

**YOU NEED THESE
FOR THE MOVIES,
BUT NOT FOR
SEGA'S SUBROC-3D™**

SEGA



SEGA SHOWCASE PREMIERE

SUBROC-3D™



SEGA SHOWCASE PREMIERE

THE WORLD'S FIRST THREE DIMENSIONAL VIDEO GAME

The world's first truly 3-D video game is here and so is your ticket to new dimensions in cash collections. SEGA technology and creativity present SUBROC-3D™, a unique and astonishing new game that brings game play to amazing visual life — *without 3-D eyeglasses.*

Sophisticated hardware systems, advanced software techniques and a revolutionary 3-D viewscope make SUBROC-3D a completely new experience in player excitement, realism and game play challenge.

A new Dual Playfield, fantastic stereo sound effects, exhilarating new action and challenge are just some of the reasons SUBROC-3D is the smashing new entertainment hit of the season.

For more information on how SEGA's futuristic new game, SUBROC-3D, can give your arcade or locations many, many repeat performances, contact your authorized SEGA distributor today.

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THE MANY NEW DIMENSIONS OF SUBROC-3D™

The revolutionary 3-dimensional quality of SUBROC-3D was jointly developed by SEGA Enterprises and Matsushita Electric Industrial, Co., Ltd., a worldwide leader in video equipment. Matsushita is supplying SEGA with the 3-D viewing system. Matsushita products are marketed in the U.S. under the Panasonic brand name — which assures you of superior product quality in SEGA's new SUBROC-3D game.

In the field-tested SUBROC-3D viewing system, a picture for the left eye and another for the right eye are alternately displayed on the monitor screen at the rate of 30 images per second. The 3-D viewer system

incorporates special shutters for both the left eye and the right eye, which operate in synchronization with the screen images. Thus by looking at the dual images with the right and left eye separately, a 3-dimensional picture is formed by a combination of parallax and the after-image effect.

New Playfield

SUBROC-3D features a "two-scenes-in-one" seaspace playfield in which the player can maneuver his SUBROC™ craft to skim the ocean while battling seaships, or soar the stratosphere for high-flying action against enemy space ships and flying saucers. Through day, dusk, night and dawn sequences, SUBROC-3D takes the player on a fantastic journey through a spectacular array of 3-D color changes.

New Sound Effects

Dynamic stereo effects put the player in the middle of the action with "surrounding" sounds of explosions, spacecraft and sea vessels. It is an audio extravaganza using Doppler electronic

principles, techniques well established in today's sophisticated stereo music equipment.

New Action

SUBROC-3D is an intense battle of macho skill. Maneuvering higher, lower, left and right, the player guides his SUBROC craft against enemy ships on the sea and in the air, and to destroy the elusive, barrier-protected Command Ship at the end of each action-packed round.

Throughout game play, the player can choose between air and sea battle. Up and down buttons on the viewscope's right handle change SUBROC's altitude while left and right turns are accomplished with the left handle, which is also equipped with the fire button.

New Results

SUBROC-3D will be your showcase video game at every location. SUBROC-3D is a proven traffic builder, its mere presence commands attention!

SUBROC-3D is operator adjustable from three to five player ships and varying skill levels, and is available in

upright or cockpit models. Experience the thrill and excitement of SUBROC-3D for yourself. It's a great investment for long term player appeal.

For more information contact your authorized SEGA distributor or the factory.

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Cockpit model: 64½" high, 26½" wide, 61½" long, 379 lbs.

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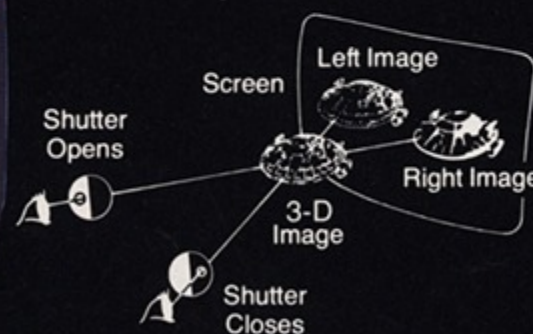


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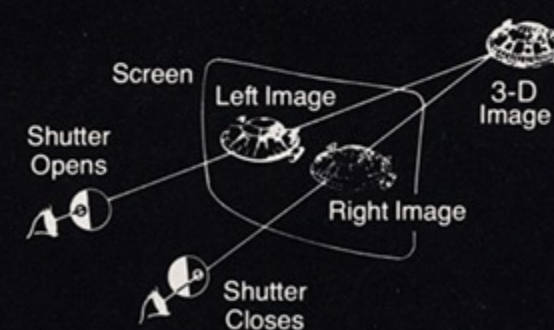


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Upright model features pull-out platform that allows younger players to view and play SUBROC-3D. 73½" high, 33½" deep, 26¾" wide, 311 lbs.