have a blast with the Alien Bad Boy.

## Sega Secrets for Alf®

To begin, go left and enter the house.

In the kitchen, jump up and get the **CAT** on the counter. Stand in front of the refrigerator and open



the door. Jump up and get the **SALAMI**.

Go left to the hallway with three doors. Open the middle door and go down the stairs. Release the cat and he will kill the rat. Jump and turn the light, then go left to the cave.

While in the cave, beware of the rats on the floor and stay along the top as much as possible. Use the sa-



lami to ward off the bats. Try to hit the bats when they are at elbow height. At the end of the cave there is a shack containing a **GOLD NUGGET** worth \$50.



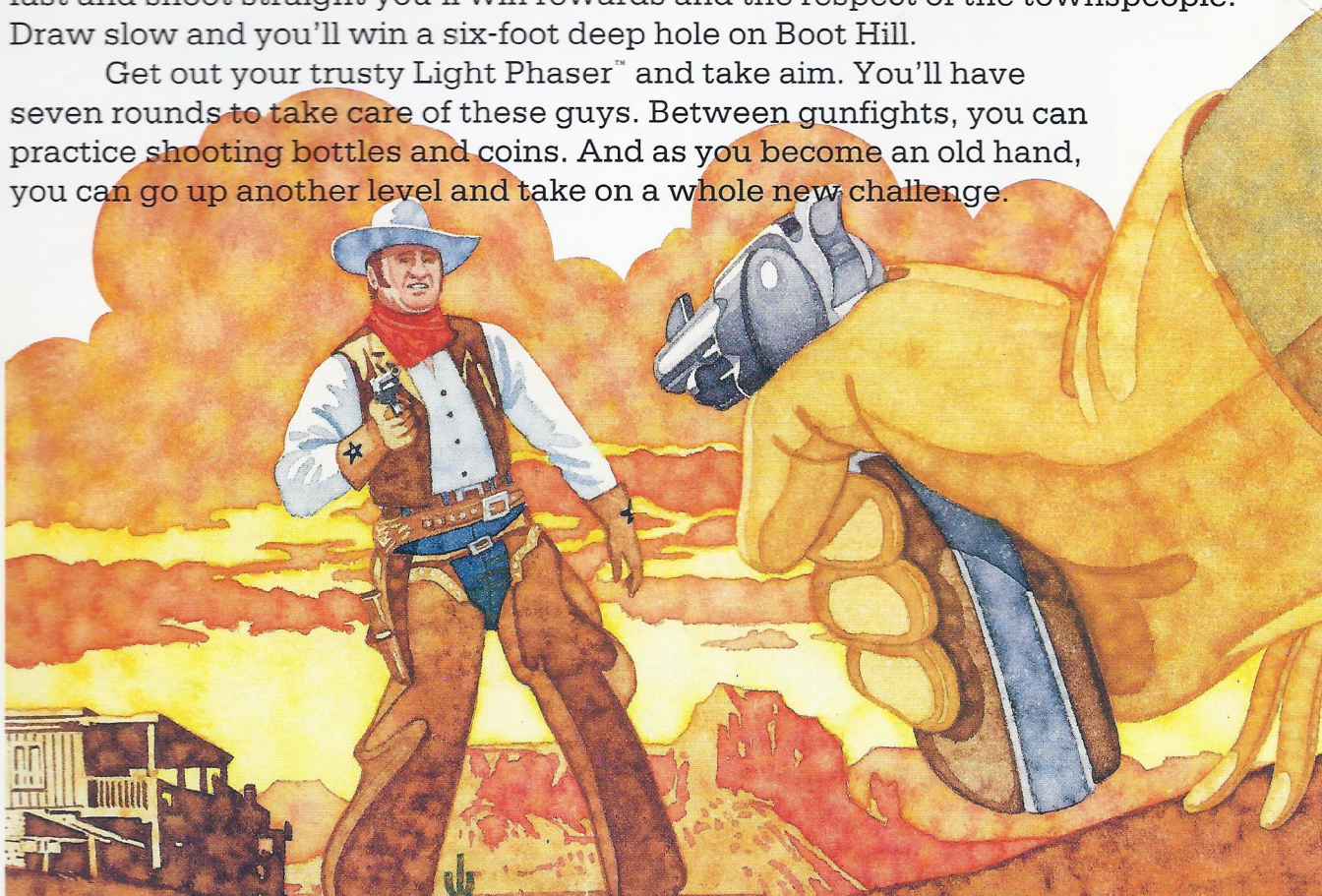
***Saddle up, hombre, and ride on into a western adventure***

# ***Wanted***<sup>TM</sup>

Back in the days of the Wild West, tumbleweed blew down dusty streets and honky tonks played in noisy saloons. Outlaws had the upper hand over decent folk. Till the sheriff rode into town, tin badge gleaming in the hot sun.

In *Wanted*, you're the sheriff, and you've got your work cut out for you. There are bad actors everywhere and they're gunning for you. If you draw fast and shoot straight you'll win rewards and the respect of the townspeople. Draw slow and you'll win a six-foot deep hole on Boot Hill.

Get out your trusty Light Phaser<sup>TM</sup> and take aim. You'll have seven rounds to take care of these guys. Between gunfights, you can practice shooting bottles and coins. And as you become an old hand, you can go up another level and take on a whole new challenge.



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# 3 Hot New Titles For The Sega Master System



***Cloud Master™***



***Captain Silver™***



***Walter Payton™  
Football***

***Available now at stores near you!***

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