A photograph of a dark-stained wooden double door. The upper portion of each door leaf features a transom window with a grid of nine rectangular panes. The top row of panes has arched tops. Through the glass, a blurred interior scene is visible, showing people in a room with warm lighting. The lower portion of the doors has a traditional six-panel design. A small, white, rectangular sign is taped to the left door, partially covering the transom. The sign has the words "STANDING ROOM ONLY" written in black, handwritten capital letters. The door is set into a dark wall, and the floor in the foreground is dark and out of focus.

STANDING
ROOM ONLY



EVERY NIGHT'S SATURDAY NIGHT!

The place is packed, and this is just a week night!

That's because Gremlin/SEGA's new ASTRO BLASTER game gives your players the new video thrills they've been looking for.

First, the compelling voice of Mission Control grabs their attention, calling them over to play.

Then players are dazzled by the ASTRO BLASTER's 29 different elusive targets, each with its own exciting sound. Every game is a daring, do-or-die battle for control of the galaxies.

So feel the excitement. See the over 250 colors. And experience the attention-getting voice of THE ASTRO BLASTER.

It's talking crowd-pleasing profits for you!

Astro Blaster™

"ALERT, ALERT . . . INVADER SHIPS IN SECTOR ONE . . . BATTLE STATIONS!!"

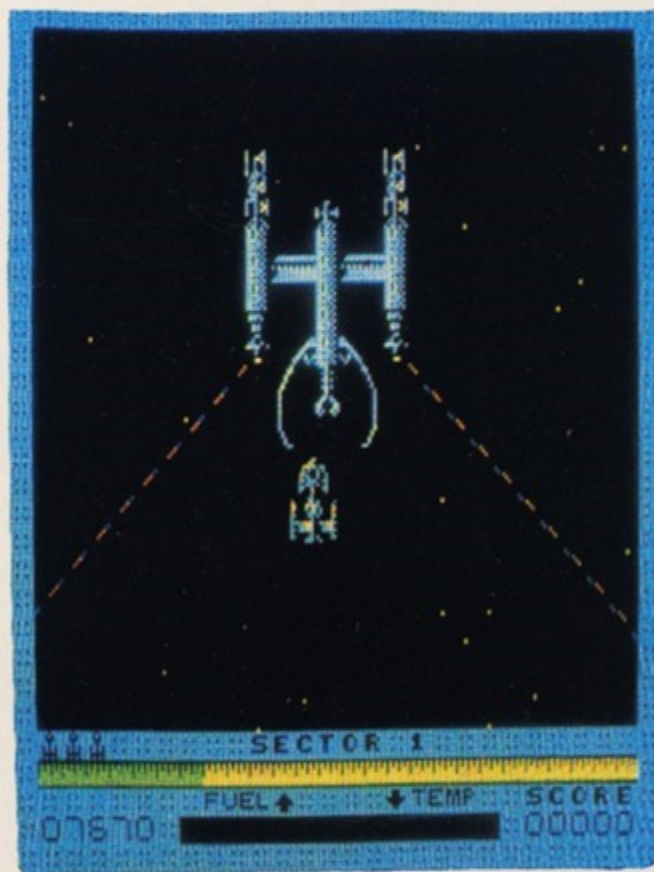
With that exciting warning, the synthesized Mission Control voice signals the start of your most challenging, thrill-packed video adventure.

Starting with 3 to 5 fully fueled ships (the number determined by the operator), your mission is to blast all targets before refueling by the Mother Ship. Then, advance to the next game sector where you meet more missile-firing, multi-colored invaders.

"LASER TEMPERATURE CRITICAL!!"

Make every shot count.

Because if you don't manage your firing efficiently, laser temperature rises and the voice of Mission Control warns you firing



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FEATURES THAT SPEAK FOR THEMSELVES!

could stop completely until the laser temperature cools.

Mission Control also gives you voice updates on fuel supply, ships remaining and more, playing a vital role in your successful star battle.

"WARP ACTIVATED . . . 10, 9, 8, 7 . . ."

The ASTRO BLASTER game also lets you play for time, using the Time Warp.

When the action is toughest, each of your ships gives you one chance to hit the Time Warp button, slowing down invader ships and their missiles. Meanwhile, Mission Control counts down your remaining Warp Time.

Point value is determined by target size and speed, with the smaller, faster targets earning you the most points. You also win bonus



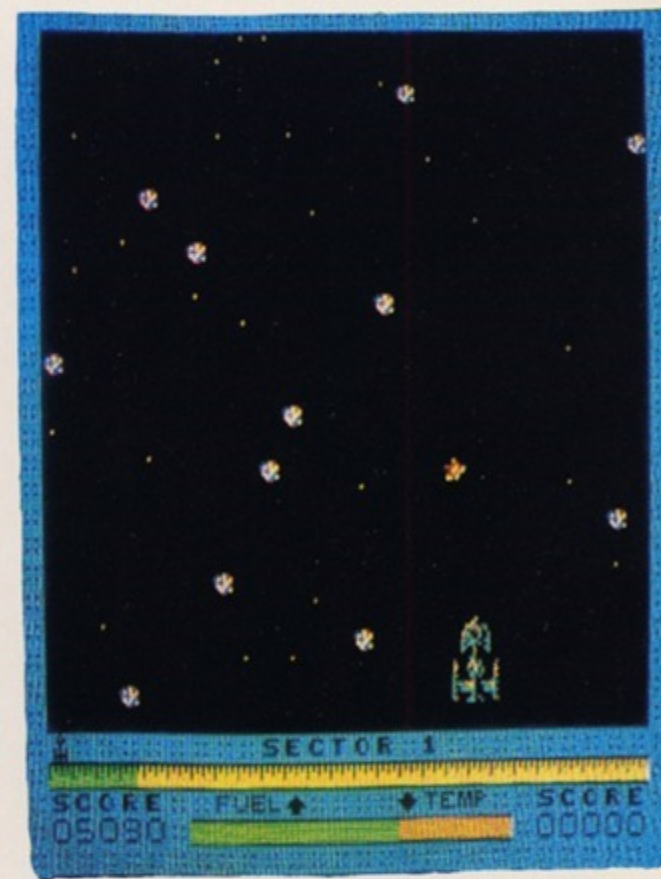
points by completing specific tasks. But the bonuses are secret, adding even more excitement to the game.

"ONE SHIP REMAINING . . . EXERCISE EXTREME CAUTION!!"

To keep the ASTRO BLASTER game a thrilling challenge to both experienced players and beginners, Gremlin/SEGA's exclusive MultiPhase™ makes each new game sector tougher than the one before, with enemy targets coming faster and firing more missiles.

The game ends when you've lost all ships, run out of fuel, or if you destroy your ship while docking to refuel. But even though the game's ended, with ASTRO BLASTER the fun never stops!

For more information, call your nearest Gremlin/SEGA distributor. Or write:



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