

The

SEGA

Master System

Encyclopedia Book

Copy/Paste
by:

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I made this book after I had done the PSX book and needed something smaller to cooldown the OCD overdose I had. Another similar book I made was a NES book, including several other book in the same vein, from TMNT toys to Point and Click games. I like to catalog and categorize stuff, like all the comic I buy, I put in excel lists and every game I own I do the same with.

I made this book for myself as as a fan of the Sega Master System. I have tried to make the book well presented and easy to look through. Although spelling errors are present, try to look past it and don't get to hung up on them. I suck at grammar, i know:(

If you are happy with the book then please look at some of the websites on the "Reference Guide" page. Find a site that you like and give them some spending money. Or give cash to something you belive in. A kickstarter project or something, i don't know?

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from: Daniel aka DaddaRuleKonge
DaddaRuleKonge.com

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

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Sega Master System

This is a short wikipedia introduction for the Sega Master System.

In the early 1980s, Sega Enterprises, Inc., then a subsidiary of Gulf and Western, was one of the top five arcade game manufacturers active in the United States, as company revenues rose to \$214 million. A downturn in the arcade business starting in 1982 seriously hurt the company, leading Gulf & Western to sell its North American arcade manufacturing organization and the licensing rights for its arcade games to Bally Manufacturing. The company retained Sega's North American R&D operation, as well as its Japanese subsidiary, Sega of Japan. With its arcade business in decline, Gulf & Western executives turned to Sega of Japan's president, Hayao Nakayama, for advice on how to proceed. Nakayama advocated that the company leverage its hardware expertise gained through years working in the arcade industry to move into the home console market in Japan, which was in its infancy at the time. Nakayama received permission to proceed with this project, leading to the release of Sega's first home video game system, the SG-1000.

The SG-1000 was first released in Japan on July 15, 1983, at a price of JP¥15,000. It released on the same day as Nintendo launched the Famicom in Japan. A computer version of the console with a built-in keyboard was released by Sega as the SC-3000, also known as the Sega Computer 3000, as well as the upgraded SC-3000H. The SG-1000 was later released in Australia through John Sands Electronics, as well as in Italy, Spain, and other countries.



SG-1000

The SG-1000 made little impact on the video game industry, but it did serve as the predecessor to the Master System.

Designed by an internal division of Sega referred to as the "Away Team", the same team that had designed the SG-1000, the Mark III was a redesigned iteration of the previous console. The CPUs in the SG-1000 and SG-1000 II were Zilog Z80s running at 3.58 MHz, while the Mark III, SC-3000—a computer version of the SG-1000—and Master System feature a Z80 running at 4 MHz. The Mark III and Master System also carried over the Sega Card slot used in the SG-1000. According to Edge, lessons from the SG-1000's lack of commercial success were used in the hardware redesign of the Mark III, and the console was designed to be more powerful than the Famicom.



SEGA MARK III



SEGA MASTER SYSTEM

For the console's North America release, Sega restyled and rebranded the Mark III under the name "Master System", similar to Nintendo's own reworking of the Famicom into the Nintendo Entertainment System. The "Master System" name was one of several proposals Sega's American employees considered, and was ultimately chosen by throwing darts against a whiteboard, although plans to release a cheaper console similarly referred to as the "Base System" also influenced the decision. Sega Enterprises Chairman Isao Okawa endorsed the name after being told it was a reference to the competitive nature of both the video game industry and martial arts, in which only one competitor can be the "Master". The futuristic final design for the Master System was intended to appeal to Western tastes.

Sega released the Mark III in Japan in October 1985 at a price of ¥15,000. Despite featuring technically more powerful hardware than its chief competition, the Famicom, the Mark III did not prove to be successful at its launch. Difficulties arose from Nintendo's licensing practices with third-party developers at the time, whereby Nintendo required that titles for the Famicom not be published on other consoles. To overcome this, Sega developed its own titles and obtained the rights to port games from other developers, but they did not sell well. NEC later used the same strategy on some of Sega's titles when developing games for the TurboGrafx-16. In preparation for the launch, game designer Mark Cerny has stated that "pressure was very, very high", with a typical game being allotted only three months of development time.

After being restyled the "Master System", the console was released in North America in 1986 at a price of US\$200, including a multicart of the games Hang-On and Safari Hunt. It and Nintendo, which was similarly exporting the Famicom to the US as the NES, planned to spend \$15 million in fall and winter 1986 to market their consoles; Sega hoped to sell 400,000 to 750,000 consoles in 1986. However, as in Japan, the Master System in North America suffered from a poorly received game library compared to its competition. By 1988, Nintendo commanded 83 percent of the North American video game market share. Sega claimed that "our system is the first one where the graphics on the box are actually matched by the graphics of the game", and marketing for the Master System was targeted at bringing home the arcade experience, but its marketing department was run by only two men, giving Sega a disadvantage in advertising.

The European launch of the Master System occurred in 1987. Virgin Mastertronic focused marketing the Master System on ports of Sega's arcade games and positioning it as a superior alternative to the Commodore 64 and the ZX Spectrum home computers in terms of video games. As a result of this marketing and of Nintendo's less effective approaches in Europe, the Master System began to attract European-based developers. The Master System held a significant part of the video game console market in Europe through the release of Sega's succeeding console, the Mega Drive. Brazil was also a successful market for the Master System, where the console was released in 1989 and distributed by Tectoy.



SEGA MASTER SYSTEM II

Sega released the Mega Drive, a 16-bit video game console, in Japan on October 29, 1988. The final commercial release for the Mark III and Master System in Japan was Bomber Raid in 1989. During the same year, Sega was preparing to release the new Mega Drive, relabeled as the "Sega Genesis", in North America. In 1990, Sega released the remodeled Master System II, designed to be a lower-cost version of the console which also removed the Sega Card slot. Sega promoted the new model themselves, but the console still sold poorly in the region. In 1991, Nintendo was found guilty of violating United

States antitrust law and forced to abandon some of its licensing practices, but the Master System had already been in decline long before. By early 1992, Master System production ceased in North America. By the time of its discontinuation, Master System had sold between 1.5 million and 2 million units in the United States, finishing behind both Nintendo and Atari, which controlled 80 percent and 12 percent of the market, respectively.

Contrary to its performance in Japan and North America, the Master System was eventually a success in Europe, where it outsold the NES by a considerable margin. As late as 1993, the Master System's active installed user base in Europe was 6.25 million units, larger than that of the Mega Drive's 5.73 million base that year. Combined with the Mega Drive, Sega represented the majority of the console user base in Europe that year. The Master System's largest markets in the region were France and the United Kingdom, which had active user bases of 1.6 million and 1.35 million, respectively, in 1993. The remodeled Master System II also proved to be successful and helped Sega to sustain the Master System's market share in Europe. The Master System has also had continued success in Brazil, where new variations have continued to be released long after the console was discontinued elsewhere. By 2012, the Master System had sold 5 million units in Brazil.

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장풍 3

절찬 판매중!!

놀라운 파워업/뛰어난 그래픽/화려한 액션의 쾌거

- 기종 : 알라딘보이
- 제작사 : (주) 씨에코
- 용량 : 8M
- 장르 : 대전 액션

폭염을 뚫고 살아남은 순수 국산력 시리즈 3탄 「장풍 3」가 있다!!

악의 나치스 군대를 무찌르기 위해 장풍 12전사가 다시 뭉쳤다.

Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

SEGA8bit



“Welcome to Sega8bit.com, one of the few fan sites dedicated to the Sega Master System.”

- Used for screenshots, some trivia info, rarity.

A great web site for SMS collectors as the site includes detailed information on the library of games as well as being easy and nice to look through.

<http://www.smstributes.co.uk/>

Out of Print Archive



“ This site is strictly created for the purpose of preservation and education.”

A great web site that includes loads of magazine scans, including Sega magazines.

http://www.outofprintarchive.com/magazine_catalogue_UK.html

SegaCollect.com



“Welcome to my first ever blog. I have been a fan of Sega since I first got a Master System about 18 years ago.”

A blog on Sega collecting. It has a nice piece on one of the smurf game for SMS, among other articles.

<http://segacollect.blogspot.no/2008/08/les-schtroumpfs-les-schtroumpfs-autour.html>

GameFAQs



“Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews.”

- Used pictures and the review score.

A great website regarding many of games released with loads of information, faqs and pictures.

<http://www.gamefaqs.com/>

Sega Retro



“Welcome to Sega Retro, a project from the people behind Sonic Retro. We aim to cover everything possible about Sega from the 1940s to today.”

- Used for info guide, some screenshots.

A giant wiki archive on everything Sega. An invaluable site on information about the SMS among other Sega related things.

http://segaretro.org/Main_Page

Moby Games



“MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014.”

- Used for info.

A good site for information and pictures on much of the games released.

<http://www.mobygames.com/>

Codiekitty.com



A cartoon blog. It has a fun little page on the many weird SMS covers.

<http://www.codiekitty.com/File/Master/games.htm>

Corporations



Sega (originally short for Service Games), officially styled as SEGA, is a Japanese multinational video game developer, publisher, and hardware development company headquartered in Tokyo, Japan, with multiple offices around the world.

Sega's roots can be traced back to a company based in Honolulu, Hawaii named Service Games, which began operations in 1940. In 1951, Raymond Lemaire and Richard Stewart moved the company to Tokyo, Japan to develop and distribute coin-operated jukeboxes, games, and slot machines. Within a few years Service Games began importing these machines to American military bases throughout Japan.

In 1982, Sega's revenues would surpass \$214 million, and they introduced the industry's first three-dimensional game, SubRoc 3D. The following year, an overabundance of arcade games led to the video game crash, causing Sega's revenues to drop to \$136 million. Sega then pioneered the use of laser disks in the video game Astronbelt, and designed and released its first home video game console, the SG-1000 for the second generation of home consoles.

On November 27, 1998, Sega launched the Dreamcast, their final console, in Japan. The console was competitively priced, partly due to the use of off-the-shelf components, but it also featured technology that allowed for more technically impressive games than its direct competitors, the Nintendo 64 and PlayStation. An analog 56k modem was also included, allowing for online multiplayer. It featured titles such as the action-puzzle title ChuChu Rocket!, Phantasy Star Online, the first console-based MMORPG, "Quake 3 Arena" and Alien Front Online, the first console game with online voice chat. The Dreamcast's launch in Japan was a failure; launching with a small library of software and in the shadow of the upcoming PS2, the system would gain little ground, despite several successful games in the region.

On January 23, 2001, a story ran in Nihon Keizai Shimbun claiming that Sega would cease production of the Dreamcast and develop software for other platforms in the future. After initial denial, Sega Japan then put out a press release confirming they were considering producing software for the PlayStation 2 and Game Boy Advance as part of their "New Management Policy". Subsequently on January 31, 2001, Sega of America officially announced they were becoming a third-party software publisher. The company has since developed into a third-party publisher that oversees games that launch on game consoles produced by other companies, many of their former rivals, the first of which was a port of ChuChu Rocket! to Nintendo's Game Boy Advance. On March 31, 2001, the Dreamcast was discontinued.

By March 31, 2002, Sega had five consecutive fiscal years of net losses. To help with Sega's debt, CSK founder Isao Okawa, before his death in 2001, gave the company a \$695.7 million private donation, and talked to Microsoft about a sale or merger with their Xbox division, but those talks failed. Discussions also took place with Namco, Bandai, Electronic Arts and again with Microsoft. In August 2003, Sammy bought the outstanding 22% of shares that CSK had, and Sammy chairman Hajime Satomi became CEO of Sega. During mid-2004, Sammy bought a controlling share in Sega Corporation at a cost of \$1.1 billion, creating the new company Sega Sammy Holdings, one of the biggest game manufacturing companies in the world.

Sega, along with their many substudios, are known for their multi-million selling game franchises including Sonic the Hedgehog, Virtua Fighter, Phantasy Star, Yakuza, and Total War, amongst many others.

Sega

Founded	1940
Parent	Sega Sammy Holdings
Headquarter	Ōta, Tokyo, Japan
Employees	2,226 (2014)
Website	sega.com



Sega Headquarters complex in Ōta, Tokyo

Tec Toy

Industry	Toys
Founded	1987
Headquarter	São Paulo, Brazil
Website	tectoy.com.br



Tectoy (known as Tec Toy before late 2007) is a Brazilian videogame and electronics company. They are best known for producing, publishing and distributing Sega's consoles and video games in Brazil. The company stock is also traded at Bovespa.

Tectoy was founded in 1987 by a group of former Sharp engineers led by Daniel Dazcal, with the purpose of making electronic toys, a niche that other Brazilian toy manufacturers had failed to notice. They quickly struck a deal to become the exclusive representative of Japanese video game giant Sega Enterprises Ltd.. Consequently, their first product was the Zillion infrared toy gun. In the coming years they would release all of Sega's game machines, from the Master System to the Dreamcast. Their success in the gaming field was so notable that toys became a minor part of their business.

With Tectoy, Sega had a huge advantage over rival Nintendo in the Brazilian market; although there were countless NES clones there, Nintendo had no official representatives until 1993. This way, the Master System was a massive success there, and Tectoy even made some game versions not released anywhere else. During the 1990s, Tectoy had 80% of the official Brazilian market.

Besides the video games, Tectoy's most successful toy was Pense Bem ("Think well" in Portuguese): using books (themed history, geography, mathematics, etc.) with questions, the kids clicked the buttons with alternatives in a machine. The toy responded if it was right or wrong. Some Pense Bem books included famous characters like Monica's Gang, Sonic the Hedgehog, Dinosaurs and Donald Duck.



Core Design

Founded	1988
Defunct	2006
Headquarter	Derby, United Kingdom
Owner	Eidos (brand, intellectual property) Rebellion Developments (staff, assets)

Core Design Limited (stylised as CORE Design) was a British video game developer best known for Chuck Rock, Rick Dangerous and Tomb Raider franchises. For most of its history, it was owned by British publisher Eidos Interactive.

Based in the city of Derby, England, Core Design was set up in 1988 by Chris Shrigley, Andy Green, Rob Toone, Terry Lloyd, Simon Phipps, Dave Pridmore, Jeremy Heath-Smith, Kevin Norburn and Greg Holmes. Most were former employees of Gremlin Graphics.

The studio was part of distribution company CentreGold when it was acquired by Eidos Interactive in 1996. Eidos subsequently sold most of CentreGold, but retained U.S. Gold, the owners of Core Design. Core had a brief history of producing titles for the Sega consoles, such as Thunderhawk for the Mega-CD and later the original Tomb Raider game for the Sega Saturn.

In the aftermath of the poorly managed transition to the next generation of consoles and the subsequent damage to the Tomb Raider brand displayed in The Angel of Darkness, Eidos decided to shift development responsibilities of the franchise to its other subsidiaries, thereby bringing about Core Designs' eventual demise.

Core Design ceased to exist in 2006 after its assets were sold off and most key employees departed the company on the heels of the Angel of Darkness debacle.



Electronic Arts, Inc., also known as EA Games, is an American developer, marketer, publisher and distributor of video games. EA also owns and operates major gaming studios, EA Tiburon in Orlando, EA Canada in Burnaby, BioWare in Edmonton as well as Montreal, and DICE in Sweden.

Electronic Arts

Founded	May 28, 1982
Founder	Trip Hawkins
Headquarter	Redwood City, California, U.S.
Employees	9,370 (2013)
Website	EA.com

In February 1982, Trip Hawkins arranged a meeting with Don Valentine of Sequoia Capital to discuss financing his new venture, Amazin' Software. Valentine encouraged Hawkins to leave Apple Inc., in which Hawkins served as Director of Product Marketing, and allowed Hawkins use of Sequoia Capital's spare office space to start the company. On May 28, 1982, Trip Hawkins incorporated and established the company with a personal investment of an estimated US\$200,000. For more than seven months, Hawkins refined his Electronic Arts business plan. With aid from his first employee, Rich Melmon. He recruited his original employees from Apple, Atari, Xerox PARC, and VisiCorp, and got Steve Wozniak to agree to sit on the board of directors.

In the mid-1980s Electronic Arts aggressively marketed products for the Commodore Amiga, mistakenly believing that its low price and sophistication would cause the computer to supplant the Apple Macintosh. PC compatibles instead became the dominant personal computer. In 1990 Electronic Arts began producing console games for the Nintendo Entertainment System, after previously licensing its computer games to other console-game publishers. Eventually, Trip Hawkins left EA to found the now defunct 3DO Company.

In 2011 Electronic Arts was the world's third-largest gaming company by revenue after Nintendo and Activision Blizzard.

HiCom

Founded	1988
Defunct	2004
Headquarter	South Korea



HiCom were a video game developer and publisher headquartered in South Korea. They became e-SoftNet in October 1999.

Little is known about HiCom, however they are considered fairly important in the world of Sega as they were responsible for the distribution of consoles and games in South Korea, dating as far back as the Sega Mark III. Untill 1998 it was prohibited by Korean law to import and/or distribute Japanese media, including video games. The way around this was to license a third-party (preferably Korean) business to distribute a Japanese product. Nintendo did this as well, by letting Hyundai Electronics distribute the NES, renamed as Comboy. HiCom apparantly distributed the Sega Mark III and the Sega Mega Drive, but Oacs seems to be the official distributor of the Sega Mark III and Samsung distributed the Sega Mega Drive renamed as Super Aladdin Boy. The role of HiCom in the process is unknown.

HiCom became an official third-party developer for Sega of America in June 1996 in the hopes of providing Sega Mega Drive games to the west, however all of their titles were canceled as Sega focused more on the Sega Saturn. After becoming "e-SoftNet", they ceased to exist in 2004. All their MMO's stayed online, for they were mostly taken over by other studios (which often consisted of former e-SoftNet staff).

Ocean Software



Founded	1984
Defunct	1998 (Renamed)
Fate	Acquired by Infogrames in 1996 and renamed to Infogrames UK in 1998.
Headquarter	Central Street, Manchester, England

Ocean Software Ltd (also known in the United States as Ocean of America, Inc.), commonly referred to as Ocean, was a British software development company, that became one of the biggest European video game developers/publishers of the 1980s and 1990s.

The company's early releases in 1984 (Moon Alert, Hunchback, High Noon, Gilligan's Gold, Daley Thompson's Decathlon etc.) were developed in-house, but later in that year Ocean Software acquired its former Liverpool rival, the defunct software developer Imagine, and focus shifted from development to publication of games. Also in 1984, Ocean struck a deal with Konami to publish their arcade games for home computers.

One of the most recognizable features of Ocean games on the Commodore 64 was the Ocean Loader. Since this computer used cassettes as storage, loading a game could take several minutes. Ocean used a special loading system that displayed a picture based on the game and played music while the game was loading. The Ocean loader music is still popular by fans of chiptunes.

Ocean was famous for often buying the rights to make video games from different arcade, movie and television franchises. Many license games combined several styles for example featuring platform action and car driving. The most well received license games by Ocean were RoboCop (1988), Batman The Movie (1989) and Robocop 3 (1992), which featured 3D graphics in 16-bit versions. Also the adventure game, Hook (1992) got positive reviews. The 1986 game Batman got a rating of 93% in Crash magazine.



Probe Software

Acclaim Cheltenham was a British video game studio in Croydon, England. It was founded in 1984 as Probe Software by Fergus McGovern and Vakis Paraskeva, later renamed Probe Entertainment.

Founded	1984
Defunct	2004
Headquarter	Croydon, England
Parent	Independent (1984-1995) Acclaim Entertainment (1995-2004)

Probe Software were acquired by Acclaim Entertainment Inc. on October 10, 1995. In 1999, Probe Entertainment became Acclaim Studios London and a year later, changed to Acclaim Studios Cheltenham. Their USA based parent company, Acclaim, declared bankruptcy in 2004.

It was responsible for developing Mortal Kombat and Mortal Kombat II for the Sega Mega Drive and Extreme-G and Extreme-G 2 for Nintendo 64. They were also well known for successful licensed games such as Die Hard Trilogy and Alien Trilogy.

During their Probe years, the studio was responsible for porting many games to Sega systems, mainly those published by Acclaim or U.S. Gold.

Seibu Kaihatsu



Founded 1982
Headquarter Tokyo, Japan
Key people Hitoshi Hamada
Website seibu-kaihatsu.co.jp

Seibu Kaihatsu Inc. is a Japanese manufacturer of arcade games. The company was founded in 1982 at Chiyoda-ku, Tokyo, Japan as Seibu Denshi Inc., but changed to its current name sometime in 1984. It is currently owned by Hitoshi Hamada.

One of their earliest arcade hits was the 1989 rail shooter Dynamite Duke, one of the first to feature close combat with long-range shooting. A year later, Seibu Kaihatsu became best known for their 1990 vertical-scrolling shoot 'em up arcade game Raiden, which was successful enough to earn several sequels and spin-offs in its series of titles. In 1991, a development department known as Rise Corporation was spun from Seibu Kaihatsu. During the late '80s, Fabtek bought the rights to internationally distribute Seibu Kaihatsu's arcade titles outside of Japan.

In 1999, its arcade division vanished and its official website shut down. It was also rumored that they filed for bankruptcy; in fact, Seibu Kaihatsu temporarily disbanded itself. Therefore, Fabtek's international distribution rights expired while closing its business. During the same year, they established Mahjong Cats, right before the dissolution of their relationship with adult video game developers h.m.p. and Mink to develop adult mah-jong video arcade games. In 2005, the development staff left Seibu Kaihatsu to apply at MOSS, then bought the development rights to the Raiden franchise from Seibu Kaihatsu to develop Raiden III and Raiden IV in order to keep the franchise's fanbase hyped with Seibu Kaihatsu assisting them.

Software Creations was a video game developer based in Manchester, England, first established in 1987 by Michael Webb and Richard Kay.

Software Creations

Founded 1987
Headquarter Manchester, England



According to Richard Kay, Software Creations began in 1986 when Steve Ruddy responded to an advertisement he had placed in the Manchester Evening News.

Most of their early games were ports of budget titles to other platforms such as the Commodore 64, ZX Spectrum, Amiga, Atari ST, NES and the Game Boy. The company's breakthrough game was the Commodore 64 version of the arcade hit Bubble Bobble, a conversion which won critical acclaim and commercial success, and led to Software Creations being asked to do many more ports of popular arcade games. By this time the company had grown to include brothers Mike, Tim, and Geoff Follin, and artist Mark Wilson.

An early demo of Solstice: The Quest for the Staff of Demnos by Mike Webb won Software Creations a contract with Nintendo, leading to some high profile NES and Super NES games.

During the early 1990s, Software Creations was responsible for the development of sound tools used in the creation of music for the Nintendo 64 and its development systems.

Software Creations titles in their later years were all published by now the defunct company Acclaim Entertainment. By May 2002, Acclaim had purchased most of their assets and established their own in-house development unit called Acclaim Studios Manchester. Software Creations CEO Paul Hibbard moved over to the new company as General Manager after the take-over, with all titles produced under the name Acclaim Entertainment. Just prior to Acclaim's collapse in 2004, the Manchester studio was dismantled and sold off to try and cover Acclaim's financial difficulties.

U.S. Gold



Founded 1984
Fate Merged into Eidos Interactive
Headquarter Birmingham, United Kingdom

U.S. Gold was a British video game publisher and developer from the early 1980s through the mid-1990s, producing numerous titles on a variety of 8-bit, 16-bit and 32-bit platforms.

U.S. Gold was founded in Birmingham in spring 1984 by Geoff and Anne Brown as the publishing division of their software-distribution company Centresoft. Its primary purpose was to republish popular American computer games—which the company claimed, usually had larger budgets and longer production time than British games—in the UK and Europe. Brown sold them for £9.99, much lower prices than in the United States, and purchased full-colour advertisements in computer magazines. By 1985 the company claimed to expect \$6 million in annual sales. It planned to release 150 games that year from 24 American software companies, including up to 80 for the Commodore 64.

The company was voted Best Software House Of The Year at the Golden Joystick Awards. The publisher continued to expand their operation well into the 1990s. However, a number of their more lucrative licensing deals, particularly one with LucasArts, fell through, threatening to affect their income. In order to help consolidate their finances, they joined forces with Brown's UK software distributor CentreSoft to form the CentreGold Plc Group. Internal game development studios owned by U.S. Gold were the internally formed Silicon Dreams and acquired Core Design in 1994. While Core Design was wholly owned by CentreGold Plc Brown developed Tomb Raider within the US Gold publishing group at Core Design.

The last retail game to bear the U.S. Gold logo was Olympic Games: Atlanta 1996, released in June 1996 for the Sega Saturn, PlayStation, PC and 3DO. The remaining U.S. Gold games awaiting publication at the time of their acquisition by Eidos were released in August 1996 with the exception of Dream Team Basketball.

Zemina

Founded 1981
Headquarter South Korea



Zemina were one of many companies which provided software exclusively to the South Korean market, beginning with the Daewoo Zemmix (MSX) before progressing to the Sega Master System.

South Korea lacked copyright laws for computer programs until 1987, so Zemina spent many years hacking overseas games for a South Korean audience. The legality of some of their later releases is also questioned too, as newer laws only protected the game's code, not intellectual property rights. It is unknown whether Zemina had permission to create games for Sega's Master System (which was distributed by Samsung), or whether they had permission from third-party developers (such as Konami) to bring their games to the system.

Many of Zemina's Master System games were ports of MSX games which were themselves pirates of commercial games. These typically run using the Master System's first graphics mode (which was used for backwards compatibility with SG-1000 games), meaning they are essentially SG-1000 games "in disguise". This is because MSX and SG-1000 hardware is very similar in design.

The company faded away during the 1990s, presumably as copyright laws became more strict and Japanese competitors were allowed to enter the market.

Master System games

With about 360 Sega Master System games officially released during the console's lifespan (including the Mark III), the Master System has a sizeable set of games in its library, but far fewer than its successors. Though statistically better than its main rival, the NES, a lack of third-party support ultimately placed the console in a distant second place during the third generation of video game consoles.

The majority of the Master System's big hits were ported from the arcades, with *Fantasy Zone*, *Space Harrier*, and *Out Run* being amongst the more well known. Initially, Sega Master System games came in cartridge and "Sega Card" formats; the latter was phased out towards the end of the decade with developers adopting larger game sizes that only the carts could handle. By 1989 and 1991, the console had been phased out in Japan and North America respectively, but support continued to come in from European developers and publishers, and the console was kept alive well into the 21st century in Brazil.

In Japan, games were generally packaged in brown/gold cardboard packaging with rich and colourful artwork. In the west, games were packaged in plastic clamshell cases (which would also be used for the Mega Drive), featuring comparatively dull box art consisting of a grey grid on a white background and a simple graphic pertaining to the game. At first, during its early years in the 1980's, the covers had lots of unused space with only one graphic printed. However, as time went on, the covers became more colorful (especially in Brazil where later boxes were blue). Since 1991 onward in Europe, released games such as *Sonic the Hedgehog* (8-bit), *G-LOC: Air Battle*, *Mercs*, and *The Lucky Dime Caper Starring Donald Duck* have had their covers composed of a very large graphic of the game covering a majority of it, as well the game's title and the system's name, 'Sega Master System', shown in full on the upper half. Similar aesthetics were applied to the cartridge designs.

Brazil would receive a large amount of exclusive Master System games, often converted from the Game Gear, meaning many Master System games are now considered valuable collectors' items.

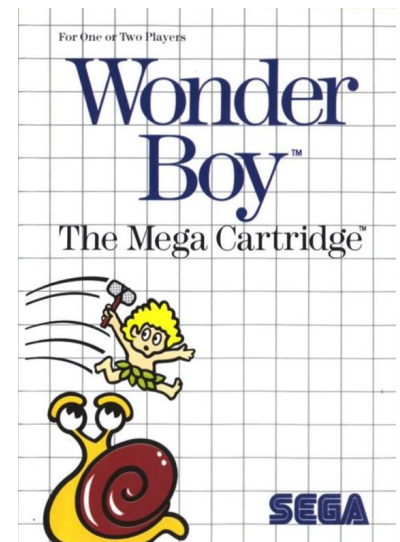
Sega Card

The Sega Card or Sega My Card media format was an alternative to cartridges, designed by Sega for use with the SG-1000 II, Sega Mark III and Sega Master System. The latter two used cards with the name Sega My Card Mark III in Japan, to differentiate them from those designed for Mark II hardware.

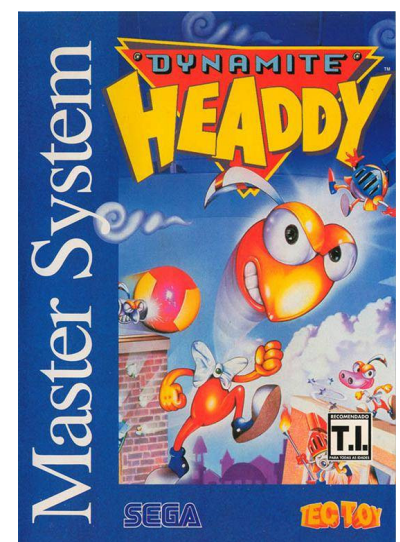
Sega Cards were typically cheaper to produce, but have a limited storage capacity of 32KB (128KB cards were planned at one point, but never released). The idea at the time was to distribute bigger games on cartridge to be sold at a higher price, while smaller games would be distributed on card at a reduced price. Sega backed both formats during the 1980s, but phased out the Sega Card format in 1989 due to limited popularity with consumers.



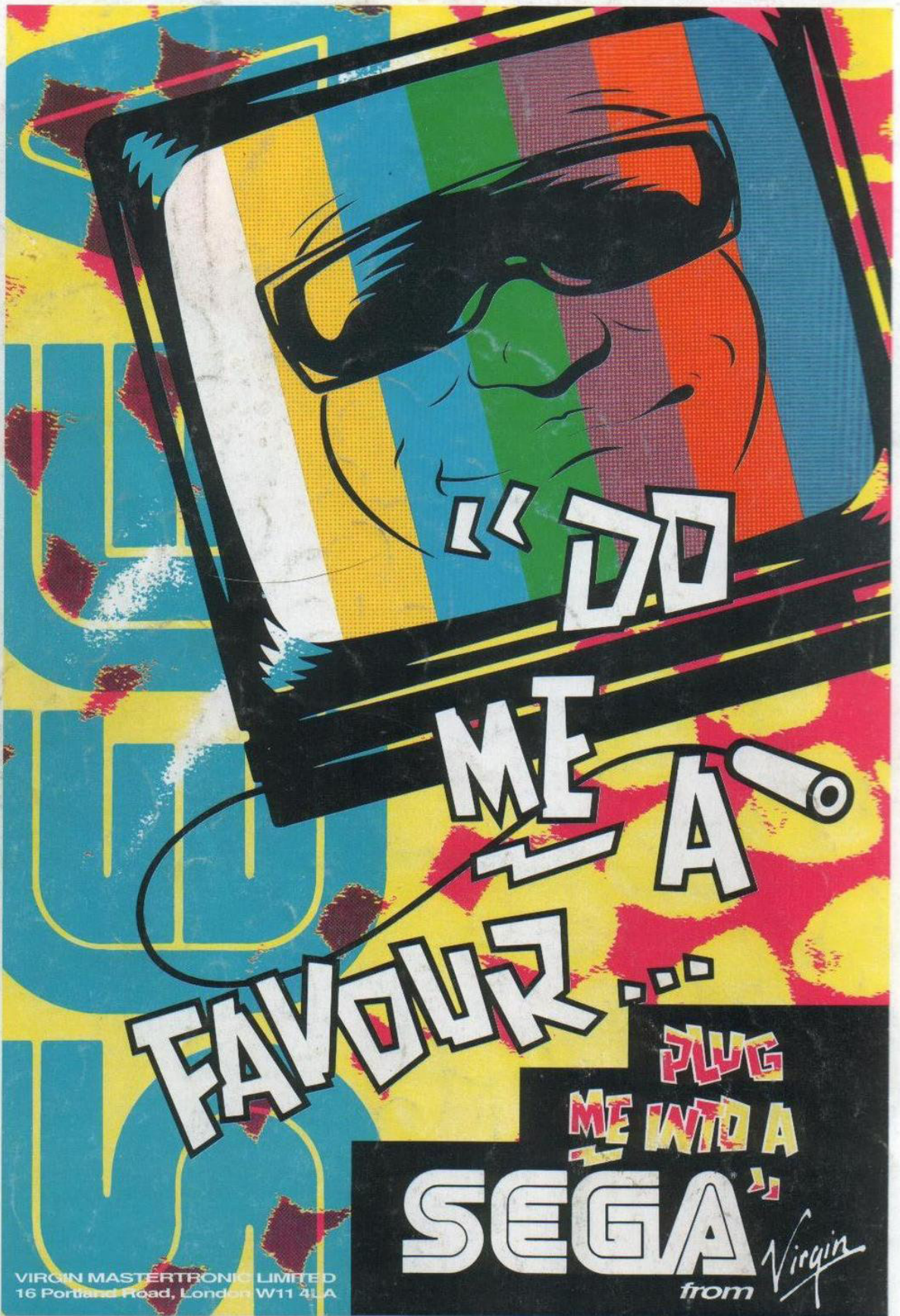
Japanese release



European release



Brazilian release



VIRGIN MASTERTRONIC LIMITED
16 Portland Road, London W11 4LA

PLUG
ME INTO A
SEGA
from *Virgin*

SMS GAMES

This is the main portion of the book. This is what i envisioned the book to be. A collection of every official SMS game with a sweet cover art, a screen-shot and some information about the game.

Page Break-Down

This is a break-down of what the PSX GAMES pages consist of:



A. Cover-Art

This is the cover. I mostly used the PAL version for this picture. I used GameFAQs for much of the pictures.

B. Title

This is a screenshot of the title. More often then not I used the website smstributes.co.uk for most of the pictures.

C. Info

The Info box is hard to get right. The Developers of SMS games is often different on sites, and it's difficult to find what is true. I suspect some of my information is wrong, and often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the SMS port for example. The Publisher are more often not a problem, and it is often credited to the same on the different web-sites. Release Date is also a little sketchy. In the info or trivia section, i wanted some sentences that was informativ, interesting, and/or fun. If i did not use wikipedia or change the content to much, and did a direct transcript, i would try to credit the source material. The credit is in *italic*.

D. Screenshot

This is a gameplay screenshot of the game, found wherever. More often then not on either mobygames.com or smstributes.co.uk.

F. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from "GameFAQs.com", cause` they could often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

G. Rarity

The rarity are from "smstributes.co.uk", as i found them to have the most complete guide. It consist of an U.S. rarity, an E.U. rarity, and an Brazilian rarity. The Japanese rarity is found on the check-list, along with the variant rarity. On some of the rarity scores missing on the smstributes.co.uk I used "digitpress.com", though, I quickly found out that their score system was broken on the Brazilian and unlicensed games, as every score was set at the same. 5 rarity score on Brazilian games and 7 rarity score on unlicensed games, as seen on the unlicensed games pages. The score should be used as a refrence point, and not to be taken all too literally.

JUEGATELO TODO

SPARTANUS 2
16-BIT CARTRIDGE
En la batalla por el poder...

Ponte la máscara del terror y apánta legiones de espantosas criaturas. Te avisa, Jennifer, después de ello. Utilizará motosierras para salvar su vida y masacrar a todo aquel que se mueva.

TOM and JERRY THE MOVIE
16-BIT CARTRIDGE
Tom está hecho los melones de ese rabón patitas. Está aferrado sus alitas de forma defensiva. Jerry se las sabrá todas y lo pondrá muy crudo. ¡Cámbiate al cambio de un serpiente mortal!

BLAZER BITTER
SEGA
¡Arranca en una frenética carrera contra el tiempo. El futuro está de tu parte. ¡Eres Marty Bitter, el viajero de la cuarta dimensión enfundado a la más coherente tecnología de la historia en el lejano Oeste. No hay desán tres, y a la tercera... ¡es la velocidad!

MARBLE MADNESS
ELECTRONIC ARTS
¡No se te pende la bola! Demuestra tu habilidad sacando el final del camino. ¡No es un vulgar puzzle. Cuálquier truco... ¡lo desentregas. La suerte no está.

TECMAGIK
SEGA
Vuelo a Nueva Zelanda y abas a los coléjes de los más diabólicos enemigos. El tiempo corre rápido siguiendo los huels y combónde la moral.

EMPIRE COMMANDER
16-BIT CARTRIDGE
Es la Edad de Acero. ¡El Imperio Molechard controla el cielo en sus naves de la muerte! Bombas inconditas y aviones de combate cubren cañones lanzallamas. ¡Pájalo los humos!

ARCADÉ SEGA XENON
Un juego de acción destructora con acción en tres. Toda la dificultad y rapidez para hacerse luchar a brazo partido. ¡Ea una pasad.

SPEEDBALL
Un deporte del futuro, violento y casi legal con una sola regla: meter una bola de acero en la portería del contrario. ¡Participa, sudor de sangre y hambriento de fama! Ten muy presente que las reglas son iguales para todos.

ARCH RIVALS
16-BIT CARTRIDGE
Una modalidad de baloncesto donde romper las reglas es un delito. El no puedes bloquear un tiro... ¡Machaca a tu oponente! No es simple baloncesto, es baloncesto pendero. ¡Baloncesto!

SPORTS TALK FOOTBALL
¡Arranca en los pies del mejor Quarterback de la historia! Joe Montana sólo sale a un campo al es cara gratis. Pasea de 50 yardas... ¡Sea tu arma defensiva. Cuenta con entrenadores, un público histérico... ¡Y un brazo de oro!

SMASH
16-BIT CARTRIDGE
Eres el último sobreviviente en el juego espectacular con lo último en sonido... ¡En vídeo! Con seis armas futuristas dentro a los maestros CyberG. Lucha contra tanques de acero, saetas de la muerte y hombres metálicos de 30 toneladas... ¡¡¡¡ en tu mano!

SPACE GUN
TATTO
En el extremo de la galaxia se avista una nueva saga... ¡mascotas enfermas la asedian sin piedad... ¡¡¡¡¡ lo que queda de tripulación humana! Te esperan pasillos oscuros y pasadillos mortales.

KLAX
GAME GEAR
Pon a prueba tu agilidad mental atravesando monedas de colores a medida que llegan a la imparables cinta transportadora. Habrá de ordenarlos para no caer en la nada. ¡Párese fácil! Párese el coco en orden.

PRINCE PERSIA
SEGA
Empuja la espada y prepárate a enfrentarte a los más memorables reflejos. Una princesa de la más guapísima fue rapada por el Vil Jeffer en una jugada de lo más sucia. ¡¡¡ Habla de resucitar!

SPECIAL CRIMINAL INVESTIGATION
TATTO
¡Ea eres el mejor policía del campo! Usa estas reglas: lo comen el terreno en busca de tu pájalo. La vida del alcalde novata tu ayuda... ¡Ménese oportunidad!

Vive una Aventura
SEGA

20 em 1

Developer Tec Toy
Publisher Tec Toy
Release date 1995
Genre Compilation

20 em 1 (20 in 1) is a compilation of twenty previously unreleased games in a single cartridge, which came bundled with Tec Toy's Master System III Compact (Master System II in Europe and US).

The game has only two songs, one played at the title screen, the other played during all gameplay. All the text in the game is in Portuguese.

"mobygames.com"



2.2



Rarity BR: 5



4.2



Rarity EU: 4

Ace of Aces

Developer Artech
Publisher SEGA
Release date 1991
Genre Shooter
Players 1 Player

Ace of Aces is a 1st person, 2D flight simulation. Players are onboard a British RAF Mosquito, maverick fighter bomber. The mission ... stop enemy trains, intercept the terrible german V-1 buzz bombs, sink the german U-boats and down the Nazi bombers.

The game was awarded with an American Software Publishers Association's Gold Award for selling more than 100,000 units.

"mobygames.com"



6.0



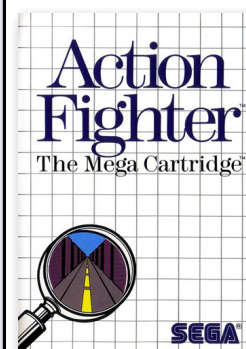
Rarity EU: 1
 Rarity US: 3
 Rarity BR: 2

Action Fighter

Developer SEGA
Publisher SEGA
Release date 1986
Genre Action, Racing
Players 1-2 Players

This is a top down vertically scrolling shooter, in which players start off as a motorbike. They are quite vulnerable to attack at first, but power ups come in the form of a Sega van which they have to dock with. The first time players dock they get double fire, the second time gives them a rocket, the third gives a rear force field and the fourth invulnerability.

Picking up flags gives players bonus points with 10,000 points gaining them an extra life.



6.8



Rarity EU: 5
 Rarity US: 6
 Rarity BR: 7

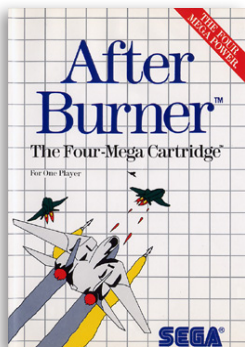
Aerial Assault

Developer Sanritsu Denki
Publisher SEGA
Release date 1990
Genre Action
Players 1 Player

In Aerial Assault, one play the Freedom Fighter who must destroy five targets, including the Vinsk, CB-53 Bomber, "EI", and two cliff fortresses. During each of the five missions, players will encounter enemy jets, choppers, submarines, jeeps, parachute bombs, and several other enemies which they must destroy.

The US version of the game has strikingly different box art, meant to be purposefully more flashy.





After Burner

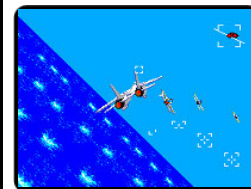
Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Shooter
Players	1 Player

After Burner is an aircraft shooter. The goal is simple: players use their F-14 Tomcat and shoot as many enemies as they can.

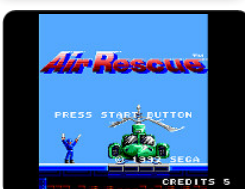
Being one of the most widely distributed games, After Burner has several different cover variations. The major differences are between the US/Brazil, PAL, and Japanese versions. The JAP version is much more elaborate, based on the original artwork.

"smtributes.co.uk"

6.3



Rarity EU: 1
Rarity US: 2
Rarity BR: 1



Air Rescue

Developer	SIMS
Publisher	SEGA
Release date	1992
Genre	Shooter
Players	1 Player

Air Rescue is similar to Choplifter!. Players are a pilot of a helicopter and the object is to rescue hostages without being shot down by soldiers, jeeps, tanks, choppers, and ground-based missiles, and bring them back to base. A maximum of four hostages can fit into the helicopter at any given time, so it is necessary to make more than one trip.

A particularly rare version with different artwork, layout, and fonts have been found.

6.2



Rarity EU: 3
Rarity BR: 4



Aladdin

Developer	SIMS
Publisher	SEGA
Release date	1994
Genre	Platformer
Players	1 Player

Sega's 8-bit systems received a unique adaptation of Disney's 1992 animated film Aladdin.

Like other versions, it is a side-scrolling action game. The player controls Aladdin, making his way through a variety of locations, including the streets of Agrabah, the Cave of Wonders, the Sultan's palace and more.

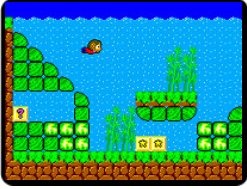
"mobygames.com"

6.9



Rarity EU: 3
Rarity BR: 1

7.6



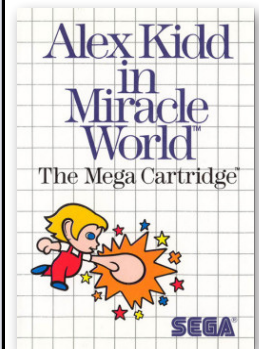
Rarity EU: 4
Rarity US: 3
Rarity BR: 2

Alex Kidd in Miracle World

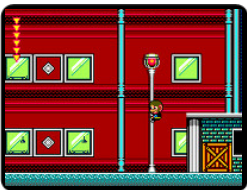
Developer SEGA
Publisher SEGA
Release date 1986
Genre Platformer
Players 1 Player

Alex Kidd in Miracle World was arguably the most widely known game in the Alex Kidd series, due to it being built into most Master System II consoles.

Alex Kidd in Miracle World is a platform game. The player must finish levels and overcome obstacles and puzzles in a 2D side-scrolling environment. Throughout the 17 stages, Alex Kidd faces many monsters, and the three henchmen of Janken the Great, before facing Janken himself.



7.3



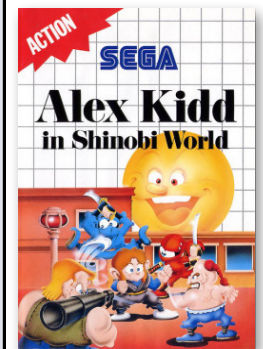
Rarity EU: 2
Rarity US: 7
Rarity BR: 4

Alex Kidd in Shinobi World

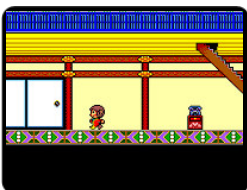
Developer SEGA
Publisher SEGA
Release date 1990
Genre Platformer
Players 1 Player

Alex Kidd continues his adventures in Alex Kidd in Shinobi World, featuring remixes of the music from Shinobi, and featuring the common enemy: Ninjas.

The Dark Ninja, whom was banished 10,000 years ago, has returned to rule Miracle World. He also takes young Alex's girlfriend and use her as a sacrifice. To help Alex defeat the Dark Ninja and rescue his girlfriend, a god enters Alex's body, causing Alex to become a ninja master.



5.3



Rarity EU: 3
Rarity US: 5
Rarity BR: 3

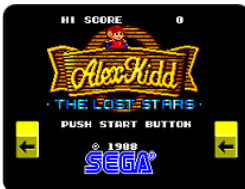
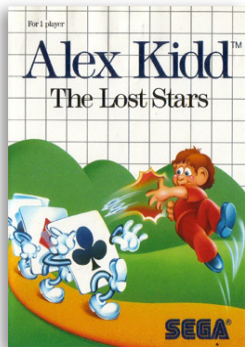
Alex Kidd: High-Tech World

Developer SEGA
Publisher SEGA
Release date 1989
Genre Platformer
Players 1 Player

A new arcade has hit town, and Alex and his friends decide to check it out. Sadly, they have no idea where it is, so it's up to Alex to find the eight map pieces cleverly hidden inside the castle.

Getting all the pieces is only the start, he must then fight his way through a forest filled with ninja assassins, enter town to do required tasks, obtain a travel pass, then get through a second forest filled with other nasties.





Alex Kidd: The Lost Stars

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Platformer
Players	1 Player

Alex Kidd: The Lost Stars features Alex Kidd and Stella searching for the twelve Zodiac signs. Alex's mission is to run through each level, knocking down enemies, and obtain the six miracle balls. These balls are hidden inside such unusual places as golden eggs, the Fantasy Zone ship out of action, clamshells, Christmas presents, pumpkins, and desk bells.

The game is known for the scream Alex Kidd lets out whenever he gets hit, falls, or loses all his time.

6.0



Rarity EU: 4
Rarity US: 4
Rarity BR: 5



ALF

Developer	Nexa
Publisher	SEGA
Release date	1989
Genre	Platformer
Players	1 Player

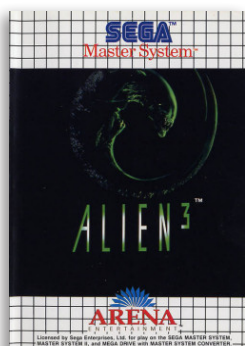
The game is based on the American television series ALF. Players control the titular character as he attempts to locate parts with which to repair his spaceship, so he can meet up with his friends Skip and Rhonda on the planet Mars.

In most of the reviews received ALF fairly low ratings. Reception was generally negative. Criticism was leveled at virtually all aspects of the game: graphics, music creation, management and gameplay.

3.3



Rarity US: 6



Alien 3

Developer	Probe Software
Publisher	Arena Entertainment
Release date	1992
Genre	Platformer
Players	1 Player

Alien³ is a video game based on the movie of the same name. The plot of the movie picks up directly after the end of Aliens.

The gameplay of the various Alien³ conversions varies from platform to platform. This version is a side-scrolling action game with large maze-like levels. In each level, players have to rescue all the trapped prisoners and then make their way to the exit, all while surviving multiple alien attacks.

"mobygames.com"

5.9



Rarity EU: 2
Rarity BR: 5

5.2



Rarity EU: 2
Rarity BR: 8

Alien Storm

Developer SEGA
Publisher SEGA
Release date 1991
Genre Shooter
Players 1-2 Players

The aliens are invading Earth, and it's up to the "Alien Busters" to wipe them out and destroy their creator. The Busters consist of Karla, Gordon, and Scooter. Each one of them have their own weapons and special attacks.

Only two versions exist. The PAL version is fairly common, but the Brazilian version is known for being quite elusive, especially complete.



6.3



Rarity EU: 4
Rarity US: 3
Rarity BR: 5

Alien Syndrome

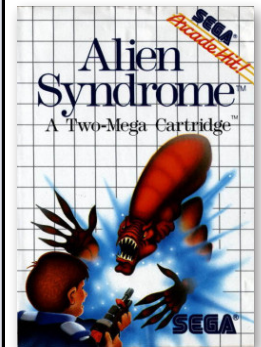
Developer SEGA
Publisher SEGA
Release date 1987
Genre Shooter
Players 1-2 Players

Alien Syndrome is a scrolling shooter arcade conversion.

The players objective is to run around and rescue all the captives and make it to the escape hatch before the time bomb explodes. Then face the mother alien at the end of the level.

One can play as a single player or two people, taking turns (Player 2 starts the game after Player 1 dies and vice versa).

"mobygames.com"



5.6



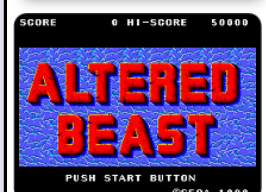
Rarity EU: 2
Rarity US: 2
Rarity BR: 3

Altered Beast

Developer SEGA
Publisher Activision
Release date 1989
Genre Action
Players 1 Player

The player are a hero raised from the dead by the god Zeus to rescue his daughter Athena. With scenery inspired by Ancient Greece, players have to fight hordes of undead and demons, with a boss at the end of each level until they meet the god Neff, who holds the girl captive.

Several versions of this game exist. The majority have the same basic layout and artwork. In Brazil, a 'blue box' version was released with artwork taken from the 16-Bit version.





American Baseball

Developer SEGA
 Publisher SEGA
 Release date 1989
 Genre Sports
 Players 1 Player

Reggie Jackson Baseball (American Baseball in Japan and PAL countries) is, as the name implies, a simulation of USA's most beloved sports: baseball. There are four modes in the game: Exhibition, Tournament, Watch Mode, and finally a Home Run Contest.

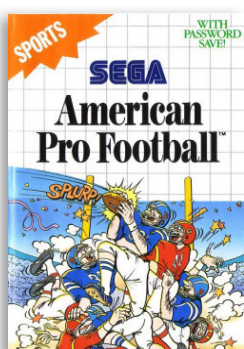
Several variations of the same basic game exist, with minor differences. The Canadian version, it should be noted, is still like the PAL version.

"smtributes.co.uk"

4.8



Rarity EU: 5
 Rarity BR: 4



American Pro Football

Developer SEGA
 Publisher SEGA
 Release date 1989
 Genre Sports
 Players 1-2 Players

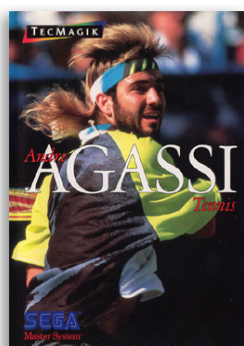
Walter Payton Football, or American Pro Football, as it is called in Japan and Europe, is a simulation of American football. There are two modes in the game. One is called "Monday Night Game" and is the same as a friendly game or exhibition mode; the other is "Road to Superbowl", and is basically a play-off tournament in the NFL.

One variation has thus far been located; PAL. This title was apparently not released outside of Europe.

6.3



Rarity EU: 6
 Rarity BR: 8



Andre Agassi Tennis

Developer TecMagik Entertainment
 Publisher Lance Investments
 Release date 1993
 Genre Sports
 Players 1-2 Players

A game endorsed by the American player who stunned the tennis world in the early 90s with his "Image is everything" looks, sporting long hair, earrings and colorful shirts, Andre Agassi Tennis includes eight players (male and female and as expected, only Agassi is a real player) rated according to movement speed and both accuracy and strength on serve, backhand and forehand.

Two variations have thus far been located; Brazilian and PAL. There are no major differences between the two.

4.4



Rarity EU: 5
 Rarity BR: 2

7.2



Rarity EU: 3

Arcade Smash Hits

Developer	Images Software
Publisher	Virgin Games
Release date	1992
Genre	Compilation
Players	1-2 Players

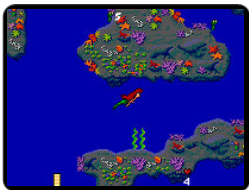
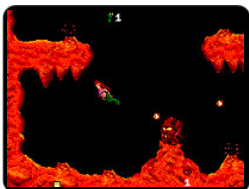
Arcade Smash Hits is a compilation of three classic Atari arcade games, previously unreleased for Sega Master System: Centipede, Breakout, and Missile Command. This release adds short introduction sequences to each game.

Only a PAL version of this game exists.

"mobygames.com"



5.6



Rarity BR: 9

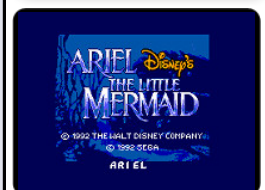
Ariel - The Little Mermaid

Developer	BlueSky Software
Publisher	Tec Toy
Release date	1997
Genre	Platformer
Players	1 Player

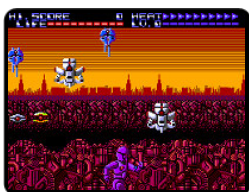
Players must help either Ariel, the gleeful little mermaid, or Triton, her father, foil the evil Ursula, who has transformed everyone into small, green worm-like creatures, including the character the player don't initially choose.

Rescuing requires players to simply swim into the unfortunate little victims as they hang about at fixed places in the watery world; while fending off and dodging enemies like eels, clams, sharks, and several other sea meanies.

"mobygames.com"



6.0



Rarity EU: 4

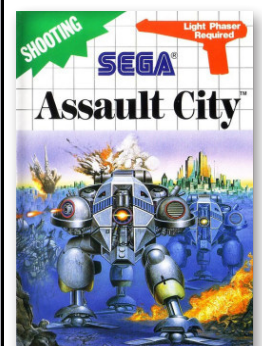
Assault City

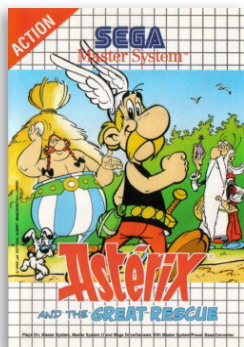
Developer	Sanritsu Denki
Publisher	SEGA
Release date	1990
Genre	Shooter
Players	1 Player

Assault City is a one-player shooter. At the beginning of the game, players participate in a little shooting practice, where they must shoot squares that contains pictures of robots, and avoid shooting squares that contains pictures of humans. In the levels that follow the shooting range, players must kill robots that appear and attack them.

Assault City comes in two flavors: the control pad version, as well as a Light Phaser version.

"mobygames.com"





Astérix and the Great Rescue

Developer	Core Design
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

Astérix and the Great Rescue received a unique version for Sega's 8-bit systems. It follows the same story as the Genesis version, but offers unique levels and gameplay mechanics.

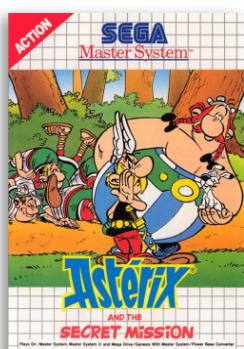
To rescue their friends Getafix and Dogmatix from the Romans, Asterix and Obelix must make their way through five levels of platforming action, encompassing Gaul, a Roman encampment, the forest, a Roman galley and the city of Rome itself, fighting animals and Roman soldiers.

"mobygames.com"

6.0



Rarity EU: 7
Rarity BR: 5



Astérix and the Secret Mission

Developer	SEGA
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

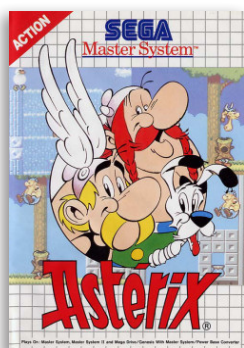
The druid Getafix is out of magic potion, and Astérix and Obelix are set out on a secret mission: to find the necessary herbs, so he can brew the potion again.

There are three known versions of this game. The PAL and Brazilian versions have similar artwork. Later in Europe, this game was released in a 'classic' brown-box style. It is slightly more difficult to find than the original, but only differs in the insert.

6.4



Rarity EU: 5
Rarity BR: 8



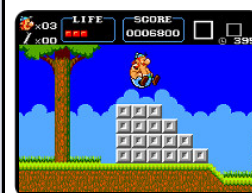
Astérix

Developer	SEGA
Publisher	SEGA
Release date	1991
Genre	Platformer
Players	1 Player

The Romans, who fail to conquer one final Gaul village, kidnap Getafix, the druid brewing the magic potion that gives all the inhabitants supernatural strength. Vitalstatistix, the village chief, orders Asterix and Obelix to find him, keep him out of Caesar's hands and bring him back at any cost.

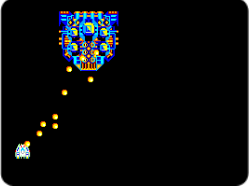
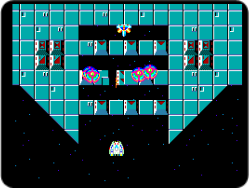
In seven rounds, one can play either with Asterix or Obelix, and in the bonus stages, players control the little Dogmatix.

7.4



Rarity EU: 1
Rarity BR: 2

6.7

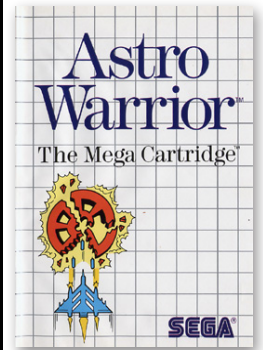


Rarity US: 5

Astro Warrior

Developer	SEGA
Publisher	SEGA
Release date	1986
Genre	Shooter
Players	1 Player

The game is a basic top down shooter that was common at the time, similar to Zaxxon for the NES. The game plays through three levels with a boss at the end of each. Astro Warrior's three levels each have many different kinds of enemies that attack in various patterns. The stages themselves have no obstacles. Like most shooters, learning the enemies' patterns and how best to deal with them is the key to success in Astro Warrior.



4.8



Rarity EU: 5

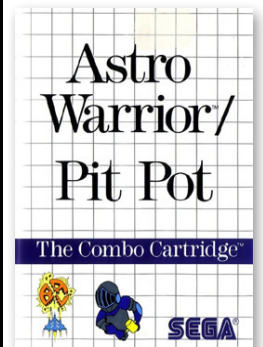
Astro Warrior / Pit Pot

Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Compilation
Players	1 Player

This is a mult cart featuring two games on one cartridge: Astro Warrior and Pit Pot: The Magical Castle.

Only the PAL version exists. There is a German variant that appears to be slightly more common, but general not much rarer than the typical PAL version.

"smtributes.co.uk"



6.1



Rarity EU: 2
Rarity US: 4
Rarity BR: 2

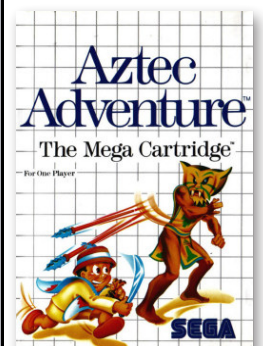
Aztec Adventure

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Action, Strategy
Players	1 Player

Aztec Adventure is a traditional action/labyrinth game in which the player assumes the role of Nino, an explorer whose aim is to find the Aztec Paradise.

A few different versions exist, all with generally the same artwork. The Japanese version is the same minus the title change, but features an entirely different front cover.

"smtributes.co.uk"

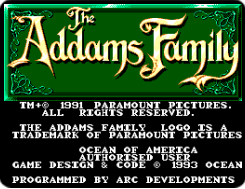
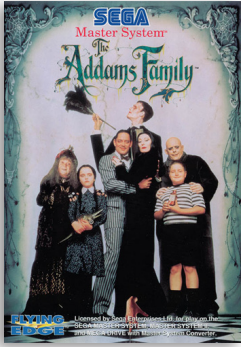


The Addams Family

Developer Ocean
 Publisher Flying Edge
 Release date 1993
 Genre Platformer
 Players 1 Player

Morticia has been kidnapped! Uncle Fester has lost his memory and fallen under the spell of Abigail Craven - only Gomez can save the day, finally confronting the evil Judge.

The Addams Family is a side-scrolling platformer based on the movie of the same name. The player takes the role of Gomez who searches for his missing family members. To find them he has to explore six different parts of the mansion, e.g. the woods, which are basic platform levels.



4.6



Rarity EU: 6



4.8



Rarity EU: 4
Rarity BR: 2

Back to the Future II

Developer	Images Software
Publisher	Image Works
Release date	1990
Genre	Platformer
Players	1 Player

Based on the second installment of the popular Hollywood series Back to the Future, this movie conversion has Marty McFly and Doc Brown travel through time to stop their arch-rival Biff from changing the future. The game consists of five parts, each inspired by one of the movie's most memorable scenes.

No variations of the game are known to exist.

"mobygames.com"



5.3



Rarity EU: 4

Back to the Future III

Developer	Probe Software
Publisher	Image Works
Release date	1992
Genre	Platformer
Players	1 Player

Back to the Future III is a collection of four arcade games. Marty McFly and Doc Brown have traveled back through time to the year 1885 - and they're soon deep in trouble when they face "Mad Dog" Tannen's gang and have to find a way to return to the present. This game takes four scenes from the Hollywood movie Back to the Future III and turns them into arcade sequences.

Two variations have thus far been located: Australian and PAL.

"mobygames.com"



6.8



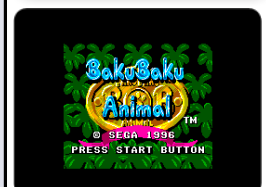
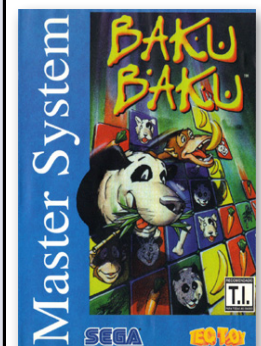
Rarity BR: 4

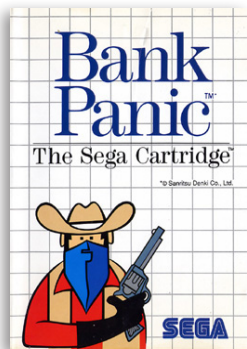
Baku Baku

Developer	SEGA AM3 R&D Division
Publisher	Tec Toy
Release date	1996
Genre	Puzzle
Players	1 Player

Baku Baku Animal is a variation on the very often copied Tetris type of game. The game has three different play modes: practice, normal and hard. .

The objective is to pair animal heads with their respective food. If a rabbit head comes falling, players must make it fall on a pile of carrot tiles, dog heads with bones, panda heads with bamboos and monkey heads with bananas.





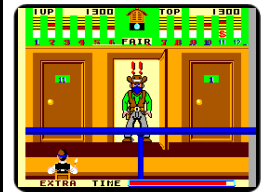
Bank Panic

Developer	Sanritsu Denki
Publisher	SEGA
Release date	1987
Genre	Shooter
Players	1 Player

Bandits are holding up a bank and have taken people hostage, and as a gunslinger, it's the player's job to shoot them. The bank has 12 doors, and the bandits are behind each one of them. When they pull a gun out at the player when they open a door, the player has only a few seconds to shoot them before they shoot them. If players shoot them too early (ie: before he sticks his gun out at them), it is considered unfair, and they won't score any points

"mobygames.com"

6.4



Rarity EU: 4
Rarity BR: 4



Bart Vs. the Space Mutants

Developer	Imagineering
Publisher	Flying Edge
Release date	1992
Genre	Platformer
Players	1 Player

Bart vs. The Space Mutants is a platform game where the player goes into the role of Bart Simpson and must stop the Space Mutants from invading Springfield.

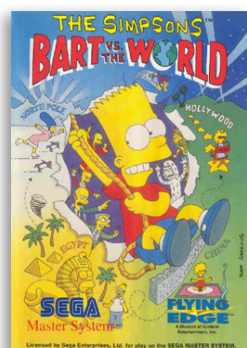
On each of the five levels, Bart must collect (or get rid of) the ingredients that the Space Mutants are planning to use to build their machine, such as purple objects or balloons.

"mobygames.com"

4.0



Rarity EU: 3
Rarity BR: 6



Bart Vs. the World

Developer	Imagineering
Publisher	Flying Edge
Release date	1993
Genre	Platformer
Players	1 Player

This game is actually a compilation of smaller games belonging to different genres. Krusty the clown appears in the beginning of the game and presents a menu with five games to play: A jump-and-run game, where Bart must find an exit on a ship, while enemies fire at him and try to prevent him from reaching the exit; a card game, where players have five tries to find hidden cards on a board; a simple jigsaw puzzle; a series of trivia questions concerning the Simpsons; and finally, a platform-skateboard game.

"mobygames.com"

3.3



Rarity EU: 6
Rarity BR: 6

4.6



Rarity EU: 4
Rarity BR: 5

Basketball Nightmare

Developer SEGA
Publisher SEGA
Release date 1989
Genre Sports
Players 1-2 Players

The captain of the home town basketball team is leading his team to win the All-American Championships. But then the captain had a strange dream, nightmare in fact, where he was playing basketball against all these strange creatures in exotic locations.

Basketball Nightmare is a basketball game where the player plays basketball against strange humanoid creatures on the court where the creature lives. The player must play and defeat each creature before moving onto a new place with a new harder opponent.



6.3



Rarity EU: 1
Rarity BR: 6

Batman Returns

Developer Aspect
Publisher SEGA
Release date 1993
Genre Platformer
Players 1 Player

From Sega 8-bit specialists Aspect comes one of many adaptations of Tim Burton's 1992 superhero sequel Batman Returns. Like other versions, it is a side-scrolling platformer. While very similar to the Game Gear version, the Master System version has slightly different levels and gameplay mechanics.

Unlike in the Game Gear version, there is no health bar: a single hit will kill Batman. To compensate, the game contains a generous amount of extra lives.



6.2



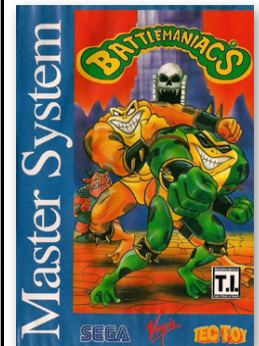
Rarity BR: 7

Battlemaniacs

Developer Rare
Publisher Tec Toy
Release date 1994
Genre Platformer
Players 1-2 Players

Battletoads in Battlemaniacs is another game in the Battletoads series by Rare. Much like its predecessor, it blends fighting game elements (in the style of Double Dragon) with other kinds of gameplay, like racing levels, "snake riding" levels and such. There are some bonus levels between some of the regular ones, where the player can collect extra lives.

Buddies can team up and defeat the opposition together in the two coop-modes available.





Battle Out Run

Developer SEGA
Publisher SEGA
Release date 1989
Genre Racing
Players 1 Player

Battle Out Run is Sega's answer to Taito's Chase H.Q. Players drive a red sports car and must apprehend eight target vehicles in selected cities across the USA, including Los Angeles, Chicago, Miami, and New York. Players have to do this while avoiding yellow cars and other obstacles. Halfway through the eight stages, they enter a shop that allows them to upgrade their car and get some nitros, as long as they have money, and they will be rewarded if they apprehend the vehicles.

"mobygames.com"

6.8



Rarity EU: 3
 Rarity BR: 7



Black Belt

Developer SEGA
Publisher SEGA
Release date 1986
Genre Fighting
Players 1 Player

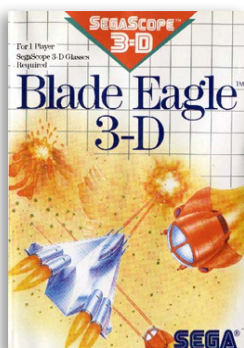
Black Belt is a side-scrolling game that is split into seven chapters. During these chapters, players are fighting Chinese Kung Fu men, wrestlers, jujitsu men, eagles, ninjas, and black women. At the end of each chapter, players have to defeat several bosses before continuing on to the next round.

There are a few versions of this game. Most notable are the Italian version with a special manual and the NTSC rerelease. The rerelease is harder to locate.

6.9



Rarity EU: 3
 Rarity US: 2
 Rarity BR: 1



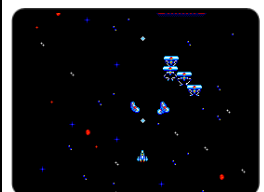
Blade Eagle 3-D

Developer SEGA
Publisher SEGA
Release date 1988
Genre Shooter
Players 1 Player

Players fight against hundreds of robot warriors equipped with particle beam weapons. The game is played from the bird's eye view. The players mission is to blast through nine levels of the most unbelievably treacherous 3-D terrain imaginable, shooting aliens and ships on three different planes.

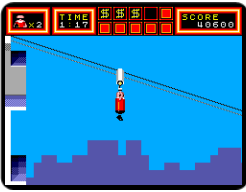
Blade Eagle is designed for play in conjunction with the Sega 3-D Glasses.

5.8



Rarity EU: 6
 Rarity US: 5
 Rarity BR: 2

6.7



Rarity EU: 4
Rarity BR: 5

Bonanza Bros.

Developer SEGA
Publisher SEGA
Release date 1991
Genre Platformer
Players 1 Player

As either Mobo or Robo, players must collect all the treasures before leaving the ten buildings and shoot any security guards that get in their way. Players are under a time limit. An in-game map will help them locate the treasures. There is a bonus stage after three buildings, where the object is to collect the gold bars in a limited amount of time without one of the three spotlights shining on the player.

"mobygames.com"



4.4



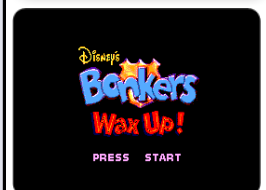
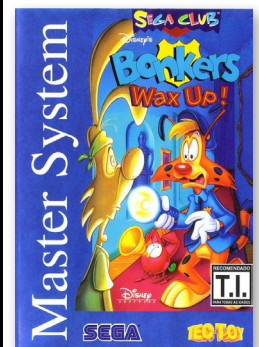
Rarity BR: 6

Bonkers Wax Up!

Developer Al Baker & Associates
Publisher Tec Toy
Release date 1994
Genre Platformer
Players 1 Player

In this platform game, players controls Bonkers through several levels where they must find 7 pickle clues. By pressing the pause button, a compass is shown, with the number of remaining clues and the direction of the next one. Bonkers can run, jump, duck and slide.

Bonkers find some of his friends, like Marylin, who'll show him the way to bonus levels, where he must find pieces of the Toon Toaster.



6.8



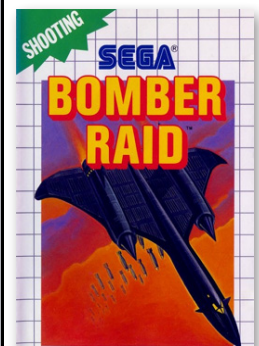
Rarity EU: 5
Rarity US: 5

Bomber Raid

Developer Sanritsu Denki
Publisher SEGA
Release date 1989
Genre Shooter
Players 1 Player

In Bomber Raid, the player controls a small "Freedom Fighter" aircraft able to fire different types of projectiles through five levels. As a shoot 'em up game, gameplay is similar to the arcade games 1942 and Raiden.

Bomber Raid was the last game for the Master System in Japan.





Bram Stoker's Dracula

Developer	Probe Software
Publisher	Sony Imagesoft
Release date	1993
Genre	Platformer
Players	1 Player

Bram Stoker's Dracula is a side-scroller platform game loosely based on the 1992 film of the same name. Players take the role of Jonathan Harker whose mission is to destroy Count Dracula by first heading to Transylvania and then London.

Jonathan Harker can move left and right, jump and attack with a weapon, the most basic of which is a knife. The status display on the screen shows Harker's health bar, countdown timer to complete the level and currently held weapon.

4.1



Rarity EU: 5



Bubble Bobble

Developer	Taito
Publisher	SEGA
Release date	1991
Genre	Puzzle
Players	1-2 Players

Bubble Bobble is the story of two humans, Bub and Bob who wander into the mysterious cave of monsters and magically turn into dinosaurs. The only way to transform back is to reach the end of the cave...

Bubble Bobble is a platform game, with each level being a single screen. The enemies must be cleared from a level to go to the next one.

"mobygames.com"

8.2

Rarity EU: 3
Rarity BR: 7

Buggy Run

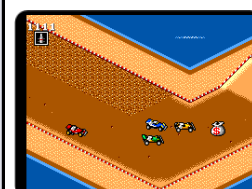
Developer	SIMS
Publisher	SEGA
Release date	1993
Genre	Racing
Players	1-2 Players

Buggy Run is a game that lets players race dune buggies in a championship over 15 possible tracks (plus 4 in 2 player mode) each winning money that can be used for dune buggy upgrades. There are 4 different modes that can be played in single player mode that includes Race, Vs Com, Freerun, and Battle.

In the main mode Race the player is given \$20,000 starting cash that can be used to upgrade the buggy.

"mobygames.com"

6.4

Rarity EU: 3
Rarity BR: 7

6.6

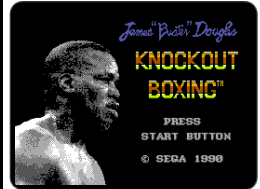
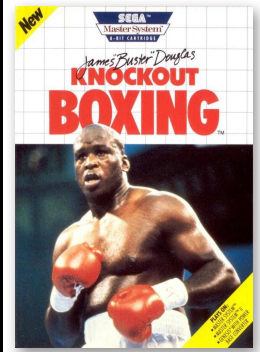


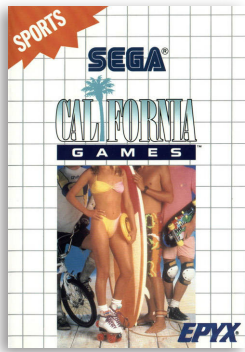
Rarity US: 8

Buster Douglas Knockout Boxing

Developer	SEGA
Publisher	Sanritsu Denki
Release date	1990
Genre	Sports
Players	1-2 Players

James 'Buster' Douglas Knockout Boxing is a boxing simulation featuring the former world heavyweight boxing champion (replaced with the fictional S. Davis in the European version). The game is not to be confused with the Genesis title of the same name, which is an entirely different game. Instead this title is completely identical to the Game Gear and Master System versions of George Foreman's KO Boxing, to which it served as a basis, only with George Foreman instead of James Douglas.





California Games

Developer Epyx
Publisher SEGA
Release date 1989
Genre Sports
Players 1-2 Players

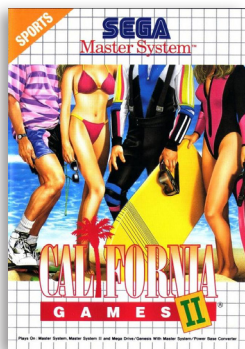
Branching from their popular Summer Games and Winter Games series, this game consisted of some sports purportedly popular in California including skateboarding, freestyle footbag, surfing, roller skating, flying disc and BMX.

The game sold very well, topping game selling charts for winter months. It also got very positive reaction from reviewers, many of whom consider California Games to be the last classic Epyx sports game, due to staff changes not long after its release.

6.7



Rarity EU: 1
 Rarity US: 3
 Rarity BR: 2



California Games II

Developer Epyx
Publisher SEGA
Release date 1993
Genre Sports
Players 1-4 Players

The five sports events in California Games 2 consist of: Hang gliding, Jet ski, Snowboarding, Bodysurfing, and Skateboarding.

The object of the game is to score as many points as possible by performing stunts and surviving the event. Each event have different play mechanics and physics as well.

5.2



Rarity EU: 6
 Rarity BR: 4



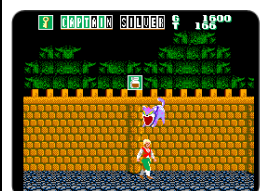
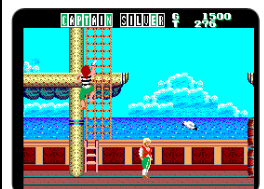
Captain Silver

Developer Data East
Publisher SEGA
Release date 1988
Genre Platformer
Players 1 Player

Captain Silver is a port of a 1987 arcade game. The Master System version was released by Sega. Two versions of the game were produced, a 1-Megabit cartridge for the American market and a 2-Megabit cartridge for Japan and Europe.

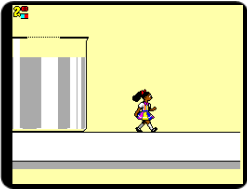
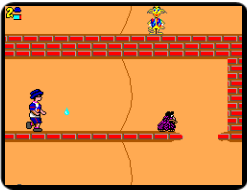
In Captain Silver, one play the role of Jim, a brave young lad with a taste of adventure. Players embark on a journey to find Captain Silver's secret treasure hoard, which is rumored to be hidden on an island in the Eastern Seas.

6.7



Rarity EU: 3
 Rarity US: 5
 Rarity BR: 7

2.7



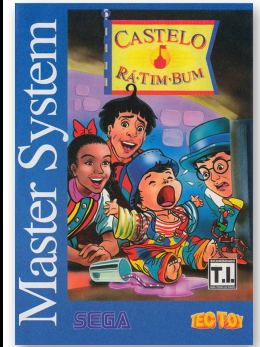
Rarity BR: 6

Castelo Rá-Tim-Bum

Developer Tec Toy
Publisher Tec Toy
Release date 1997
Genre Platformer
Players 1 Player

Castelo Rá-Tim-Bum (Ra-Tim-Bum Castle) is an action/adventure game based on a quite popular educative Brazilian TV series, produced during the mid 90's but aired as late as 2007. The player can chose to play either Pedro or Biba to search for the ingredients through five levels. The main difference between the two is that Biba is a little faster than Pedro.

"mobygames.com"



7.8



Rarity EU: 1
 Rarity US: 7
 Rarity BR: 4

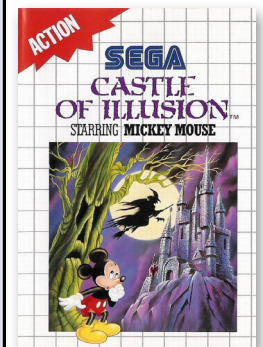
Castle of Illusion

Developer SEGA
Publisher SEGA
Release date 1990
Genre Platformer
Players 1 Player

Sega's 8-bit systems received their own version of the Genesis' Disney platformer. The story and main theme remain the same, but the game has its own unique levels and slightly different gameplay mechanics.

To save his girlfriend Minnie from the wicked witch Mizrabel, Mickey must venture into the Castle of Illusion. Crossing six levels, he must collect the gems of the rainbow in order to confront and defeat the witch.

"mobygames.com"



5.1



Rarity EU: 3
 Rarity US: 5

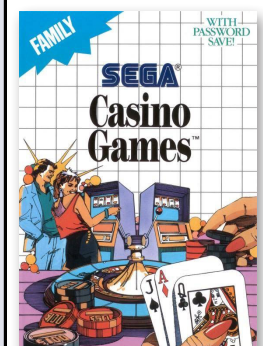
Casino Games

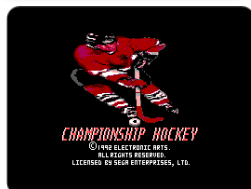
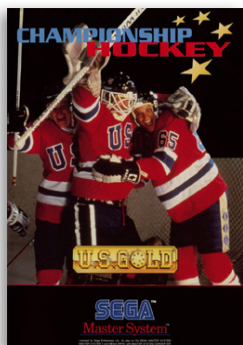
Developer Compile
Publisher SEGA
Release date 1989
Genre Casino
Players 1 Player

In Casino Games the player can visit a Casino with \$500 in the pocket where they spend it on casino games. The games come in 3 different categories that include card game, slot machine, and pinball.

The categories and games available are: Poker, Blackjack, Baccarat, Slot Machine, and Pinball.

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Championship Hockey

Developer	Electronic Arts
Publisher	U.S. Gold
Release date	1994
Genre	Sports
Players	1 Player

Championship Hockey is a 1992 ice hockey video game that was released exclusively for the European Sega Master System. A port of the game was released in 1994 for the Sega Game Gear.

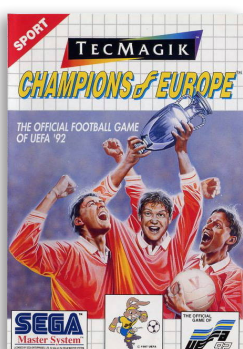
Players must play international ice hockey matches against 22 of the world's most powerful ice hockey playing nations.

Teams involved in the game include the United States of America, Russia, Canada, Belgium, and the United Kingdom. Poland, Austria, and Yugoslavia are the wild cards in this video game.

5.5



Rarity EU: 8



Champions of Europe

Developer	TecMagik
Publisher	TecMagik
Release date	1992
Genre	Sports
Players	1-2 Players

Champions of Europe is a traditional football simulation video game released to coincide with the UEFA Euro 1992 football tournament. It is a top-down football game that was the only official game of the tournament available for the Master System.

In issue 34 of Zero magazine, reviewer Patrick McCarthy gave the game a score of 87%. His only real criticisms relating to collision detection for the goalkeepers, and the aforementioned formation changing function.

3.8

Rarity EU: 1
Rarity BR: 6

Chapolim X Dracula

Developer	SEGA
Publisher	Tec Toy
Release date	1990
Genre	Platformer
Players	1 Player

Chapolim X Dracula: Um Duelo Assustador is an authorized "hack" of Ghost House, with Ghost House's hero, Mick, replaced by Chapolim, a famous Mexican character from a TV series. Chapolim is a parody to superheroes in general. He dresses a red grasshopper costume with a yellow heart in the chest with the letters "CH". He also usually carries his Marreta Biônica a red toy hammer.

6.0



Rarity BR: 4

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6.8



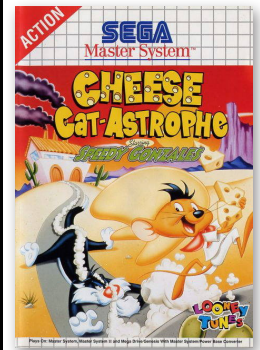
Rarity EU: 6
Rarity BR: 4

Cheese Cat-astrophe

Developer Cryo Interactive
Publisher SEGA
Release date 1995
Genre Platformer
Players 1 Player

Cheese Cat-Astrophe Starring Speedy Gonzales is a 2D single-player platform video game developed by Cryo Interactive and published by Sega under license from Warner Bros.

Sylvester's alter-ego, the dastardly Dr. Cheesefinger, has "kidnapped" the cheese supply and Speedy Gonzales' girlfriend, Carmel. This "speedy mouse" must outwit the callous cat and rescue the village cheese supply.



6.6



Rarity EU: 2
Rarity US: 2
Rarity BR: 3

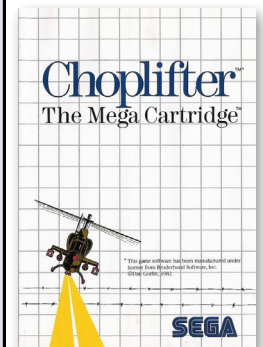
Choplifter

Developer Brøderbund/SEGA
Publisher SEGA
Release date 1986
Genre Shooter
Players 1-2 Players

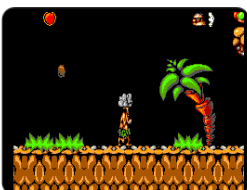
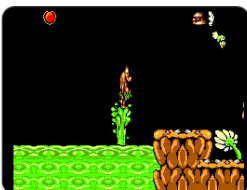
Originally released for Apple II home computers, Choplifter! was later ported to the arcades and a number of video game consoles. Many imitators and homages would follow.

Choplifter is a side-scrolling action/arcade game that puts players in command of an attack chopper. The mission: Go behind enemy lines and rescue up to 16 hostages per level.

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6.2



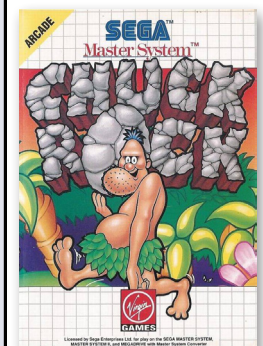
Rarity EU: 2
Rarity BR: 2

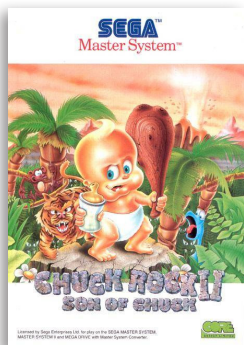
Chuck Rock

Developer Core Design
Publisher Virgin Games
Release date 1992
Genre Platformer
Players 1 Player

Chuck Rock is a slapstick side-scrolling platform video game of the early-to-mid 1990s, which was initially created by Core Design in 1991 and was subsequently ported to a large number of home consoles of the time over the next few years.

Chuck fights of a variety of dinosaurs using his belly-buster attack and a jump kick. Occasionally he has to pick up and throw rocks to defeat enemies and allow him to jump to greater heights.



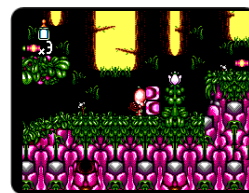


Chuck Rock II: Son of Chuck

Developer	Core Design
Publisher	Core Design
Release date	1993
Genre	Platformer
Players	1 Player

The story takes up a little while after the end of the first game. After Chuck Rock rescued his woman, Ophelia Rock, from the T-Rex bully Gary Gritter, Chuck and Ophelia had a son, named Chuck Junior. Chuck senior works in a factory, where he develops great skill at carving automobiles out of stone. A rival manufacturer becomes jealous of Chuck's abilities and kidnaps him, leaving it up to Junior to rescue his father.

6.7



Rarity EU: 5
Rarity BR: 4



Cloud Master

Developer	Taito
Publisher	SEGA
Release date	1989
Genre	Shooter
Players	1-2 Players

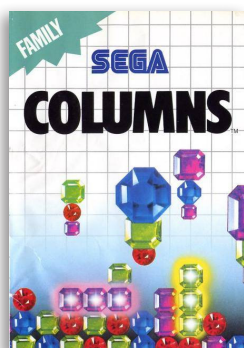
One play a small character who floats about on a cloud and shoots small balls of energy at bad guys who fly at him from the left and right of the screen. Players can collect powerups and visit shops to upgrade their offensive and defensive powers. There are a number of different stages which are punctuated by a mini-boss half way through and a big boss at the end.

Some European copies were mis-printed with the box description from 'Wanted'.

6.5



Rarity EU: 4
Rarity US: 3
Rarity BR: 3



Columns

Developer	SEGA
Publisher	SEGA
Release date	1990
Genre	Puzzle
Players	1-2 Players

Columns is a match-three puzzle video game, first created in 1989 by Jay Geertsen. Early versions of the game were made and ported among early computer platforms, and then the Atari ST, until 1990, when Jay Geertsen sold the rights to Sega, where it was ported to several Sega consoles. Because Columns was made by Sega, versions were made available on the Master System, Mega Drive, Mega-CD, Game Gear, Saturn, and Dreamcast.

7.5



Rarity EU: 4
Rarity US: 4
Rarity BR: 3

6.4



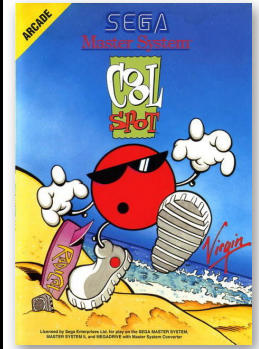
Rarity EU: 3

Cool Spot

Developer	Virgin
Publisher	Virgin
Release date	1993
Genre	Platformer
Players	1 Player

Cool Spot is a colorful 2D platform game featuring the 7-Up mascot as the main protagonist. The game objective is fairly simple and straightforward. The player character has to collect enough number of cool points throughout each level in order to find and rescue his captured uncool Spot buddies and complete the game.

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5.3



Rarity EU: 6

Cosmic Spacehead

Developer	Supersonic Software
Publisher	Codemasters
Release date	1993
Genre	Puzzle, Adventure
Players	1 Player

Linus Spacehead's Cosmic Crusade is a video game released in 1992 by Codemasters for the NES. A remake of the game, retitled Cosmic Spacehead, was released later for the Sega Master System.

Linus had crash landed on a distant planet called Earth, and made his way back home again. Trouble is, no one believes his tale of the planet he discovered! The job is to help Linus make his way back to planet Earth so he can convince his friends.



6.7



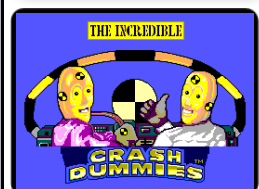
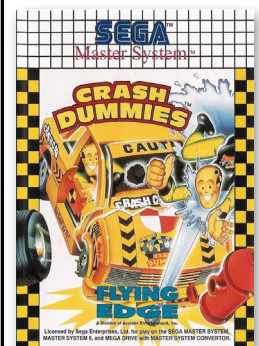
Rarity EU: 5

Crash Dummies

Developer	Gray Matter
Publisher	Flying Edge
Release date	1993
Genre	Action
Players	1-2 Players

The Incredible Crash Dummies is an action video game based on the line of action figures of the same name.

The Crash Dummies need to earn some money so they've taken on some odd jobs. And when it comes to Crash Dummies, the odder the better. Although it shares the same name, this game greatly differs from the NES version and other platforms. One play as crash dummy Slick, trying to earn money. The better he do, the more money he earn.



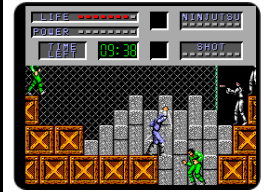


Cyber Shinobi

Developer	SEGA
Publisher	SEGA
Release date	1990
Genre	Platformer
Players	1 Player

The Cyber Shinobi (also known as Shinobi Part 2) is a side-scrolling action game released for the Master System in 1990. It was the third Shinobi game for the console (following Alex Kidd in Shinobi World) and served as a futuristic-themed sequel to the original Shinobi. The game was released exclusively in Europe, Australia, and Brazil, as it was released at a time the Master System was discontinued in other markets.

6.1



Rarity EU: 2
Rarity BR: 4



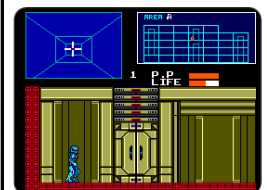
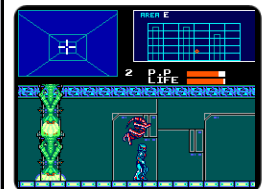
Cyborg Hunter

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Shooter
Players	1 Player

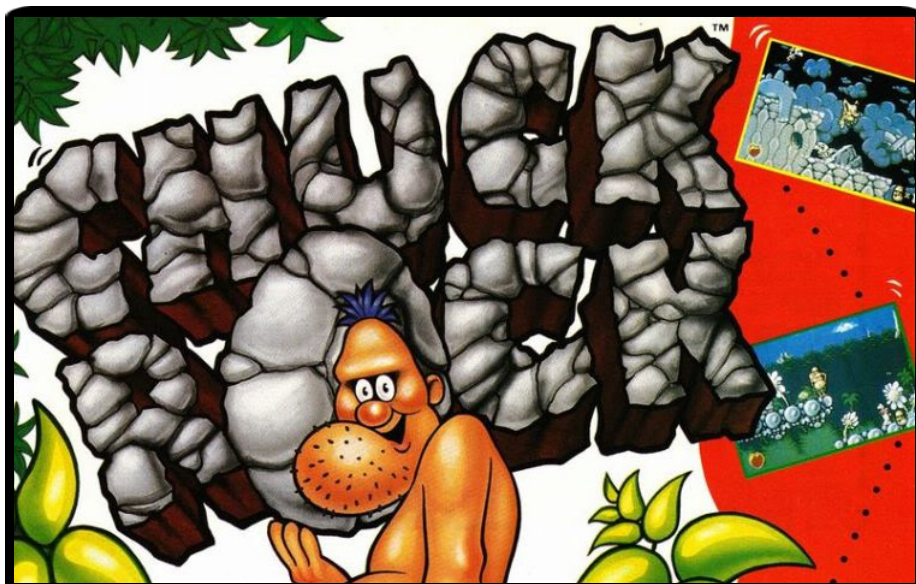
Cyborg Hunter is a horizontal scrolling, action video game released in 1988 on the Sega Master System. It was both developed and published by Sega in Japan and Europe, and published by Activision for the North American market.

The original Japanese game was designed by Hirohiko Yoneda who would later work on Shenmue, and Yasushi Yamaguchi who is also credited for design on Sonic The Hedgehog 2. Music was composed by Nav and Key.

6.2



Rarity EU: 5
Rarity US: 4
Rarity BR: 8



5.3



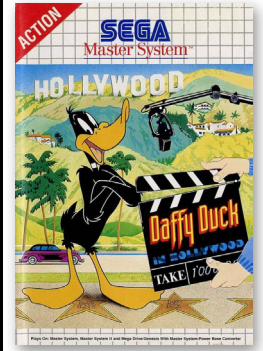
Rarity EU: 7
Rarity BR: 5

Daffy Duck in Hollywood

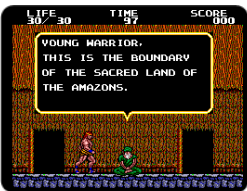
Developer Probe Software
Publisher SEGA
Release date 1994
Genre Platformer
Players 1 Player

The Looney Tunes platformer Daffy Duck in Hollywood received a unique version for Sega's 8-bit systems. While similar in story, concept and themes to the Mega Drive version, the 8-bit version has unique level designs and also several differences in gameplay.

Players control Daffy Duck, who is hired to reacquire Yosemite Sam's Golden Cartoon Movie Awards, stolen by the nefarious Doctor Duck Brain.



5.6

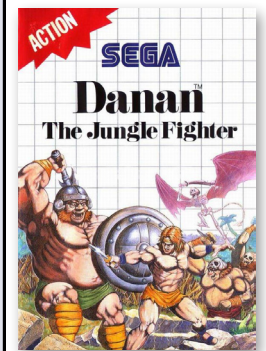


Rarity EU: 5
Rarity BR: 4

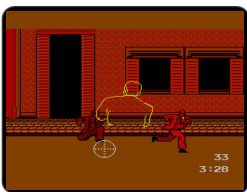
Danan: The Jungle Fighter

Developer SEGA
Publisher SEGA
Release date 1990
Genre Platformer
Players 1 Player

Danan: The Jungle Fighter borrows elements from different game genres, such as Hack 'n Slash action, vertical and horizontal platforming; non-linear level designs; an elaborate plot mostly unraveled by talking to npc's; item collection, summons (animal aid); levelling up; ... It's often described by game journalists and game bloggers as a cross between Hack 'n Slash action in the vein of Rastan, Golden Axe and The Legendary Axe, and action-adventures games like Lord of the Sword and Faxanadu.



5.9



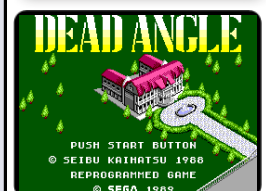
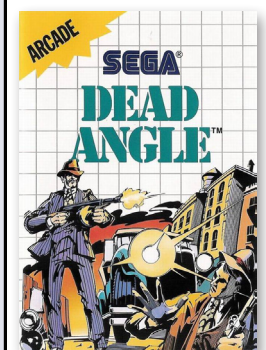
Rarity EU: 4
Rarity US: 5
Rarity BR: 3

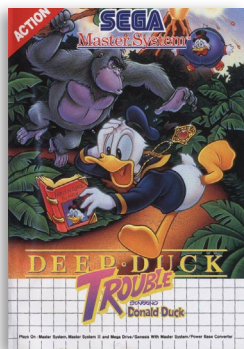
Dead Angle

Developer Seibu Kaihatsu
Publisher SEGA
Release date 1989
Genre Action
Players 1 Player

Dead Angle is a 1988 arcade game developed by Seibu Kaihatsu. A port of the game was later released for the Sega Master System.

The gameplay involves players having to shoot all the mafia henchmen before being able to fight the level boss. The game is view as a 1st person/3rd person hybrid where players are shooting in first person but they can see the outline of their character. To avoid getting shot players have to make sure they are not in front of an enemy as when they are their outline turns red.





Deep Duck Trouble

Developer	Aspect
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

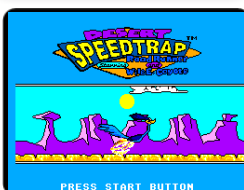
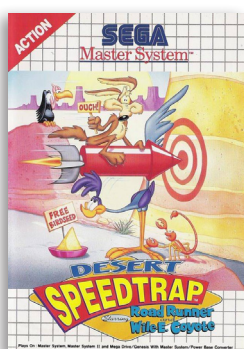
Deep Duck Trouble Starring Donald Duck, known in Japan as Donald Duck's Four Treasures is a Disney-licensed game developed by Sega.

This game is a sequel to Sega's previous Donald Duck title Lucky Dime Caper. It is a platform game reminiscent of Castle of Illusion Starring Mickey Mouse, as both have similar gameplay elements.

7.1



Rarity EU: 4
Rarity BR: 7

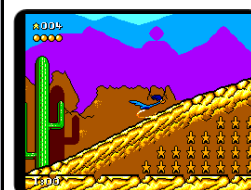


Desert Speedtrap

Developer	Probe Software
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

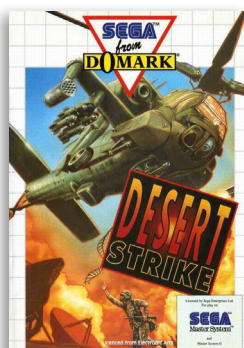
This is a platform game starring Looney Tunes famous Road Runner and nemesis Wile E. Coyote. Road Runner can jump, eat birdseed to replenish life and run. Holding the D-pad down speeds him up. The clock is ticking and if the player run out of time a try is lost, collecting stars adds time to the clock. There are also various items/powerups and bonus areas.

5.9



Rarity EU: 4
Rarity BR: 3

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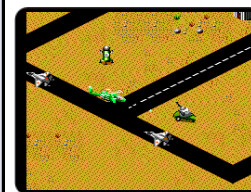
Desert Strike

Developer	Electronic Arts
Publisher	Domark
Release date	1992
Genre	Shooter
Players	1 Player

The first game in the Strike series. A year after the Gulf War, a self-styled general named Kilbaba takes over an Arab Emirate and threatens to start World War III against his western enemy, the United States.

Players must fly a specially designed AH-64A Apache on a series of missions to rescue missing-in-action characters, destroy power plants, blow apart SCUD missiles, etc. to take out the enemy defense while trying to find out Kilbaba's plans.

7.0



Rarity EU: 3

3.6



Rarity EU: 3
Rarity US: 6
Rarity BR: 5

Dick Tracy

Developer SEGA
Publisher SEGA
Release date 1990
Genre Platformer
Players 1 Player

Dick Tracy is a side-scrolling arcade game where players control the famous hero through various stages to bring down Big Boy. Tracy can walk, jump, duck, shoot a pistol, and use a Tommy gun to hit enemies and objects in the background. Each level has a series of sub-levels to it and bonus points awarded if players could avoid hitting any of the various objects in the background; i.e., windows, fire hydrants, and street lights. One of the levels switches the action up slightly by having players control Tracy during a police chase.



7.1



Rarity EU: 1
Rarity US: 2
Rarity BR: 3

Double Dragon

Developer Technos Japan
Publisher SEGA
Release date 1988
Genre Beat 'em up
Players 1-2 Players

The player takes control of martial artist Billy Lee and his twin brother Jimmy, as they fight their way into the turf of the Black Warriors gang in order to rescue their common love interest Marian. The player character has a repertoire of martial art techniques which they can perform.

There is a particularly rare NTSC rerelease version with some minor differences.



6.3



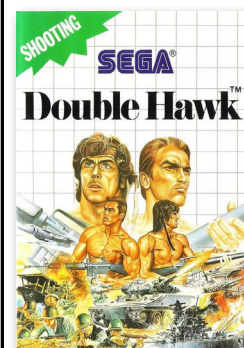
Rarity EU: 5

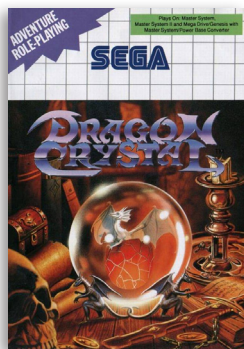
Double Hawk

Developer Opera House
Publisher SEGA
Release date 1990
Genre Shooter
Players 1-2 Players

Double Hawk is a shoot 'em up game for the Sega Master System. The basic premise of the game was that in the 1990s violence was spreading across the globe, brought forth by a group of terrorists. The protagonists, John Jackson and Jack Thomas, are sent into battle to eradicate all threats.

Throughout the game the player must eliminate various enemies including foot soldiers, armed vehicles, and helicopters using multiple guns and ordnance weapons.





Dragon Crystal

Developer SEGA
Publisher SEGA
Release date 1991
Genre Role-playing game
Players 1 Player

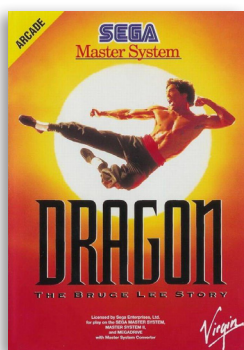
Dragon Crystal is similar to and shares assets with Fatal Labyrinth, which was also released around that time.

The game is a dungeon crawler with RPG elements, along the lines of classics such as Rogue or Nethack. Without relying on a story, the game throws players into a randomly generated world which they should explore carefully - and most importantly, where they must survive.

6.5



Rarity EU: 4
 Rarity BR: 7



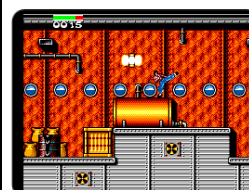
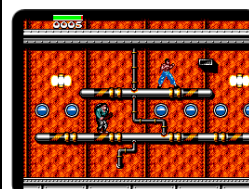
Dragon: the Bruce Lee Story

Developer Virgin
Publisher Virgin
Release date 1994
Genre Beat 'em up
Players 1 Player

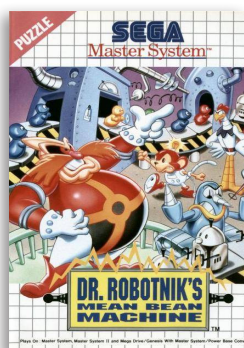
Dragon: The Bruce Lee Story is a multiplatform fighting video game based on the film Dragon: The Bruce Lee Story, which is a semi-fictionalized account of the life of Bruce Lee.

The Master System and Game Gear versions are a platformer/beat 'em up game, rather than a one-on-one fighting game as SNES, Genesis and Jaguar versions.

3.7



Rarity EU: 7

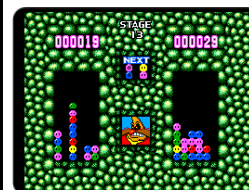


Dr. Robotnik's Mean Bean Machine

Developer Compile
Publisher SEGA
Release date 1993
Genre Puzzle
Players 1-2 Players

Dr. Robotnik's Mean Bean Machine is a puzzle game. It is the Western release of Puyo Puyo and the first Puyo Puyo game to be released in the West. The game is based on Adventures of Sonic the Hedgehog animated series rather than taking place on the main games' universe. It is also one of a few titles in the Sonic the Hedgehog series to not feature Sonic himself.

7.3



Rarity EU: 7
 Rarity BR: 6

6.1



Rarity EU: 5
Rarity BR: 6

Dynamite Duke

Developer	Seibu Kaihatsu
Publisher	SEGA
Release date	1991
Genre	Shooter
Players	1 Player

Duke, armed with a machine gun and cybernetic arm, walks sideways through enemy bases, shooting snipers and engaging in hand-to-hand combat with bosses and the occasional knife-wielding soldier. An over-the-shoulder perspective is used throughout.

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6.1

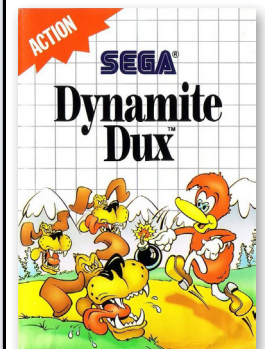


Rarity EU: 4
Rarity BR: 4

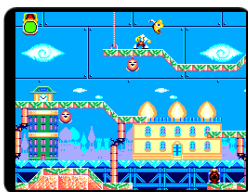
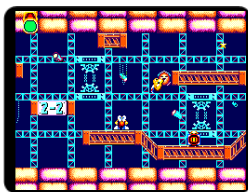
Dynamite Dux

Developer	SEGA
Publisher	SEGA
Release date	1989
Genre	Beat 'em up
Players	1 Player

Dynamite Dux is a side-scrolling 'beat 'em up' arcade game ported to the Sega Master System in 1989, where the game was somewhat altered. Due to the console's limitations, both the graphics and sound are noticeably inferior to the arcade original which ran on the much more powerful System-16 board. Many of the enemies' unique dying animations had to be cut or altered due to the Master Systems' limitations. There are fewer weapons and power-ups per level as well as fewer enemies per level.



5.3

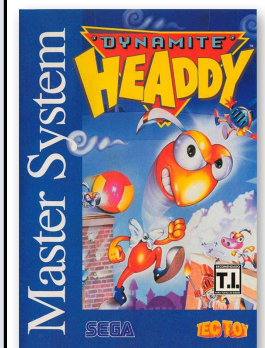


Rarity BR: 8

Dynamite Headdy

Developer	Treasure
Publisher	Tec Toy
Release date	1994
Genre	Platformer
Players	1 Player

Players control Headdy, a puppet with a detachable head. This head can be fired in eight directions to attack enemies and obstacles, as well as retrieve out of reach items. By grabbing a Hang-Man, Headdy is able to pull himself up various platforms, or drag certain areas towards him. By finding a walking case named HeadCase, Headdy can gain a special head type depending on the image shown on HeadCase at the time he hits it.



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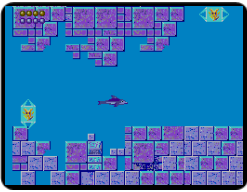
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6.5



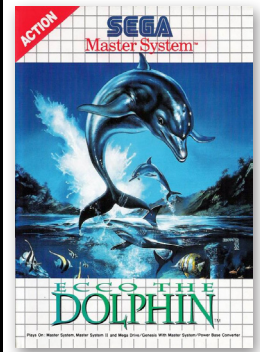
Rarity EU: 4
Rarity BR: 6

Ecco the Dolphin

Developer	Novotrade
Publisher	SEGA
Release date	1993
Genre	Action-adventure
Players	1 Player

It is the first installment in the Ecco the Dolphin video game franchise. The player character, Ecco, is a bottlenose dolphin who travels through time to combat hostile extraterrestrials in Earth's oceans and on an alien spacecraft.

Attacking enemies is accomplished by making Ecco ram into them at high speeds. Swimming can be made progressively faster by tapping a certain button, and the speed can be maintained by holding it down.



5.7



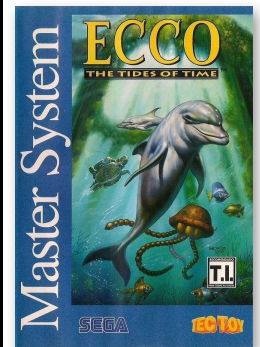
Rarity BR: 9

Ecco: The Tides of Time

Developer	Novotrade
Publisher	Tec Toy
Release date	1996
Genre	Action-adventure
Players	1 Player

The followup to Ecco the Dolphin, in which Ecco successfully destroyed the Vortex. Unfortunately, it turns out that the Vortex Queen followed it to the Earth and eventually destroyed the Asterite. All the world's oceans are threatened, and actually already doomed.

The game features better graphics than its predecessor, and introduces a new gameplay mode in which the camera follows the dolphin from behind instead of from the side.



6.6

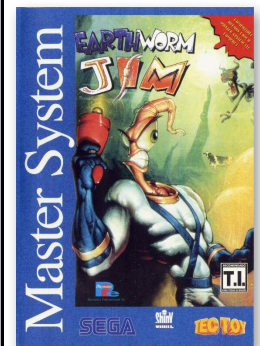


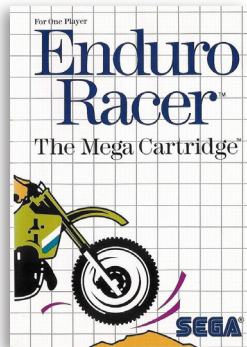
Rarity BR: 7

Earthworm Jim

Developer	Shiny Entertainment
Publisher	Tec Toy
Release date	1996
Genre	Platformer
Players	1 Player

Earthworm Jim is a 1994 run and gun platforming video game developed by Shiny Entertainment and published by Playmates Interactive Entertainment, featuring an earthworm named Jim in a robotic suit who battles evil. Created by Doug TenNapel and designed by David Perry, the game was released for the Sega Genesis in 1994, and subsequently ported to the Sega Master System.





Enduro Racer

Developer SEGA
Publisher SEGA
Release date 1987
Genre Racing
Players 1 Player

The game was developed for the Sega Master System in 1987 and later released for the Wii's Virtual Console. The player races on motorcycle tracks against both cars and motorcycles earning one point for each one that is passed. Points can be used to buy new parts or for repairs. The game also uses an isometric view. The Japanese version has more tracks and objects like people and trees than the American and European releases.

6.4



Rarity EU: 1
 Rarity US: 4
 Rarity BR: 2



E-SWAT

Developer SEGA
Publisher SEGA
Release date 1990
Genre Platformer
Players 1 Player

E-SWAT: Cyber Police is a horizontal-scrolling beat 'em up where players have to make their way from left to right and defeat a mastermind. There are 15 stages to complete, and have players patrolling through Liberty streets, car yards, stadiums, restaurants, the CBD, construction sites, and boat docks. While their out on patrol, they can pick up ammunition, and the amount they get varies. Once players have obtained the cyber-suit, they wear it for the duration of the game.

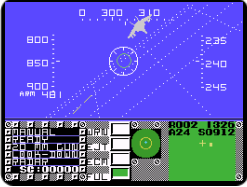
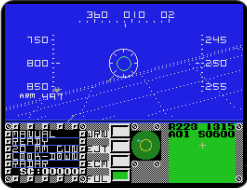
5.9



Rarity EU: 4
 Rarity US: 5
 Rarity BR: 3



4.1



Rarity EU: 3
Rarity BR: 2

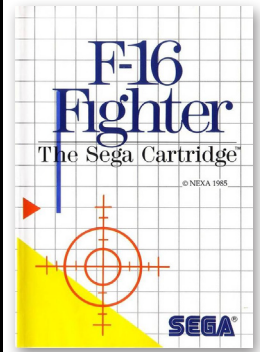
F-16 Fighter

Developer Nexa Corporation
Publisher SEGA
Release date 1986
Genre Shooter
Players 1 Player

In this game, players are flying the F-16 Fighting Falcon, the most advanced jet fighter in the world. In this carefully crafted simulation, the mission is to take down all enemy jets and remain airborne as possible.

Players are equipped with your standard gun, plus some missiles that they can use to take them down. There are ten levels. The number of missiles they have vary between each level.

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6.0



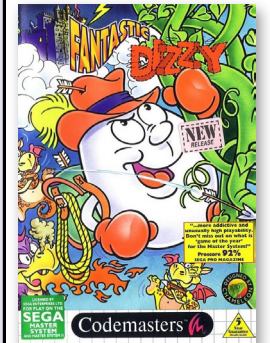
Rarity EU: 6

Fantastic Dizzy

Developer Chameleon
Publisher Codemasters
Release date 1993
Genre Platformer
Players 1 Player

The most technically-advanced of Dizzy's adventure games in many ways, it was the only one to feature actual scrolling rather than a flick-screen system, the only one not to be released for the 8 bit computers the character originated on, the only one to originate on a console, as well as featuring many mini-games, such as Bubble Dizzy and an Operation Wolf clone.

Gameplay involves walking Dizzy through the levels, picking up objects and using them to solve simple puzzles.



7.5

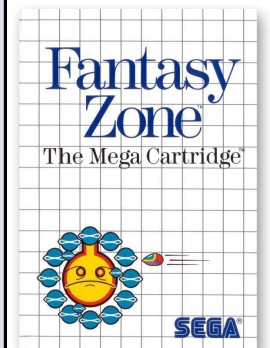


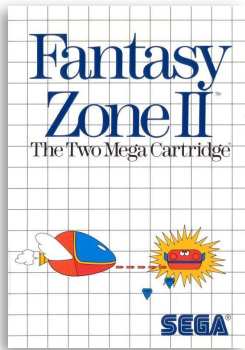
Rarity EU: 2
Rarity US: 3
Rarity BR: 3

Fantasy Zone

Developer SEGA
Publisher SEGA
Release date 1986
Genre Shooter
Players 1-2 Players

Fantasy Zone is a surreal arcade game released by Sega in 1986. It was later ported to a wide variety of consoles, including the Sega Master System. The player controls a sentient spaceship named Opa-Opa who fights nonsensical invader enemies in the titular group of planets, full of settings atypical of the traditional scrolling shooter and pastel colors. Opa-Opa is sometimes referred to as Sega's first mascot character.





Fantasy Zone II

Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Shooter
Players	1 Player

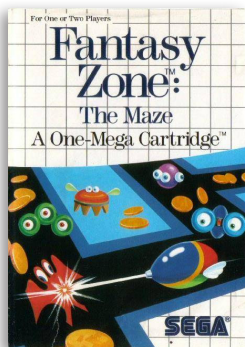
Like the first Fantasy Zone, the player controls a sentient spaceship named Opa-opa who fights surreal invader enemies. Like its predecessor, Fantasy Zone II departs from the traditional scrolling shooter themes with its bright colors and whimsical designs. For this reason, it is occasionally dubbed a “cute ‘em up”.

Also like in the original can players walk on the ground to avoid approaching enemies, and spend money in the shop to get new weapons.

7.5



Rarity EU: 5
Rarity US: 5
Rarity BR: 4



Fantasy Zone: The Maze

Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Puzzle
Players	1-2 Players

Fantasy Zone: The Maze is a video game originally released as a arcade game. Between 1987 and 1988 was published in the various markets console conversion for Sega Master System. It is known to many fans as Fantasy Zone III.

Unlike the other Fantasy Zone games which were Cute ‘em ups, Fantasy Zone: The Maze is a maze game.

6.6



Rarity EU: 6
Rarity US: 5
Rarity BR: 4



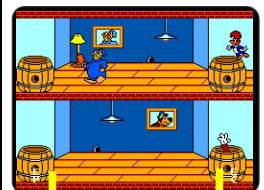
Férias Frustradas Do Pica Pau

Developer	Tec Toy
Publisher	Tec Toy
Release date	1996
Genre	Platformer
Players	1 Player

Férias Frustradas do Pica-Pau (roughly translates as Woody Woodpecker’s Frustrated Vacations) is a platform game released in Brazil only.

The player takes the role of Woody Woodpecker. Woody’s attack is using his beak to attack at enemies. One can also jump to cross platforms or to avoid enemy attacks such as throwing acorns. Also the player would have to collect money bags which are across the levels.

3.6



Rarity BR: 5

5.6

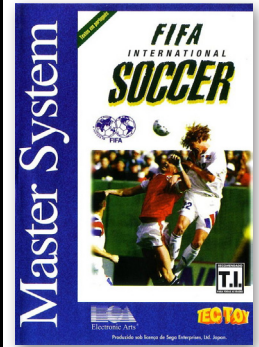


Rarity BR: 2

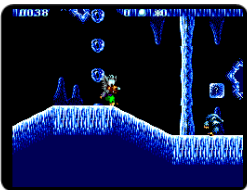
FIFA International Soccer

Developer	Tiertex Design Studios
Publisher	Tec Toy
Release date	1996
Genre	Sports
Players	1-2 Players

Based on the sport of association football, the game tasks the player with controlling a football team. Initially, the development took place for the Sega Mega Drive platform under the working title of EA Soccer, with a small budget of around \$50,000-\$100,000. The game was later ported to numerous other systems. The game was the first game in the FIFA series.



4.8

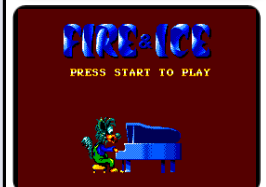
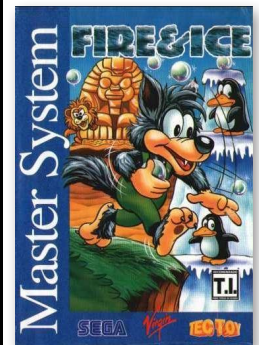


Rarity BR: 8

Fire & Ice

Developer	Virgin
Publisher	Tec Toy
Release date	1993
Genre	Platformer
Players	1 Player

In this game a coyote runs, throwing ice cubes, through various worlds. In the levels players must jump on platforms and kill the enemies. The enemies can be shot with their ice cubes; they become frozen, so players smash them. Sometimes they leave part of a key behind after they're destroyed. The complete key, assembled from all the pieces, opens the door to the next world.



5.8



Rarity EU: 5

Fire and Forget 2

Developer	Titus
Publisher	Titus
Release date	1990
Genre	Action, Racing
Players	1 Player

Part two in the Fire and Forget series, best described as Crazy Cars (also by Titus) with weapons in a futuristic setting. This game combines the genres action and driving.

In each of the five levels players need to blow their way to the front of the death convoy and shot down the leader of a group of terrorists, who plans to blow up a city. The players machine of destruction is a car with the ability to fly.

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The Flash

Developer	Probe Software
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

The Flash is an action video game based on the DC Comics superhero of the same name. The game's release followed approximately two years after the cancellation of the Flash TV series on CBS.

Apart from a speedy protagonist, the game has some similarities to Sonic the Hedgehog, as the levels have a similarly complex structure with different passages and many optional areas.

6.0



Rarity EU: 5
Rarity BR: 4



The Flintstones

Developer	Tiertex Design
Publisher	Grandslam
Release date	1994
Genre	Platformer
Players	1 Player

It's weekend. Fred Flintstone thinks of only one thing: bowling with his friend and neighbor Barney. Unfortunately, his wife Wilma got other plans for him. Fred has to paint the living room and Wilma is not going to help him with it. No, she goes shopping. And if that's not enough, Wilma also tells Fred that his mother-in-law is coming over.

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5.2



Rarity EU: 4
Rarity BR: 2



Forgotten Worlds

Developer	Capcom
Publisher	SEGA
Release date	1991
Genre	Shooter
Players	1 Player

Forgotten Worlds, originally titled Lost Worlds in Japan, is a side-scrolling shoot-'em-up game by Capcom originally released as a coin-operated video game in 1988. A Master System version was released by Sega in Europe and Brazil. This version is 1-player only and due to the presence of only two buttons on the Master System's standard controller, the buttons are used solely to rotate the character, who shoots automatically. The Megacrush attack is performed in this version by pressing both buttons simultaneously.

6.6



Rarity EU: 4
Rarity BR: 2

4.3



Rarity EU: 5
Rarity BR: 5

F1

Developer	Teque Interactive
Publisher	Domark
Release date	1993
Genre	Racing
Players	1-2 Players

F1 is an Official Formula One Racing Game. There are two modes of play available: "Arcade", "Grand Prix". In both of these modes players complete a certain number of laps (4, 8, or 12) and select which circuit that they want to race on. The circuits include San Marino, France, Britain, Germany, Italy, Portugal, Japan, and Australia. Some circuits are easy, while some are difficult.

"mobygames.com"





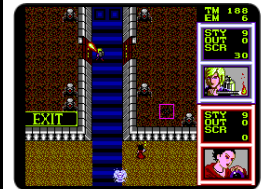
Gain Ground

Developer Sanritsu
Publisher SEGA
Release date 1990
Genre Action, Strategy
Players 1-2 Players

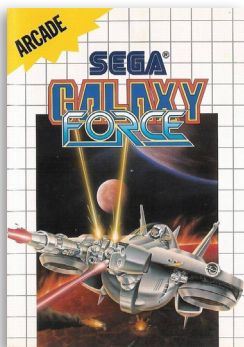
Gain Ground is a 1988 action-strategy arcade game later ported to the Sega Master System.

The game is an arcade style action game with a bit of strategy thrown in. The goal is get all of the soldiers to the opposite side of the screen or to kill all of the enemies. Each soldier in the army has a unique specialization, from among 20 types.

7.2



Rarity EU: 4
 Rarity BR: 5



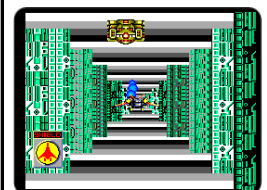
Galaxy Force

Developer SEGA
Publisher Activision
Release date 1989
Genre Shooter
Players 1 Player

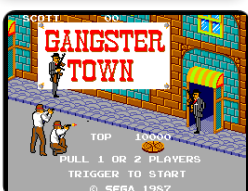
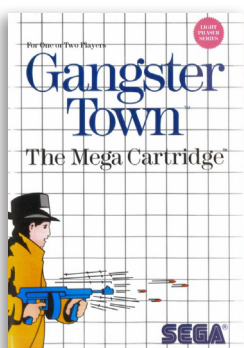
Galaxy Force is a sprite-scaling rail shooter arcade game, released by Sega in 1988 and built upon the Sega Y Board. The game which is in the tradition of Sega's successful Space Harrier is set in space. The game was later ported to the Sega Master System.

The game is divided into four "scenes", or planets: the A world is a green planet, world B is a fire-ridden lava planet, world C is a green water planet and world D is barren ice planet.

7.0



Rarity EU: 4
 Rarity US: 6



Gangster Town

Developer SEGA
Publisher SEGA
Release date 1987
Genre Light-gun
Players 1 Player

In Gangster Town, players must use the Light Phaser to shoot unruly mobsters from the town, starting with a car chase, a walk through downtown, shootouts in a bar and nightclub and more. Bonus games, such as finding a key in a brick wall, are included as players complete the game.

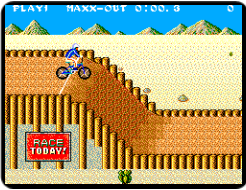
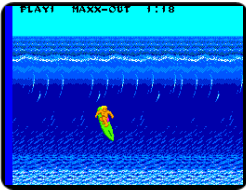
Brazilian version was issued in both white and blue style TecToy boxes. The blue style is a later release and much harder to find than the original.

7.1



Rarity EU: 4
 Rarity US: 2
 Rarity BR: 1

3.0

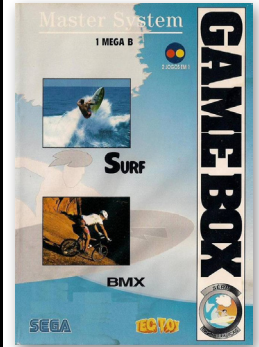


Rarity BR: 4

Game Box Serie Esportes Radicais

Developer SEGA
Publisher Tec Toy
Release date 1996
Genre Sports
Players 1 Player

Game Box Série Esportes Radicais (which means Game Box Radical Sports Series) is a modified version of California Games. Four of its six events were removed and now the player can only compete in the Surfing and BMX events. The team selection (sponsorship) was also removed, as well as the ability of naming the players.



1.0

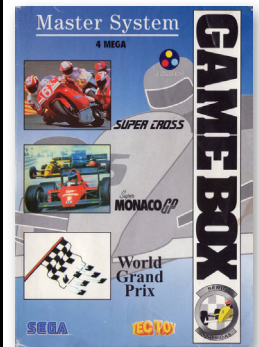


Rarity BR: 5

Game Box Serie Corridas

Developer SEGA
Publisher Tec Toy
Release date 1994
Genre Compilation
Players 1-2 Players

Game Box Série Corridas (which means Game Box Racing Series) is a compilation of the three following games in a single cartridge: Games included are Super Cross, Super Monaco GP, and World Grand Prix.



5.6



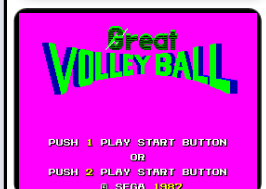
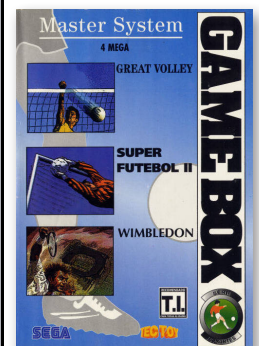
Rarity BR: 4

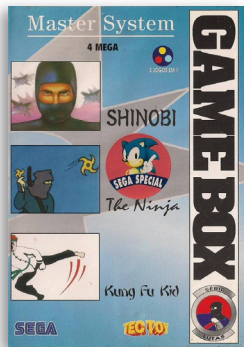
Game Box Serie Esportes

Developer SEGA
Publisher Tec Toy
Release date 1994
Genre Compilation
Players 1-2 Players

Game Box Série Esportes (which means Game Box Sports Series) is a compilation of the three following games in a single cartridge: Great Volley, Super Futebol 2, and Wimbledon.

The game was also released in Portugal with a purple and white cover. This is the only known Game Box series game to be released outside of Brazil.



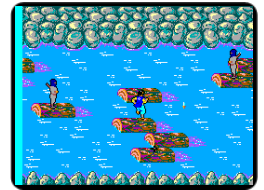


Game Box Serie Lutas

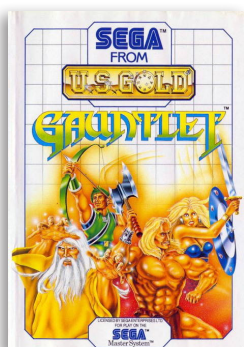
Developer SEGA
Publisher Tec Toy
Release date 1995
Genre Compilation
Players 1 Player

Game Box Série Lutas (which means Game Box Fighting Series) is a compilation of the three following games in a single cartridge: Shinobi, The Ninja, and Kung Fu Kid.

5.7



Rarity BR: 5



Gauntlet

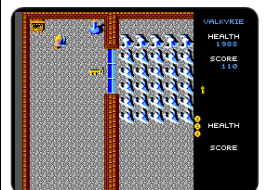
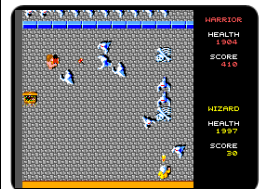
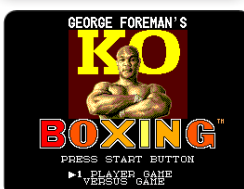
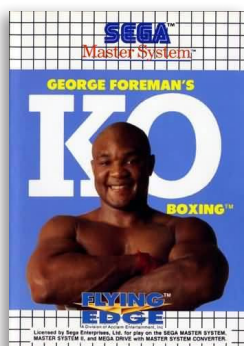
Developer Tiertex Design
Publisher U.S. Gold
Release date 1990
Genre Hack and slash
Players 1-2 Players

Gauntlet is an action game where players choose characters and fight their way through hordes of enemies that assault them on the way to the end of the level. One or two players must make their way through 100 levels of mayhem and magic.

The game features a choice of four characters to play with, each with different weapons. Thor the Warrior, Thyra the Valkyrie, Questor the Elf, and Merlin the Wizard.

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7.6

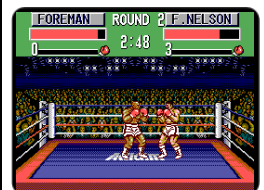
Rarity EU: 2
Rarity BR: 3

George Foreman's KO Boxing

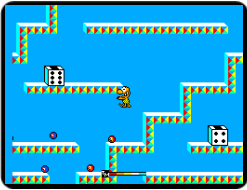
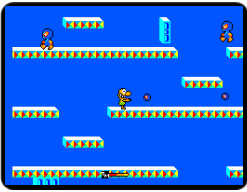
Developer SIMS
Publisher Flying Edge
Release date 1992
Genre Sports
Players 1-2 Players

George Foreman's KO Boxing was released in 1992 for the Sega Mega Drive/Genesis and other 16-bit gaming consoles such as the SNES that features multiple heavyweight champion George Foreman. The game was also later available on the 8-bit Sega Master System, and the Sega Game Gear. These two versions differ greatly from the other releases and were based on the Master System version of James Buster Douglas Knockout Boxing.

2.2

Rarity EU: 4
Rarity BR: 5

6.0



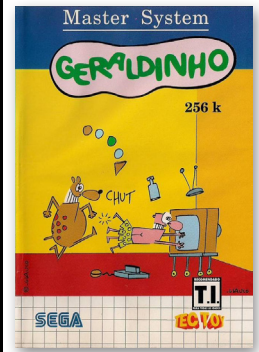
Rarity BR: 6

Geraldinho

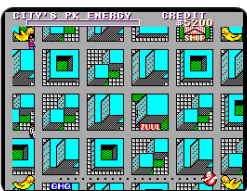
Developer SEGA
Publisher Tec Toy
Release date 1994
Genre Platformer
Players 1 Player

Geraldinho is a modified version of Teddy Boy, with Teddy Boy replaced by Geraldinho, a famous Brazilian comic character. Geraldinho is an infantile version of another comic character, Geraldão (both drawn by the Brazilian cartoonist Glauco). He is a boy addicted to soft drinks, ice cream and TV, and he's always with his friends, the dog Cachorrão and the cat Tufinho.

"mobygames.com"



6.1



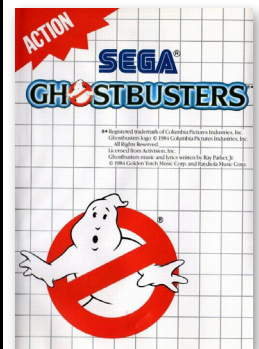
Rarity EU: 2
 Rarity US: 2
 Rarity BR: 3

Ghostbusters

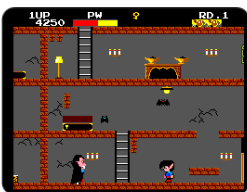
Developer Compile
Publisher SEGA
Release date 1989
Genre Action
Players 1 Player

Ghostbusters is a licensed game produced by Activision based on the movie of the same name. It was designed by David Crane, produced by Brad Fregger, and released for several home computer platforms in 1984, and later released for various video game console systems, including the Sega Master System and NES.

From Ghostbusters HQ, the player must monitor a map of midtown Manhattan for "ghost alarms", as well as for casual, roaming spirits, and plot a route to the alarmed area.



6.0



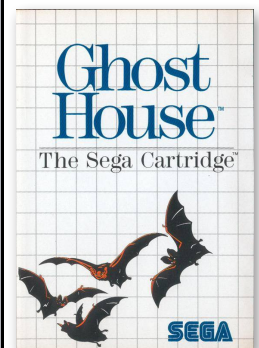
Rarity EU: 2
 Rarity BR: 2

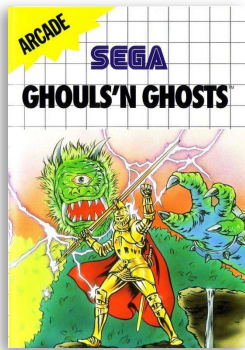
Ghost House

Developer SEGA
Publisher SEGA
Release date 1986
Genre Platformer
Players 1-2 Players

Ghost House is a single-player, side-scrolling horror-action video game loosely based on Sega's 1982 arcade game Monster Bash. The game was originally released in the short lived Sega Card format, but was re-released on cartridge.

The player controls Mick, a young vampire hunter out to destroy five vampires (or "Draculas" as the instruction book calls them) in each stage before proceeding to the next.





Ghouls'n Ghosts

Developer	Capcom
Publisher	SEGA
Release date	1988
Genre	Platformer
Players	1 Player

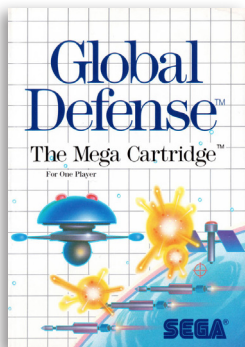
Ghouls 'n Ghosts, the sequel to Ghosts 'n Goblins is a platform game/run and gun developed by Capcom and released as an arcade game in 1988, and subsequently ported to a number of other platforms.

Released in both white and blue style covers in Brazil. The Brazilian blue style variant has much more elaborate and detailed artwork.

7.5



Rarity EU: 3
Rarity US: 6
Rarity BR: 2

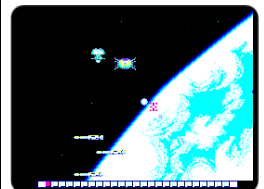


Global Defense

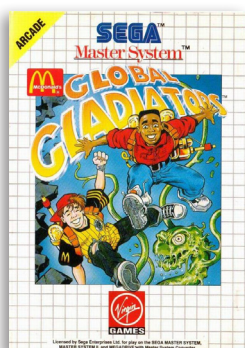
Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Shooter
Players	1 Player

SDI - Strategic Defense Initiative, or simply titled SDI and sometimes known as Global Defense, is a 1987 side-scrolling shoot 'em up arcade game originally produced and released internationally by Sega. It was later ported to game consoles. Players control a satellite and must destroy enemies by moving a cross-hair over them and firing the satellite's weapons.

6.1



Rarity EU: 2
Rarity US: 2
Rarity BR: 6



Global Gladiators

Developer	Virgin
Publisher	Virgin
Release date	1993
Genre	Platformer
Players	1 Player

Global Gladiators is a platform game licensed from fast food chain McDonalds. While playing through the game's 12 levels the players notice McDonalds logos, burgers and all sorts of family restaurant type stuff as they take Mick and Mack on a journey to clean up "Monsters of Slime World", "Toxi-Town", etc.

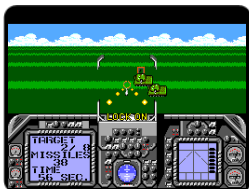
5.2



Rarity EU: 1
Rarity BR: 1

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6.0



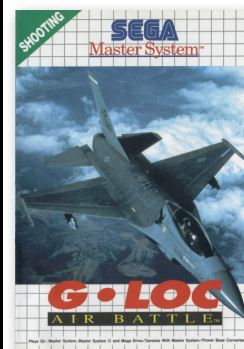
Rarity EU: 2
Rarity BR: 1

G-LOC: Air Battle

Developer Sanritsu
Publisher SEGA
Release date 1991
Genre Shooter
Players 1 Player

G-LOC: Air Battle is a 1990 air combat arcade game by Sega. The title refers to “G-force induced Loss Of Consciousness”. The game was later ported to the Sega Master System. The port include certain features not present in the arcade version, like bosses.

The game is split into 8 stages, which are split into sub-stages over land and sea, each of which has a strict time limit, and a target number of planes to shoot down.



6.6



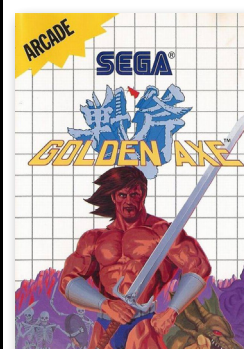
Rarity EU: 1
Rarity US: 5
Rarity BR: 2

Golden Axe

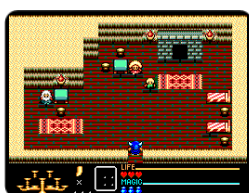
Developer Team Shinobi
Publisher SEGA
Release date 1989
Genre Hack 'n' slash
Players 1 Player

Golden Axe is a side-scrolling, beat 'em up, hack and slash arcade video game released in 1989 by Sega for the System 16-B arcade hardware. Makoto Uchida was the primary developer of the game and also was responsible for the creation of Altered Beast. The game was ported to the Master System, among others.

Players take one of the three characters; the barbarian Ax Battler, a dwarf named Gilius Thunderhead or the amazon Tyris Flare, and bash everything on screen.



7.4



Rarity EU: 4
Rarity US: 6
Rarity BR: 3

Golden Axe Warrior

Developer SEGA
Publisher SEGA
Release date 1990
Genre Action-adventure
Players 1 Player

Golden Axe Warrior is an action-adventure game released on the Sega Master System in 1991 and a spin-off of the popular Golden Axe video game series. The game follows a young warrior who tries to avenge the death of his parents by exploring ten labyrinths, collecting nine missing crystals and battling with the evil tyrant Death Adder.

The game is considered by some to be one of the system's rarest games.





Golfmania

Developer	Sanritsu
Publisher	SEGA
Release date	1990
Genre	Sports
Players	1-4 Players

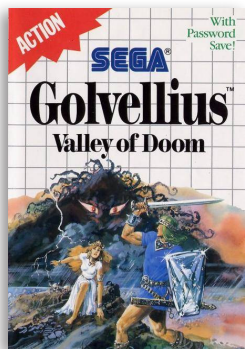
Golfmania is a golf video game released exclusively for the Sega Master System in Brazil and Europe. One of the game's innovative features is its create-a-player mode. The game uses a battery-packed RAM in order to save progress.

There is only one golf course; which has some island holes in addition to trees and bunkers. A fanfare is performed when a player performs at par or better; the only other music track other than the title screen music.

5.2



Rarity EU: 3
Rarity BR: 4

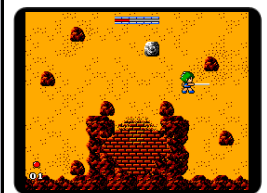


Golvellius

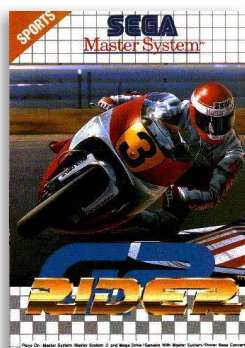
Developer	Compile
Publisher	SEGA
Release date	1988
Genre	Role-playing game
Players	1 Player

Maou Golvellius is an action adventure video game originally released for the Japanese MSX home computer system. Sega licensed the franchise in 1988 and released their own remake of the game for the Sega Master System, featuring enhanced graphics and entirely different overworld and dungeon layouts. This version was released worldwide under the name Golvellius: Valley of Doom.

7.3



Rarity EU: 3
Rarity US: 3
Rarity BR: 3



GP Rider

Developer	SEGA
Publisher	SEGA
Release date	1993
Genre	Racing
Players	1-2 Players

GP Rider is an arcade game developed and manufactured by Sega. It was ported to the Sega Master System and Game Gear in 1993 just 3 years after the arcade release.

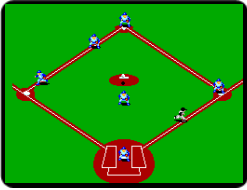
This version is played permanently in a split screen, regardless of if one or two players are playing. If only one player is racing then the second player is replaced by a computer opponent called "Wayne." "Wayne" plays like a human player in that his performance varies from race to race.

5.4



Rarity EU: 4
Rarity BR: 3

5.6

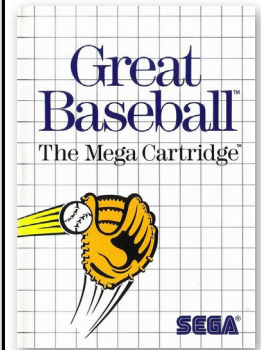


Rarity EU: 6
Rarity US: 2

Great Baseball

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

Great Baseball, released in Japan as The Pro Yakyuu: Pennant Race, give players the role of a manager. They choose between a total of 26 teams, including New York, Toronto, Milwaukee, Chicago, Seattle, Boston, etc. Then, select their pitcher and his specialty and stamina.



4.7



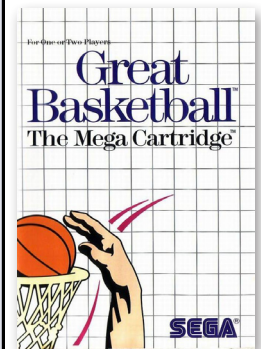
Rarity EU: 5
Rarity US: 2
Rarity BR: 6

Great Basketball

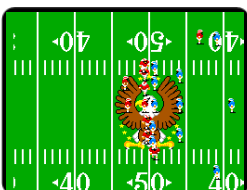
Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

Great Basketball is an 8-bit simulation of international basketball competition. Players choose from one of eight countries (USA, Canada, USSR, Japan, Cuba, Czechoslovakia, Italy, Hungary) and jump into the hoops action, featuring 5-on-5 play, defensive and offensive fouls, free throws, and three-point shots.

Single player mode is a double-elimination tournament. Win a game, and players get to allocate bonus points to various RPG-style attributes like shooting, passing, and jumping.



3.3



Rarity EU: 5
Rarity US: 2
Rarity BR: N/A

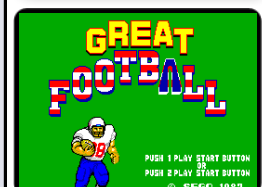
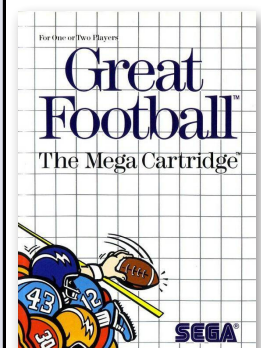
Great Football

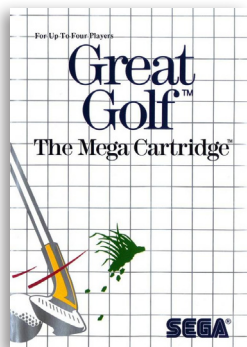
Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

Great Football plays as a regular professional American football game. One has the option to choose from the AFC league or the NFC league and then choose from several fabricated teams such as the Bombers, Sharks, Beavers or Bucks.

During gameplay, one must choose from a number of play formations. The player can choose from running and passing plays to field goals and punting plays when the time is right.

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Great Golf

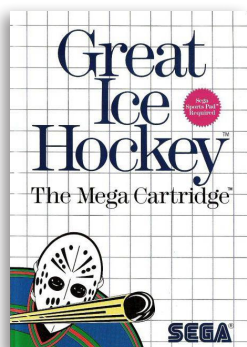
Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-4 Players

Welcome to the Sega Master's Tournament where players need to play better than "par" if they want to win. This championship course has been groomed for a competitive challenge. Eighteen holes full of roughs, bunkers, and water hazards will put players nerves to a real test. Or a boore.

3.8



Rarity EU: 2
 Rarity US: 2
 Rarity BR: N/A



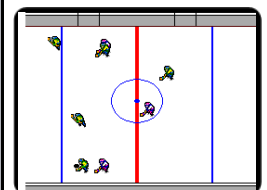
Great Ice Hockey

Developer SEGA
Publisher SEGA
Release date 1986
Genre Sports
Players 1-2 Players

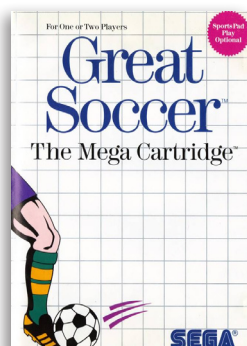
Great Ice Hockey, is a multi-player sports video game that requires the use of the Sega Sports Pad to play the game. It is part of the Great line of sports games released by Sega for the Master System.

Player begin his career in the big leagues and they can choose between seven different international hockey teams, to indicate his team as the winner of all other teams, because here's a rough and tumble hockey game that takes a steady hand and quick reflexes.

2.2



Rarity EU: N/A
 Rarity US: 5
 Rarity BR: N/A



Great Soccer

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

This version of Great Soccer is on the Sega cartridge. The other version of Great Soccer is on the Sega card and an entirely different game.

All the same rules apply to this soccer game as in a real life match. There are kickoffs, offside violations, slide tackles, corner kicks, out of bound throw-ins and goalie saves all during gameplay.

6.1



Rarity US: 5

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4.7



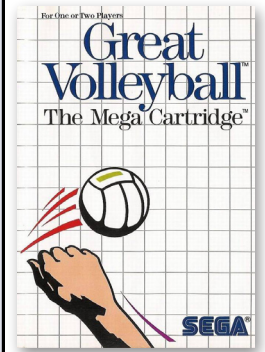
Rarity EU: 5
 Rarity US: 5
 Rarity BR: N/A

Great Volleyball

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

Great Volleyball is very simple to play, and features a practice mode. Players can try out the game mechanics there, and a coach judges their skill by yelling at them. If players fail to perform even the simplest tasks correctly, they'll have to do everything again.

Once their confident enough to take on other teams, players can check out the tournament mode, where they play against the other teams to obtain the world cup.





Hang On

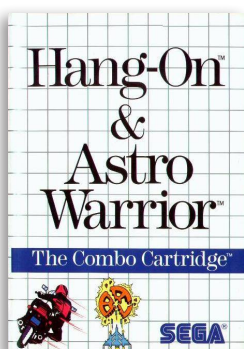
Developer SEGA
Publisher SEGA
Release date 1990
Genre Racing
Players 1 Player

Hang-On was originally released as an 1985 arcade game. The title is derived from when the biker is turning and has to “hang on” to the bike while the bike is leaning, which Suzuki had read in a Japanese bike magazine, though Suzuki learned later the technique was called “hang off” in North America. Nevertheless, he chose to keep the former name. The game was also built into some versions of the Sega Master System.

6.4



Rarity EU: 2
Rarity BR: 4



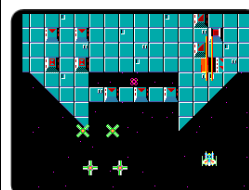
Hang On/Astro Warrior

Developer SEGA
Publisher SEGA
Release date 1986
Genre Compilation
Players 1 Player

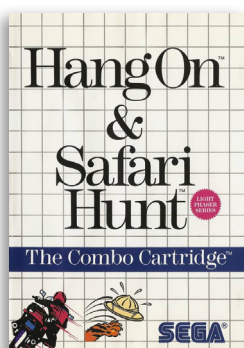
Twice the action. Twice the risk. One incredible combination. Hang On is the 3-D motorcycle race game that's taken the arcades by storm. Players race through grasslands, seascapes, valleys, nighttime city scapes and motorcycle racecourses.

Astro Warrior pits players against the enemy's fleet of superpowered spaceships. And ultimately, the invincible Master Ship. In this treacherous black universe players can only count on themselves.

7.2



Rarity US: 4



Hang On/Safari Hunt

Developer SEGA
Publisher SEGA
Release date 1986
Genre Compilation
Players 1-2 Players

This is a compilation, featuring the two games: Hang-On - Similar to Pole Position, but with bikes. Players race against time while trying to get past their opponents. Beating the clock will extend the time and provides a new backdrop.

And Safari Hunt - Players use their Sega Light Phaser to shoot as many wildlife as they can until they run out of ammunition. If their score is above the qualifying score by the time it runs out, they proceed to the next round. If it is not, they lose.

7.0



Rarity US: 2

6.6



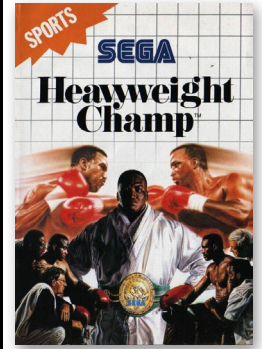
Rarity EU: 3
Rarity BR: 5

Heavyweight Champ

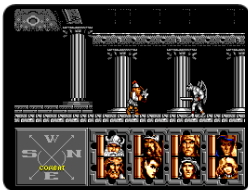
Developer Sanritsu Denki
Publisher SEGA
Release date 1991
Genre Sports
Players 1-2 Players

Heavyweight Champ is a boxing simulation featuring the fictional S. Davis.

The player is cast as S. Davis to go through a series of boxing matches against different opponents to win the championship title belt. The boxers are shown from the side. Players can move left or right in the ring to avoid punches. Other moves including blocking, and left and right punches that can be varied into jabs and crosses.



4.3



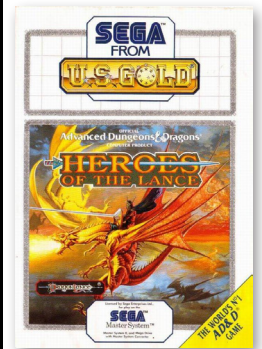
Rarity EU: 3
Rarity BR: 5

Heroes of the Lance

Developer U.S. Gold
Publisher Tiertex Design
Release date 1991
Genre Platformer
Players 1 Player

Heroes of the Lance, also known as Advanced Dungeons & Dragons: Heroes of the Lance, is based on the first Dragonlance campaign module for the Dungeons & Dragons fantasy role-playing game, Dragons of Despair, and the first Dragonlance novel Dragons of Autumn Twilight.

The gameplay consists of horizontal fighting with a maze like map using doors to change the view.



2.6



Rarity EU: 8

Home Alone

Developer Probe Entertainment
Publisher SEGA
Release date 1993
Genre Action
Players 1 Player

Home Alone for the Sega Master System is a game based on the 1990 Home Alone film. It is a different (but similar) game to the Mega Drive and Game Gear versions - the Master System version was developed by Probe and only released in Europe. It is also considered to be the slightly better game.

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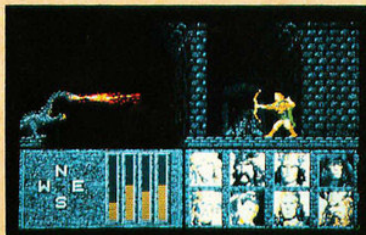
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4.8



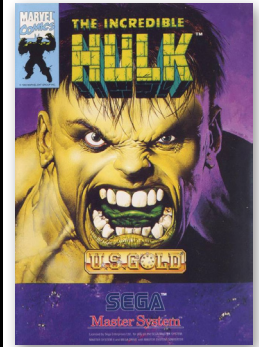
Rarity EU: 7
Rarity BR: N/A

Incredible Hulk

Developer	Probe Software
Publisher	U.S. Gold
Release date	1994
Genre	Platformer
Players	1 Player

The player controls the Incredible Hulk while searching for the Leader. Five levels await ranging from city skyscrapers to alien landscapes. The Marvel Comics villains featured as the five levels' respective bosses are The Abomination (who appears as a sub-boss in every level), Rhino, Absorbing Man, Tyrannus, and the Leader.

In Europe the game was later re-issued on the Kixx budget label.



6.3



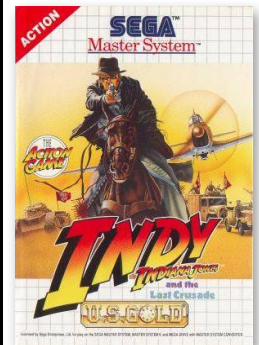
Rarity EU: 1
Rarity BR: N/A

Indiana Jones and the Last Crusade

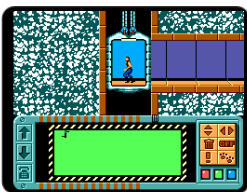
Developer	Tiertex Design
Publisher	U.S. Gold
Release date	1990
Genre	Platformer
Players	1 Player

As in the movie (and the more famous graphic adventure), the players task is to find the Holy Grail. Before this can be done Indy must find the Cross of Coronado, a shield and a diary.

There's two cover variations for the European release, aswell as both white and blue Brazilian covers and a later Portugese version.



4.6



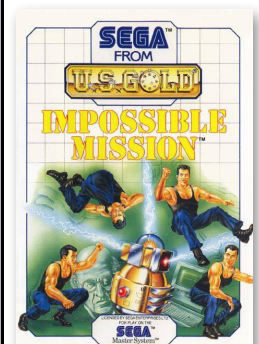
Rarity EU: 2
Rarity BR: N/A

Impossible Mission

Developer	Epyx
Publisher	U.S. Gold
Release date	1990
Genre	Action
Players	1 Player

The original version of Impossible Mission was released for the Commodore 64, programmed by Dennis Caswell and published by Epyx in 1984.

Players take the role of a secret agent on a quest to stop the evil Professor Elvin Atombender, who is believed to be tampering with national security computers. Players must penetrate Atombender's stronghold, avoid his deadly robot creations, and acquire various pieces of a password to use in the control room.



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Storm Castle Brunwald; but don't slip. It's a long and dangerous fall you won't live to tell about.



You don't have time to pet the animals on this Circus Train.



You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.



Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it...Your father and the world are doomed. This game is only recommended for those up to the challenge.



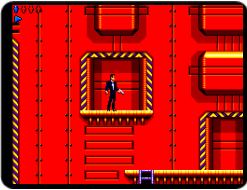
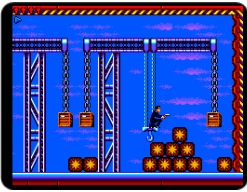
Available for Sega™ Genesis™ and Game Gear™

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6.4



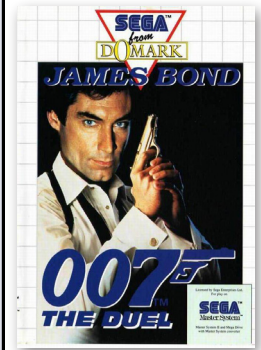
Rarity EU: 5
Rarity BR: N/A

James Bond 007: The Duel

Developer	Domark
Publisher	Domark
Release date	1993
Genre	Action
Players	1 Player

James Bond 007: The Duel is loosely based on the spy films featuring Ian Fleming's secret agent, 007. The game was developed and published by Domark. There is also a Sega Mega Drive/Genesis cartridge version which has Tengen logo and credits instead of Domark.

The game was the first Bond game not to be directly based on a movie or novel. Instead it featured an original storyline, albeit one featuring familiar villains including Jaws and Oddjob.



7.5



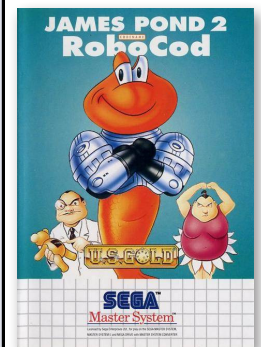
Rarity EU: 3
Rarity BR: N/A

James Pond 2: Robocod

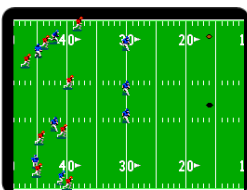
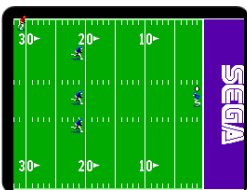
Developer	Tiertex Design
Publisher	U.S. Gold
Release date	1993
Genre	Platformer
Players	1 Player

James Pond 2: Codename RoboCod, also known as Super James Pond, is a platform video game and sequel to James Pond. The game was originally released on the Amiga, Atari ST and Mega Drive in 1991 by three different publishers.

The gameplay takes place across worlds themed around particular types of toys, such as sporting goods, candy and aircraft. The levels scroll sideways, although a small amount of vertical movement is included.



5.0



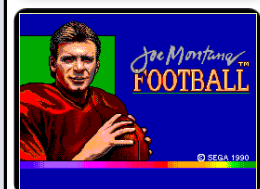
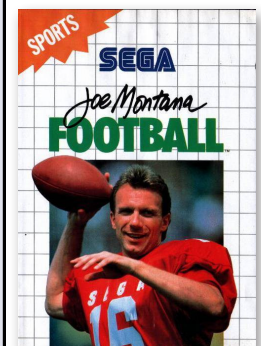
Rarity EU: 5
Rarity US: 5
Rarity BR: N/A

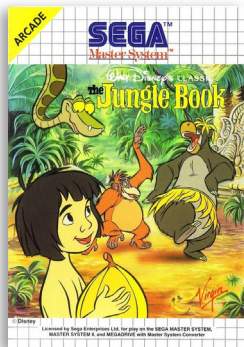
Joe Montana Football

Developer	Blue Sky Software
Publisher	SEGA
Release date	1990
Genre	Sports
Players	1-2 Players

Joe Montana Football is an American football video game featuring Joe Montana. Since Sega did not secure the rights from the NFL, teams are generically named for US cities and the only non-fictional player in the game is Montana himself.

The player controls the on-screen player as they try to run up the field. Once the player is downed the game turns to a play selection screen where the player can choose their next play (tactic) out of the 17 different preset plays available.





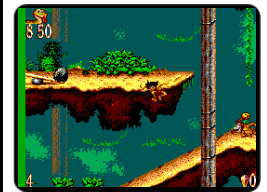
The Jungle Book

Developer Syrox Developments
Publisher Virgin
Release date 1993
Genre Platformer
Players 1 Player

The Jungle Book is a series of video games based on the 1967 Disney animated film The Jungle Book, primarily released in 1994. It was first released by Virgin Interactive in 1993 for the Sega Master System.

There's 5 different European covers (multi-language, English, German, French, Spanish). There's also a later Portugese version with a different cover altogether.

7.0



Rarity EU: 1
 Rarity BR: N/A



Jurassic Park

Developer SEGA
Publisher SEGA
Release date 1993
Genre Platformer
Players 1 Player

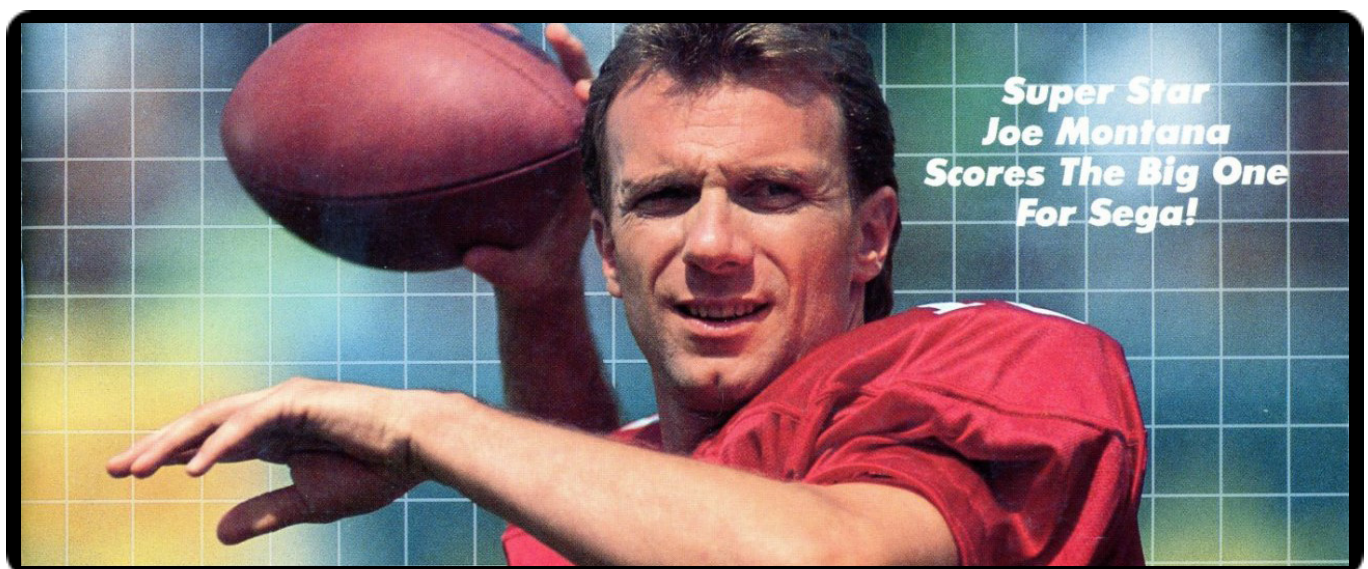
One of many games based on the 1993 blockbuster Jurassic Park, the version for Sega's 8-bit systems combines side-scrolling shooting action and platforming levels. In each of the five stages of the game, one escaped dinosaur species must be recaptured. Each level begins with a side-scrolling driving section.

The game was released in both white and blue style boxes in Brazil.

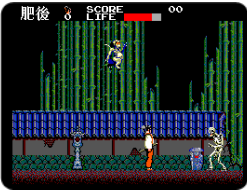
6.7



Rarity EU: 2
 Rarity BR: N/A



7.8



Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

Kenseiden

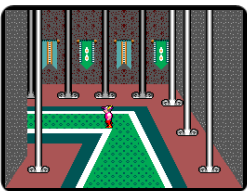
Developer SEGA
Publisher SEGA
Release date 1988
Genre Platformer
Players 1 Player

Kenseiden was released as Hwarang-ui Geom in Korea and has the main character sprite altered to look like a Korean warrior and the Japanese map changed to a map of Korea. In the original Japanese version, Hayato is blond. In the Western versions he has black hair.

The game stars Hayato, a samurai that has to fight against warlocks and evil spirits that plague 16th century Japan.



6.0



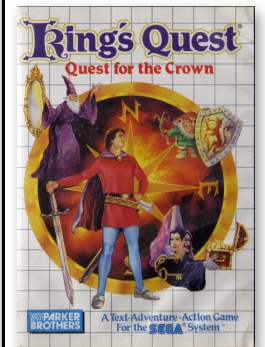
Rarity US: 6

King's Quest: Quest for the Crown

Developer Microsmiths
Publisher Parker Brothers
Release date 1989
Genre Adventure
Players 1 Player

King's Quest is a 1983 adventure game, originally published for the IBM PCjr. The story and the general design of the game was developed by Roberta Williams.

The Sega Master System port uses its own engine, with a verb/noun interface (similar to early LucasArts titles). It has original tile and sprite-based graphics. The game is based on the original King's Quest and shares the puzzles and point list of that game.



5.3



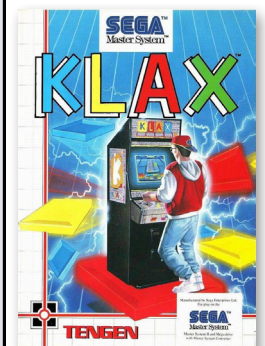
Rarity EU: 3

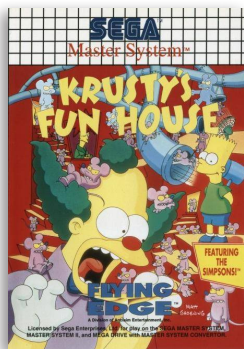
KLAX

Developer Atari
Publisher Tengen
Release date 1991
Genre Puzzle
Players 1 Player

Klax is a 1989 computer puzzle game designed by Dave Akers and Mark Stephen Pierce. After the arcade version, Klax saw ports to most contemporary video game systems of the 1990s.

The object of the game is to catch assorted color falling tiles and create rows, columns, or diagonals of a single color. Each level requires a different pattern to be made, and the tiles fall faster, more at a time, and in an increasing number of colors as the game progresses.





Krusty Fun House

Developer	Audiogenic
Publisher	Flying Edge
Release date	1992
Genre	Puzzle
Players	1 Player

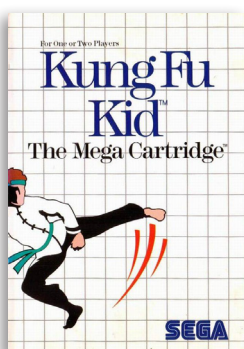
Krusty's Fun House is a video game based on the cartoon series The Simpsons.

The player directs small rats to an extermination area through complicated maze-like levels. The player controls Krusty the Clown, who must navigate through his Krusty Brand Fun House. Each level is a puzzle in which a number of rats must be exterminated.

5.2



Rarity EU: 5
Rarity BR: N/A



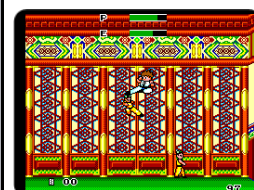
Kung Fu Kid

Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Action
Players	1-2 Players

Kung Fu Kid, known in Japan as Makai Retsuden, is a Sega Master System video game about a kid that has knowledge of kung fu (including the fascinating art of wall jumping). This action game tests his skills as he defeats terrible enemies in order to save the day.

Computer Gaming World criticized Kung Fu Kid's "incredibly contrived play-mechanics" and the "tiny and cartoon-like" graphics, and mocked the English documentation that stated that the player would fight "the unnaturally evil one".

6.1



Rarity EU: 2
Rarity US: 4
Rarity BR: N/A



7.8



Rarity EU: 1
Rarity BR: N/A

Land of Illusion

Developer SEGA
Publisher SEGA
Release date 1992
Genre Platformer
Players 1 Player

Land of Illusion Starring Mickey Mouse is a sequel to Castle of Illusion Starring Mickey Mouse.

The game is a typical platform game, with the player sidescrolling his way through 14 stages, trying to retrieve the crystal to the villagers. Mickey can attack his enemies by picking up an item (such as a stone block) and throwing it at his enemies, or he can jump at them in a sitting pose.



6.8



Rarity EU: 4
Rarity BR: N/A

Laser Ghost

Developer SEGA
Publisher SEGA
Release date 1991
Genre Light-gun
Players 1 Player

Laser Ghost is a horror-themed shooting gallery arcade game released by Sega in 1989. The Sega Master System game with the same title was released in 1991 exclusively for Europe, but was not based on the arcade original.

In the game, players must protect a young girl named Catherine who is being held captive in the haunted White Manor. Using either the joystick or the Light Phaser gun, players eliminate the various hazards Catherine encounters as she attempts to escape.



6.9



Rarity BR: 5

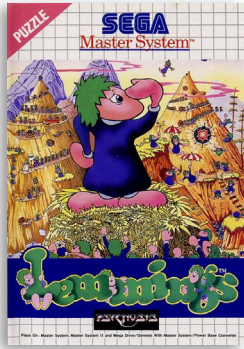
Legend of Illusion

Developer Aspect
Publisher Tec Toy
Release date 1994
Genre Platformer
Players 1 Player

Legend of Illusion Starring Mickey Mouse is a platform game released for the Game Gear, with a Master System version released later in Brazil. It is the last game in the series.

Unlike the other two Master System Illusion games, Mickey defeats enemies by throwing bars of soap (and later rocks) to defeat them rather than by bouncing on them. Frequently there are puzzles that need to be solved to progress through the stages. One of the stages is a scrolling shooter.





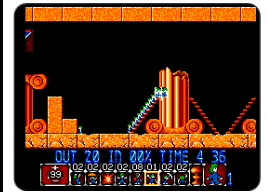
Lemmings

Developer	DMA Design
Publisher	SEGA, Psygnosis
Release date	1992
Genre	Puzzle
Players	1 Player

Lemmings is a puzzle-platformer video game originally developed by DMA Design and first published by Psygnosis for the Amiga in 1991. The game was programmed by Mike Dailly and David Jones, and was inspired by a simple animation that Dailly created while experimenting with Deluxe Paint.

The popularity of the game on the Amiga led to its rapid porting to many other platforms, and it is regarded as one of the most widely ported video games.

7.5



Rarity EU: 1
Rarity BR: N/A



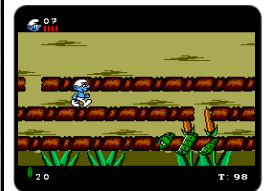
Les Schtroumpfs

Developer	Bit Managers
Publisher	Infogrames
Release date	1994
Genre	Platformer
Players	1 Player

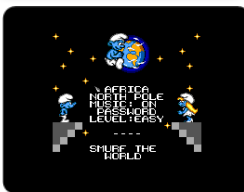
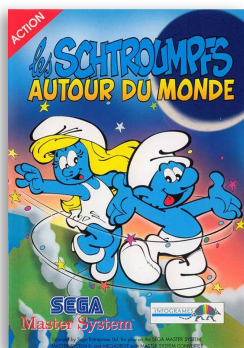
The Smurfs is a platform game based on the popular eponymous series. Released by Infogrames in 1994 for home consoles and in 1997 for Windows, it was one of the few games available in more than one language, selectable by the player.

On each level players must collect five stars in order to get access to the bonus level. On the bonus level, players try to collect as many bonuses as possible before the time runs out.

5.3



Rarity EU: 5
Rarity BR: N/A



Les Schtroumpfs autour du monde

Developer	Infogrames
Publisher	Infogrames
Release date	1996
Genre	Platformer
Players	1 Player

The magic crystal has broken. And so inquisitive Smurf and Smurfette are teleported through time and all around the world. Sadly they discover that the whole world suffers from pollution. They set off to find the 21 crystals in each area and smurf the world's rubbish in order to get back to their European village.

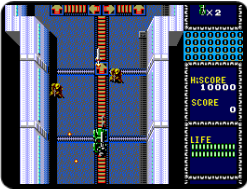
The Master System version is notable for being the last commercial release for the console in Europe.

4.4



Rarity EU: 9

6.6



Rarity EU: 5
Rarity BR: N/A

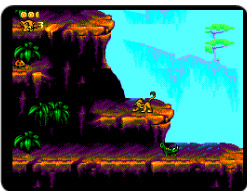
Line of Fire

Developer	Sanritsu Denki
Publisher	SEGA
Release date	1991
Genre	Shooter
Players	1 Player

Line of Fire was originally released as a arcade shooting video game, played from a first person perspective, and developed by Sega. It was released on the Sega Master System in 1991, however the style of the game was changed to that of an overhead scrolling shooter. It follows a two man commando unit as they try to escape from a terrorist facility after seizing a prototype weapon. The Sega Master System version was seen as disappointing.



6.9



Rarity EU: 2
Rarity BR: N/A

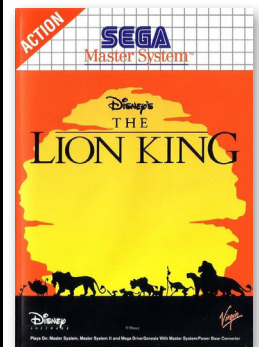
The Lion King

Developer	Syrox Developments
Publisher	Virgin
Release date	1994
Genre	Platformer
Players	1 Player

The Lion King, based on the famous Disney movie, is a platform game where players control Simba - initially as a young cub, and later as an adult lion. The plot of the game follows the plot of the movie. Each of the levels represents a part of the movie.

The game features no in-game save function, and it needs to be replayed from the beginning every time.

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6.1



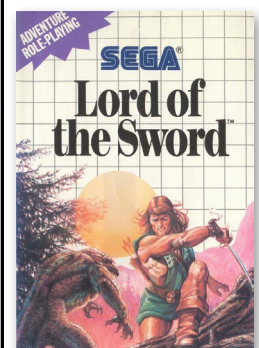
Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

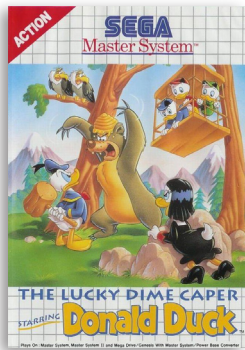
Lord of the Sword

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Action-adventure
Players	1 Player

Lord of the Sword is side scrolling action-adventure video game for the Sega Master System. The game is based in a medieval fantasy setting.

Landau, the player character, is armed with a sword for close combat and a bow for ranged combat. The Kingdom of Baljinya has towns and villages where Landau can stop to rest (restoring his health) and gather information from the people. There are also castles which can only be entered after completing certain tasks.





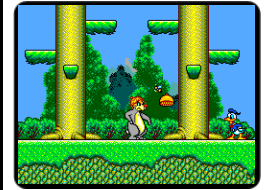
The Lucky Dime Caper

Developer	SEGA
Publisher	SEGA
Release date	1991
Genre	Platformer
Players	1 Player

The Lucky Dime Caper Starring Donald Duck, known in Japan as Donald Duck's Lucky Dime, is a platform game released for Sega Master System and Sega Game Gear. It is the 8-bit counterpart to QuackShot, a Sega Mega Drive/Genesis-only release.

The gameplay follows the same pattern of Castle of Illusion Starring Mickey Mouse which was released for Sega consoles a year before, but unlike Mickey, Donald can attack enemies by hitting them with a hammer or throwing discs.

7.3



Rarity EU: 2
Rarity BR: N/A

The Lucky Dime Caper Limited Edition

The Lucky Dime Caper Limited Edition Boxed Set is one of those items every Master System collector wants, or if they are lucky enough to own it then it is likely to be one of their favourite items. This is the only set of it's kind for the Master System (a very similar set was released for the Mega Drive for Ecco The Dolphin). The first thing that strikes one when they come into contact with this set is the size of the thing. The outer box measures 330mm x 250mm x 70mm. The next thing they notice is that it's a really high quality item, made from thick textured card, that feels expensive (unlike most of today's thin glossy cardboard video game sets).

The Lucky Dime Caper set contains the Master System video game, an audio cassette featuring an assortment of Disney songs and a Lucky Dime Caper T-shirt. The box opens out into two halves with the aid of a small black cotton tab at the top. The hinge is at the bottom end of the box (It's wise to take great caution when handling one of these as one can imagine a careless hand could damage the joins or inner sections).

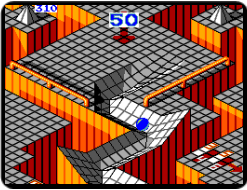
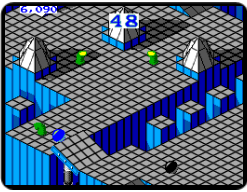
Within the main box there are 3 removable card sections that hold the contents. The two smaller sections which hold the game and cassette are both constructed from the same thick card as the outer box. The larger section which holds the T-shirt is made from a much thinner card (which is quite easy to damage).

The Audio cassette, titled 'Donald Duck's Disney Selection', has 4 popular Disney tracks on each side.

by: "segacollect.blogspot.no"



6.0



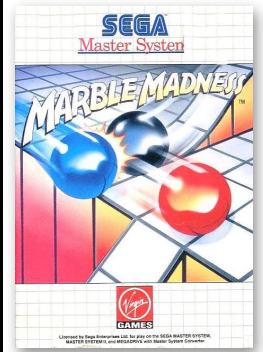
Rarity EU: 2

Marble Madness

Developer	Atari
Publisher	Virgin
Release date	1992
Genre	Puzzle
Players	1 Player

Marble Madness was originally released as a arcade game designed by Mark Cerny and published by Atari Games in 1984. The game was commercially successful and ported to numerous platforms.

The object of the game is to move a marble down an isometric field from one point to another, making sure not to fall of ledges or be damaged in other ways.



6.7



Rarity US: 4
Rarity BR: N/A

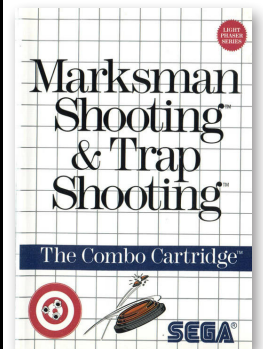
Marksman Shooting & Trap Shooting

Developer	SEGA
Publisher	SEGA
Release date	1986
Genre	Compilation
Players	1 Player

These two games allow players to use the Sega's Light Phaser to their advantage. In Marksman Shooting, players shoot red spots on a several number of targets in order to score points before they disappear.

In Trap Shooting, players shoot discs that are thrown into the air. If they miss, then they will fall into the distance. The gun is reloaded after each go.

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5.8



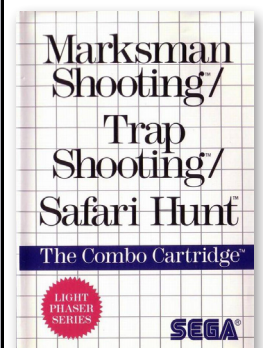
Rarity EU: 4

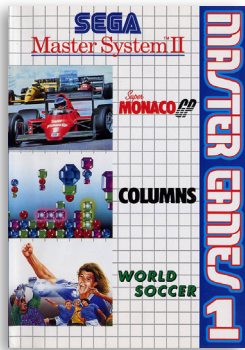
Marksman Shooting/Trap Shooting/ Safari Hunt

Developer	SEGA
Publisher	SEGA
Release date	1986
Genre	Compilation
Players	1 Player

This cartridge bundles three games that all support the light phaser. Marksman Shooting and Trap Shooting were previously available as a bundle on a single cartridge, while Safari Hunt was released individually.

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Master Games 1

Developer SEGA
Publisher SEGA
Release date 1993
Genre Compilation
Players 1-2 Players

Master Games 1 is a compilation cart. It follows a similar format to the Sega Mega Drive's Mega Games 1, Mega Games 2 and Mega Games 3, in that it contains three previously released Master System games on one cartridge. It was distributed as part of later Master System II bundles.

Games included are Columns, Super Monaco GP, and World Soccer.

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5.9



Rarity EU: 2



Master of Darkness

Developer Sims
Publisher SEGA
Release date 1992
Genre Action
Players 1 Player

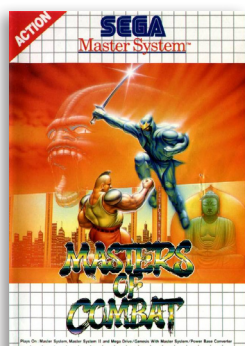
Master of Darkness is a platform game, very similar to Castlevania. The plot has the player entering the role of a psychologist named Dr. Social trying to defeat Dracula, who is behind a series of killings in London which have been attributed to Jack the Ripper.

The game features five rounds divided into three stages. At the end of each stage, a boss must be defeated. At the end of the final stage, the player must defeat Dracula himself.

7.5



Rarity EU: 2
Rarity BR: N/A



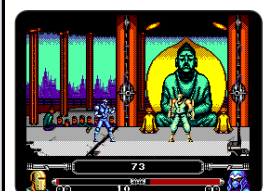
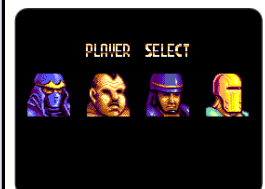
Masters of Combat

Developer Sims
Publisher SEGA
Release date 1993
Genre Fighting
Players 1-2 Players

Masters of Combat is a versus fighting game, where players choose one of the final four participants in a tournament and need to defeat the three opponents and themselves in a mirror match, before they can take on the final boss. Unlike most fighters, the game does not use "up" on the D-pad for jumping, but one of the other buttons, leaving one button for punches and kicks.

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6.9



Rarity EU: 8
Rarity BR: N/A

6.5



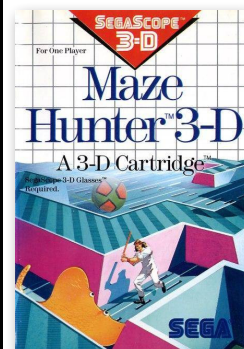
Rarity EU: 6
Rarity US: 3
Rarity BR: N/A

Maze Hunter 3-D

Developer SEGA
Publisher SEGA
Release date 1988
Genre Action
Players 1 Player

Maze Hunter 3-D makes use of the 3-D Glasses add-on, and perhaps produces the best effects of those that do. All the sprites and backgrounds are given their own illusion of depth, and jumping makes the character appear to move closer to the viewer. There is no 2D equivalent game, and no way to disable the 3D effect.

The player is required to find their way out of a series of mazes viewed from a top-down perspective, armed only with a stick to kill various monsters.



5.1



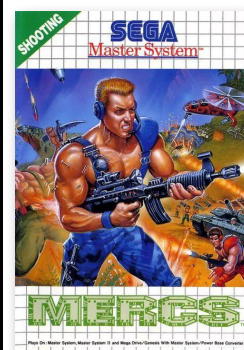
Rarity EU: 4
Rarity BR: N/A

Mercs

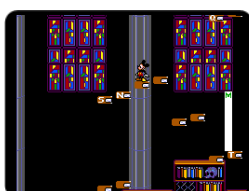
Developer Tiertex
Publisher SEGA
Release date 1991
Genre Shooter
Players 1 Player

Mercs, originally released as Senjō no Ōkami II for the arcades, is a 1990 top-down run and gun game. It is a followup to the 1985 Commando.

Players run through each of the 8 levels, which primarily scroll horizontally, shooting everyone before they can shoot the player. At times players will have to shoot trees and other scenery to progress.



7.7



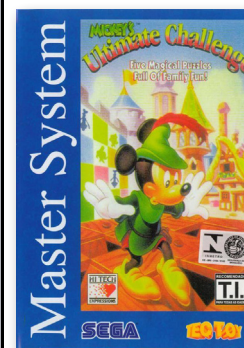
Rarity BR: 9

Mickey's Ultimate Challenge

Developer WayForward Technologies, Designer Software
Publisher Tec Toy
Release date 1998
Genre Puzzle
Players 1 Player

Mickey's Ultimate Challenge is a puzzle game for the Super NES, Game Boy, Genesis/Mega Drive, Sega Master System, and Game Gear. The Master System version, released in 1998, was the last game ever released for that console.

The game let the player chooses either Mickey or Minnie to play with. They'll find five characters from the Disney's universe in the kingdom, and will be prompted to help them in several tasks.





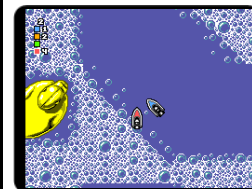
Micro Machines

Developer	Codemasters
Publisher	Codemasters
Release date	1993
Genre	Racing
Players	1-2 Players

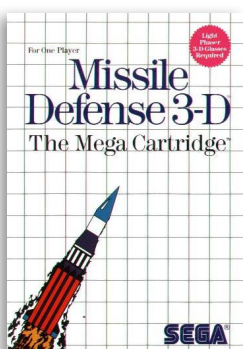
Micro Machines are based on the line of toys originally made by Galoob in the mid-1980s and throughout the 1990s.

The game involves racing miniatures representing particular vehicle types across a particular terrain found around the house. The Sports Cars race on the desktop, 4x4s in the sandpit, Formula 1 cars on a snooker table, and so on.

7.3



Rarity EU: 6



Missile Defense 3-D

Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Light-gun
Players	1 Player

Missile Defense 3-D, advertised as World War 3-D in early promotional material, is a shooting game developed and published by Sega for the Sega Master System. The game requires both the 3-D Glasses and Light Phaser to play.

The player assumes the role of an anti-nuclear satellite armed with a laser, with the mission of destroying all nuclear missiles launched by two superpowers at each other and the satellite.

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6.4



Rarity EU: 6
Rarity US: 4
Rarity BR: N/A



Miracle Warriors: Seal of The Dark Lord

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Role-playing game
Players	1 Player

In Miracle Warriors: Seal of the Dark Lord, players have been asked to recover the Golden Seal which is being guarded by the Dark Lord Terarin.

The Japanese release for the game came in a big box with a cloth map and a steel figure. It also made use of the Mark III's FM Sound Unit add-on for enhanced music (the Japanese Master System had the FM unit built-in).

6.8



Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

7.6



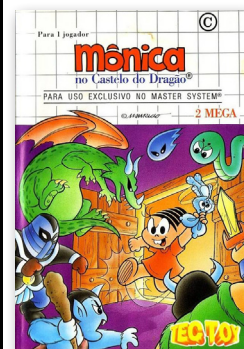
Rarity BR: 6

Mônica no Castelo do Dragão

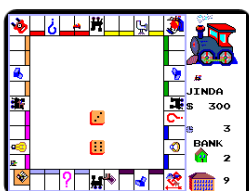
Developer Westone, SEGA, Tec Toy
Publisher Tec Toy
Release date 1991
Genre Action
Players 1 Player

Mônica no Castelo do Dragão is a retooled version of Wonder Boy in Monster Land released in 1991, exclusively in Brazil. The game was produced by Tec Toy together with Maurício de Sousa Produções (also known as Estúdios Mauricio de Sousa) with the goal of suiting the brazilian audience, using popular brazilian characters. This was the first Master System game to receive this type of localization treatment from Tec Toy.

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7.3



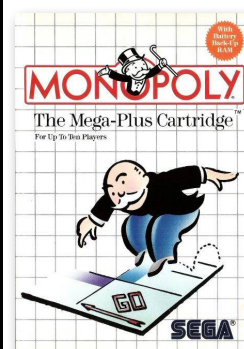
Rarity EU: 5
 Rarity US: 5

Monopoly

Developer Nexa
Publisher SEGA
Release date 1988
Genre Table
Players 1-10 Players

Monopoly was the first Master System game to be developed in the US in an attempt to capture the mood of the American public, who at this point were greatly favouring Nintendo’s rival console, the NES, over Sega and their Master System. All previous games, despite sometimes being localised, were developed by Sega and other companies within Japan, although ironically the project originally started with Chinese developers at the helm.

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6.1



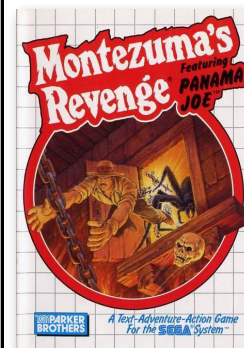
Rarity US: 6

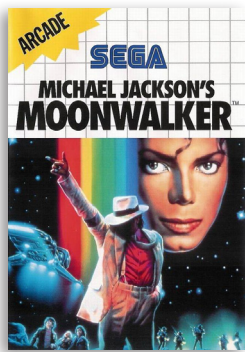
Montezuma’s Revenge

Developer Utopia Software, Parker Brothers
Publisher Parker Brothers
Release date 1989
Genre Platformer
Players 1 Player

Montezuma’s Revenge was originally created by Robert Jaeger and published in 1984 by Parker Brothers. The game’s title references a colloquial expression for diarrhea contracted while visiting Mexico.

The player character is a treasure hunter named Panama Joe, whose goal is to find an ancient treasure hidden by Aztec warrior deep inside catacombs.





Moonwalker

Developer	SEGA, Arc System Works
Publisher	SEGA
Release date	1990
Genre	Action
Players	1 Player

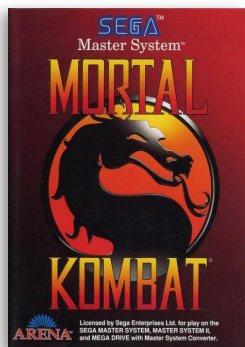
Michael Jackson's Moonwalker is the name of two video game tie-ins made by Sega based on the 1988 film, Moonwalker. As the name suggests it is endorsed by pop sensation Michael Jackson, who would go on to have a long history working with Sega.

In the game, Mr. Big has kidnapped children and has nasty things in store for them, like drugging them and making them slaves. So it's up to Michael to use his magical powers and dancing talent to try to catch Mr. Big and rescue his little friends.

6.1



Rarity EU: 1
Rarity US: 6
Rarity BR: N/A



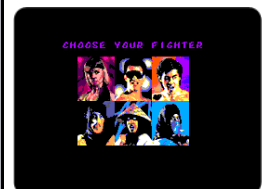
Mortal Kombat

Developer	Probe Software
Publisher	Arena, (JP) Acclaim
Release date	1993
Genre	Fighting
Players	1-2 Players

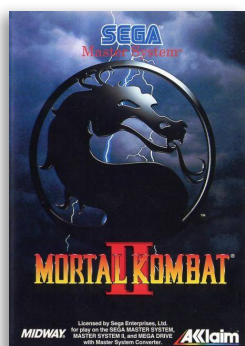
Mortal Kombat is a side-scrolling fighting game. Fighting is set as one-on-one combat, allowing each player to perform a variety of punches, kicks, and special moves in order to defeat their opponent.

Predictably the Master System version is toned down for the weaker hardware, and is censored until a cheat code is inputted. Kano and Reptile have been omitted from this version, presumably to save space.

5.6



Rarity EU: 3
Rarity BR: N/A



Mortal Kombat II

Developer	Probe Software
Publisher	Acclaim
Release date	1994
Genre	Fighting
Players	1-2 Players

Like other Sega Console versions, it was developed by Probe Entertainment. The Game Gear and Master System versions are identical aside from the screen size. Eight characters and Shao Kahn are present but several were removed such as Raiden, Baraka, Johnny Cage, Kung Lao, Noob Saibot, and Kintaro. Several levels are also missing and the only level with a stage fatality is the Kombat Tomb. Each character has one fatality removed along with friendships.

6.0



Rarity EU: 6
Rarity BR: N/A

4.9

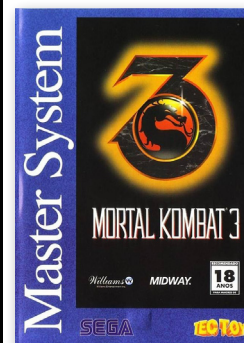


Rarity BR: 4

Mortal Kombat 3

Developer	Software Creations
Publisher	Tec Toy
Release date	1996
Genre	Fighting
Players	1-2 Players

The Sega Master System version of the game was an exclusive Brazilian release by Tec Toy and is mostly identical to the Game Gear version, save the larger resolution.



6.8



Rarity EU: 4
Rarity BR: N/A

Ms. Pac-Man

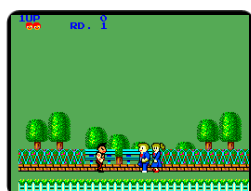
Developer	Tengen
Publisher	Tengen
Release date	1991
Genre	Puzzle
Players	1-2 Players

Ms. Pac-Man is a 1981 arcade game originally developed by Midway as an unlicensed modification of the original Pac-Man, before being taken by Namco as an official game. Its success caused the game to be ported to a plethora of platforms, including the Sega Master System.

Like her boyfriend, Ms. Pac-Man attempts to clear four various and challenging mazes filled with dots and ever-moving bouncing fruit while avoiding Inky, Blinky, Pinky and Sue.



4.7



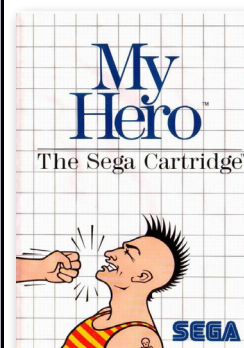
Rarity EU: 3
Rarity BR: N/A

My Hero

Developer	SEGA
Publisher	SEGA
Release date	1986
Genre	Beat-'em-up
Players	1-2 Players

My Hero is a Sega arcade/video game released in 1985 and was later ported to the Sega Master System in 1986. The gameplay takes the form of a simple side-scrolling beat 'em up fighting game, which was seen as being frustratingly difficult at several points in the game.

The game was initially released as a Sega Card internationally, and later as a cartridge in Europe, Australia, Brazil and South Korea.



VINJA GAIDEN

SIENTE EL DRAGON

ACTIVO

SEGA
Master System™



VINJA GAIDEN

Plays On : Master System, Master System II and Mega Drive/Genesis With Master System/Power Base Converter

Unitros

El pueblo del Dragón Ninja ha sido
masacrado, el poderoso rollo de Bushido ha
sido robado.
¡La venganza está servida! Tu eres Ryu
Mayabusa, el último Ninja Dragón. Una
máquina de matar que habrá de encontrar a
Bushido para aniquilar la idea de liberar las
maldades de la tierra.
Algo arderá en tu interior.
¡Siente el Dragón!.

Vive una Aventura

SEGA

7.7



Rarity EU: 4
Rarity BR: N/A

Ninja Gaiden

Developer SIMS
Publisher SEGA
Release date 1992
Genre Action
Players 1 Player

Ninja Gaiden stars Ryu Hayabusa and is part of the Ninja Gaiden series, although it features a plot not connected to any of the other Ninja Gaiden games. Due to the discontinued support of the console in Japan and North America because of its lukewarm sales in both regions when compared to the NES, the game was only released in Europe, Australia and other PAL territories, bearing the Ninja Gaiden label instead of the Shadow Warriors one that usually was used for the series by the time in PAL releases.



6.3



Rarity EU: 3

The Newzealand Story

Developer Taito
Publisher Taito
Release date 1992
Genre Platformer
Players 1 Player

The Newzealand Story stars Tiki the kiwi, whose friends have been kidnapped by a giant walrus.

The Mega Drive port of The NewZealand Story is unique in that it was based on a prototype revision of the Japanese arcade board, leading to radically different level designs which lack the on-screen map for navigation. There are also fewer levels; 13 versus the 20 seen in other ports.

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6.5



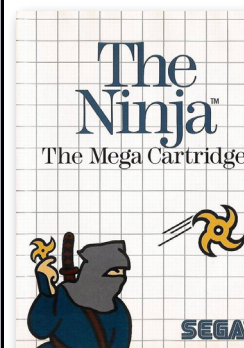
Rarity EU: 1
Rarity US: 3
Rarity BR: N/A

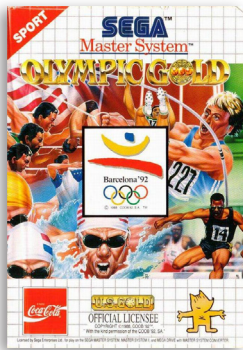
The Ninja

Developer SEGA
Publisher SEGA
Release date 1986
Genre Action
Players 1 Player

The Ninja is a retooled version of the Sega System 1 game Sega Ninja. Though very similar in design, The Ninja has a different soundtrack, slightly different level layouts and an entirely new male protagonist.

The game is typical of a run and gun game, such as Commando and Ikari Warriors, where the player has to shoot enemies and defeat a boss.





Olympic Gold

Developer U.S. Gold
Publisher U.S. Gold, (JP) SEGA
Release date 1992
Genre Sports
Players 1-4 Players

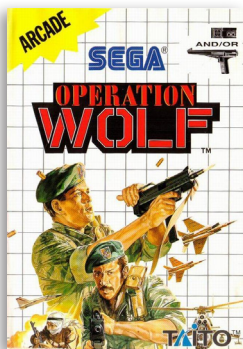
Olympic Gold is the official video game of the XXV Olympic Summer Games, hosted by Barcelona, Spain in 1992. Developed internally by U.S. Gold, the game was sponsored by Coca-Cola and the game featured both the company logo on a zeppelin above the scoreboard, as well as the company jingle.

The game uses button mashing as the main part of gameplay, but in three events it isn't used (archery, diving) or is slow-paced (swimming).

6.6



Rarity EU: 1
 Rarity BR: N/A



Operation Wolf

Developer Taito
Publisher SEGA
Release date 1990
Genre Light-gun
Players 1 Player

Operation Wolf was originally released as a 1987 arcade game by Taito. It was ported by Taito and published by Sega for the Sega Master System. Operation Wolf is a shooting game which makes use of the Light Phaser peripheral, however it can also be played by moving a cursor around the screen with a Control Pad. The box for the Master System version features promotional art from Operation Thunderbolt.

6.9



Rarity EU: 1
 Rarity BR: N/A



The Ottifants

Developer Graftgold
Publisher SEGA
Release date 1993
Genre Platformer
Players 1 Player

The Ottifants is a 2D side-scrolling platformer where the player controls Bruno through five worlds: starting with the house and the basement, through to the building site, the office and finally the jungle, whereas each world is in turn divided into three stages. Bruno's primary weapon is his trunk, which gives him the ability to blast enemies by firing sweets at them, or suck in objects like out-of-reach platforms or boxes by holding down the Fire-button.

5.2



Rarity EU: 3
 Rarity BR: N/A

6.6



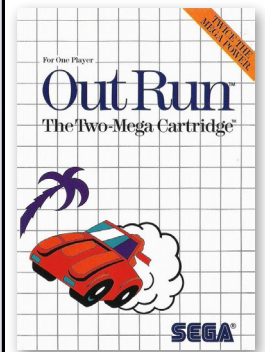
Rarity EU: 2
Rarity US: 4
Rarity BR: N/A

OutRun

Developer AM R&D Dept. #2
Publisher SEGA
Release date 1987
Genre Racing
Players 1 Player

OutRun is a racing game that allows the player to race across varied terrain in a readily available Ferrari, complete with a female passenger, over a series of short tracks.

Gameplay is viewed from just above and behind the car. The roads are full of sharp bends and hazards, contact with which can cause the car to roll and lose the player's time. The player has to complete five track sections in total, out of the fifteen in the game.



8.0



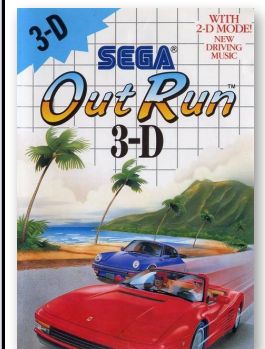
Rarity EU: 6
Rarity BR: N/A

OutRun 3-D

Developer SEGA
Publisher SEGA
Release date 1989
Genre Racing
Players 1 Player

OutRun 3D is a 1988 racing game which makes use of the 3-D Glasses add-on for the system. It is largely the same as the 1987 Master System conversion of the OutRun arcade game. Like all 3D Master System games, OutRun 3D using a flickering effect to create the illusion of depth. The game has the option of a standard 2D mode, since 3D will only work with the 3-D Glasses peripheral.

"segaretro.org"



5.4



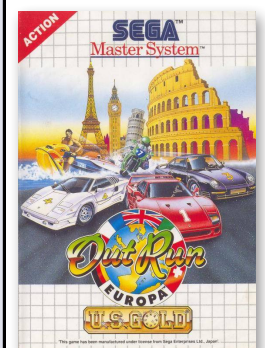
Rarity EU: 3
Rarity BR: N/A

OutRun Europa

Developer Probe Software
Publisher U.S. Gold
Release date 1991
Genre Racing
Players 1 Player

Though it carries the OutRun brand, it has little to do with Sega or Sega AM2 who were responsible for the original arcade game. The working title for this game was OutRun Europe.

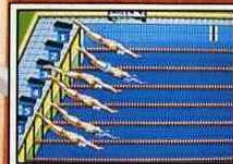
OutRun Europa is very different to previous games in the series, in that rather than just driving a car, the player uses a variety of vehicles including bikes and jet skis. Some levels arm the player with a weapon to take out enemies. The player travels across the continent in pursuit of "enemy agents".



LE PLUS GRAND CHALLENGE SPORTIF



110 METRES HAIES - MD



200 METRES NAGE LIBRE - MD



SAUT A LA PERCHE - MS/GG



100 METRES - MS/GG



LANCER DE MARTEAU - MD



TIR A L'ARC - MD



PLONGEON - MS/GG



PHOTOS D'ECRAN PAR:

- MS - MASTER SYSTEM
- GG - GAME GEAR
- MD - MEGA DRIVE

Les photos d'écran sont destinées à illustrer le jeu et non pas les graphismes, qui peuvent varier considérablement en qualité et en apparence selon le format et dépendent des spécifications de la console.

OLYMPIC GOLD



SEGA

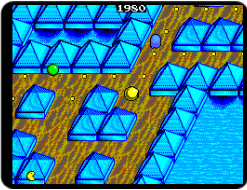
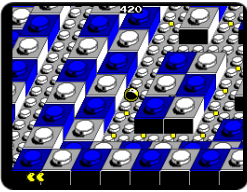
MEGA DRIVE

Master System

GAME GEAR

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6.3



Rarity EU: 2

Pacmania

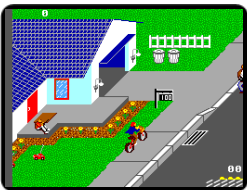
Developer	Tengen
Publisher	TecMagik
Release date	1991
Genre	Puzzle
Players	1 Player

Pac-Mania is a variation on the game Pac-Man. Players need to guide Pac-Man around a maze and eat all of the dots on the board in order to proceed on to the next round. The maze is now shown in isometric perspective and is larger than screen which will scroll to follow the action. To help get out of tight spots, Pac-Man now has the ability to jump. Some of the ghosts have learned this trick as well and the player can end up in a mid air collision.

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6.4

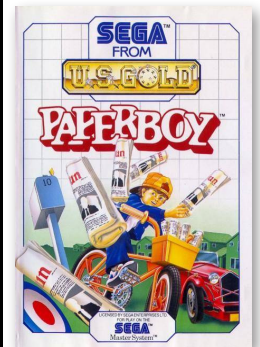


Rarity EU: 2
Rarity US: 5
Rarity BR: N/A

Paperboy

Developer	Tiertex
Publisher	U.S. Gold
Release date	1990
Genre	Action
Players	1 Player

Paperboy was originally a 1985 arcade game by Atari Games. The players take the role of a paperboy who delivers newspapers along a suburban street on his bicycle. The game was ported to numerous video game consoles and personal computers. The NES version represented the first NES game developed in the United States and coincidentally, the Sega Master System version represented the first SMS game developed in the United Kingdom.



6.1



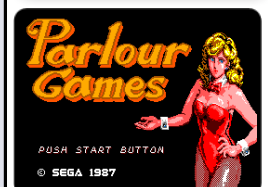
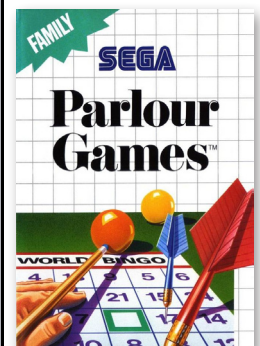
Rarity EU: 3
Rarity US: 4

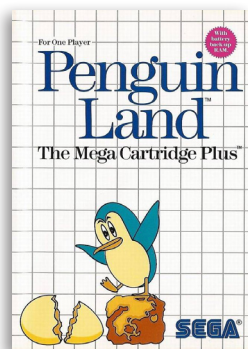
Parlour Games

Developer	Compile
Publisher	SEGA
Release date	1987
Genre	Table
Players	1-4 Players

Parlour Games includes 3 titles: Billiards, Darts and World Bingo. Billiards, allows players to play different variations of the game, such as nine ball and five ball. Darts includes variations and well, including 301, 501, Around The Clock & Double Down. World Bingo combines slot machines and bingo.

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Penguin Land

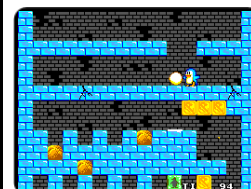
Developer SEGA
Publisher SEGA
Release date 1987
Genre Puzzle
Players 1 Player

Penguin Land, known in Japan as Doki Doki Penguin Land: Uchuu Daibouken, is the direct sequel to Doki Doki Penguin Land, and was released exclusively on the Sega Master System.

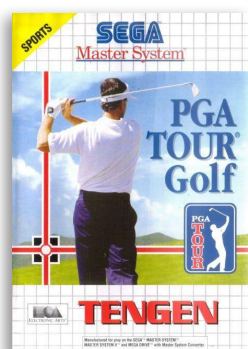
Gameplay is much the same as the original Doki Doki Penguin Land game, but introduces more block types and enemies, including moving and disappearing platforms, “penguin-only” blocks, and moving spike crushers. It also takes place in space.

“segaretro.org”

6.7



Rarity EU: 5
 Rarity US: 4



PGA Tour Golf

Developer Polygames
Publisher Tengen
Release date 1993
Genre Sports
Players 1-4 Players

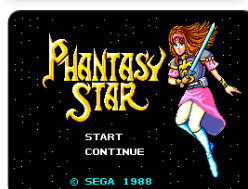
PGA Tour Golf introduced many of the conventions commonly seen in the genre since. The three-click control method (the first to start the swing, the second setting power and over-swing, the third setting draw or fade) allowed for a multitude of different shots, and required a sense of timing.

When playing a tournament there are 60 opponents, each representing top US golfers - ten of these appear with tactical advice for each hole.

3.5



Rarity EU: 3

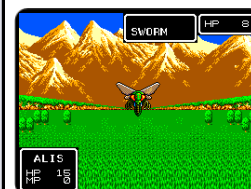


Phantasy Star

Developer SEGA R&D4
Publisher SEGA
Release date 1987
Genre Role-playing game
Players 1 Player

Phantasy Star is the first in a long line of Phantasy Star games, and is often considered one of the best games for the Sega Master System. It is considered one of the pioneers amongst role-playing video games, both for its advanced graphics technology, and for being one of the first story-driven games released in the West. It is also notable for being one of the first games featuring a female protagonist.

8.0



Rarity EU: 4
 Rarity US: 3
 Rarity BR: N/A

4.3



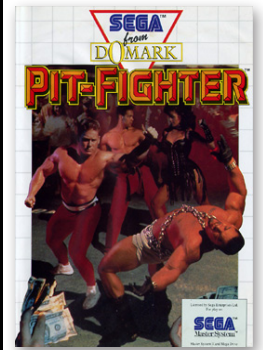
Rarity EU: 3
Rarity BR: N/A

Pit Fighter

Developer The Kremlin
Publisher Domark
Release date 1992
Genre Fighting
Players 1-2 Players

Pit-Fighter was originally a 1990 arcade fighting game by Atari Games, notable for its early use of digitized live actors. The Kremlin ported it to the Sega Master System with a new soundtrack by The Doomsday Machine.

In the game, players select one of three fighters (Buzz, Ty or Kato) to take on anyone who dares. At the conclusion of a match, players are individually awarded a Knockout Bonus, Brutality Bonus, and a Fight Purse.



6.8



Rarity EU: 1
Rarity BR: N/A

Populous

Developer Bullfrog
Publisher TecMagik
Release date 1991
Genre Strategy
Players 1 Player

In Populous, players play as a deity who controls land to affect peoples's lives in the hopes of crushing followers of another deity. When players have enough followers, they can make the leader of their people into a hero.

The game is played from an isometric perspective, although unlike later attempts at simulations (such as Sim City 2000), there is no scrolling.



5.2

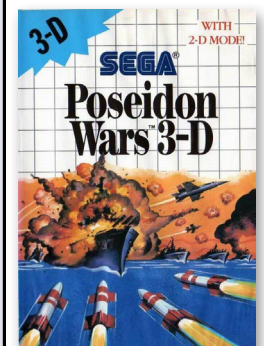


Rarity EU: 6
Rarity US: 5
Rarity BR: N/A

Poseidon Wars 3-D

Developer SEGA
Publisher SEGA
Release date 1989
Genre Shooter
Players 1 Player

Poseidon Wars 3D is ocean-based shooting game developed and published by Sega for the Sega Master System which uses the 3-D Glasses to create the illusion of depth. There is an option to play without the glasses in a basic 2D mode. The game is played from a first-person perspective, requiring the player to shoot down a series of enemy vessels and helicopters.



"segaretro.org"



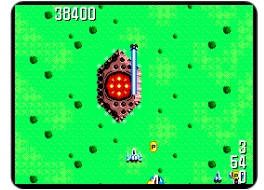
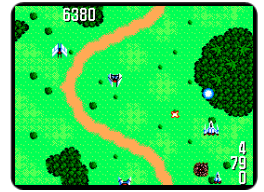
Power Strike

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Shooter
Players	1 Player

Aleste is a shoot-'em-up by Compile released in 1988 for the MSX computer in Japan. It is the first game in Compile's Aleste series of shoot-'em-ups. Sega ported the game to the Sega Master System and released it internationally, calling it Power Strike outside Japan.

In North America, Power Strike was the first in the "special edition" range of Master System games. These could not be found on store shelves, and had to be ordered from Sega themselves.

6.9



Rarity EU: 4
Rarity US: 6
Rarity BR: N/A



Power Strike II

Developer	Compile
Publisher	SEGA
Release date	1993
Genre	Shooter
Players	1 Player

This was the only original Power Strike game (it isn't a worldwide version of any existing Compile game nor was released in Japan). Unlike the other Power Strike game, it takes place in the 1930s, where the main characters tries to capture aerial pirates. While it plays the same as it predecessor (or any other Aleste game), it also features a charged attack by holding the fire button.

7.6



Rarity EU: 7
Rarity BR: N/A



Predator 2

Developer	Teeny Weeny Games
Publisher	Arena
Release date	1992
Genre	Action
Players	1 Player

Predator 2 is similar to its 16-bit counterpart. The player controls Lt. Mike Harrigan in a side scrolling view (instead of an isometric one) through 7 levels.

Mike has to fight drug dealers and must rescue a certain number of hostages at each level. The Predator's three-dotted laser aim is a menace to avoid, which can kill either the hostages or Mike himself.

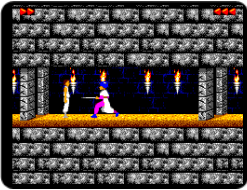
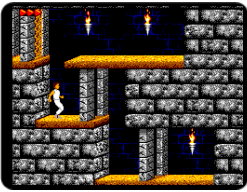
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5.1



Rarity EU: 3
Rarity BR: N/A

6.4



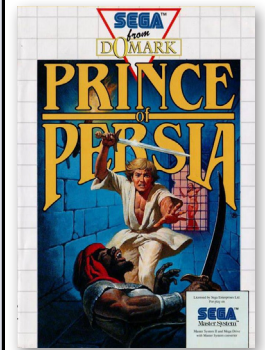
Rarity EU: 3
Rarity BR: N/A

Prince of Persia

Developer	Domark
Publisher	Domark
Release date	1992
Genre	Platformer
Players	1 Player

Prince of Persia is a fantasy platform game, originally developed by Jordan Mechner and released in 1989 for the Apple II, that represented a great leap forward in the quality of animation seen in video games. After the original release on the Apple II, it was ported to a wide range of platforms.

The game's nameless protagonist is thrown into the palace dungeons. The player must lead him out of the dungeons and to the palace tower, defeating Jaffar and freeing the Princess.



5.9



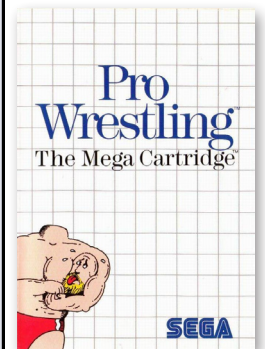
Rarity EU: 2
Rarity US: 2
Rarity BR: N/A

Pro Wrestling

Developer	SEGA
Publisher	SEGA
Release date	1986
Genre	Sports
Players	1-2 Players

Pro Wrestling, known as Gokuaku Doumei Dump Matsumoto in Japan, is a sports/wrestling game developed and published by Sega for the Sega Master System. It is a sequel to or remake of the Sega System 16 arcade game Body Slam, released the same year.

Players compete in three sets of ten fall matches to complete the game. The matches are the Mexican League, the Pacific League and finally the World League.



6.5



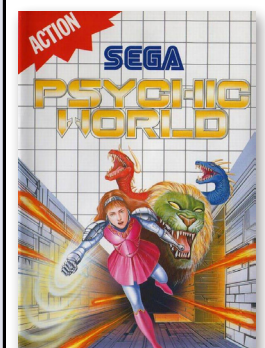
Rarity EU: 5
Rarity BR: N/A

Psychic World

Developer	SIMS
Publisher	SEGA
Release date	1991
Genre	Platformer
Players	1 Player

Psychic World is a port of the 1988 game Psycho World for the MSX. The Game Gear and Master System versions are very different, featuring graphical and stage design changes.

As a platform game, the game character Lucia runs from one stage to the other using her ESP booster to blast monstrous enemies while obtaining item pick-ups through them or by jumping on various ledges and platforms.





Psycho Fox

Developer	VIC Tokai
Publisher	SEGA
Release date	1989
Genre	Platformer
Players	1 Player

Psycho Fox is a platform game, starring Psycho Fox who must rid the land of an evil god named Madfox Daimyojin. The game can be seen as a spiritual successor to VIC Tokai's 1988 NES release Kid Kool.

Due to a typo, some European cartridges are labeled as "Psyco Fox". In Brazil the game was re-released in 1995 with graphical changes as Sapo Xulé Vs Os Invasores do Brejo.

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7.3



Rarity EU: 2
Rarity US: 5
Rarity BR: N/A



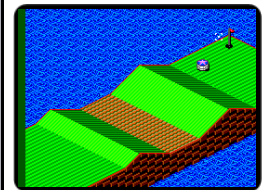
Putt & Putter

Developer	SIMS
Publisher	SEGA
Release date	1992
Genre	Sports
Players	1-2 Players

Putt & Putter for the Sega Master System, known as Minigolf in Brazil, is an isometric minigolf game developed by SIMS. It should not be confused with the Game Gear version, which contains completely different maps. The only gameplay difference is that the ball can go out of bounds, in which case the ball will return to the previous legal position.

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6.1



Rarity EU: 4
Rarity BR: N/A



6.4



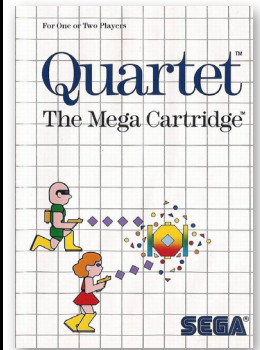
Rarity EU: 5
Rarity US: 4

Quartet

Developer SEGA
Publisher SEGA
Release date 1987
Genre Platformer
Players 1-2 Players

Quartet was originally a 1986 arcade game developed for the Sega System 16 arcade hardware. The Master System release only features two players, and was hence retitled Double Target: Cynthia no Nemuri in Japan (as "Quartet" suggests there are four).

The job in the game is to basically find the end-of-level boss, and then defeat it to obtain the key that will open the level exit, but the task is made difficult by the planet's inhabitants.



QUARTET

A four-player group action game!

The sound of gunfire can only mean that the QUARTET is engaged in another of their many fierce battles.



EDGAR

Noted for his jumping ability, he is the most cool-headed of the 4 space fighters.

LEE

He is well-known for his quick and skillful maneuvering of the wide beam gun.

JOE

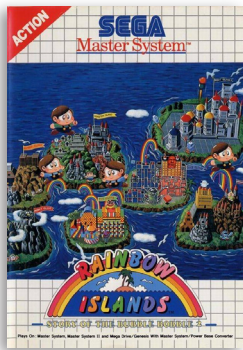
Although possessing a reputation for being cold-blooded, he is in reality a most compassionate person. Among those in the QUARTET, he moves the fastest.

MARY

Years ago, her parents were killed by space pirates. Although smaller than the others, she is very proficient in operating the powerful bazooka.



PRINTED MATTER: © SEGA 1986



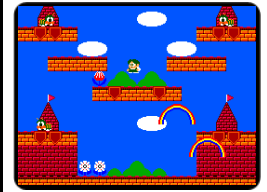
Rainbow Islands

Developer I.T.L
Publisher SEGA
Release date 1993
Genre Puzzle
Players 1-2 Players

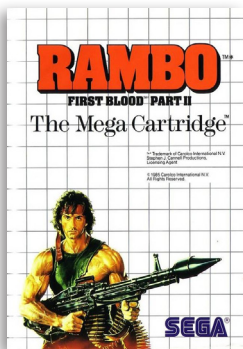
Rainbow Islands: The Story of Bubble Bobble 2 is a sequel to Bubble Bobble, originally released in arcades by Taito in 1987. It was ported to the Sega Master System six years later and released only in Europe and Brazil. It is seen as a fairly late conversion, as an update to Rainbow Islands, Rainbow Islands Extra had been released for Japanese Sega Mega Drive consoles in 1990, and many older consoles and computers received this game earlier.

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6.8



Rarity EU: 3
 Rarity BR: N/A



Rambo: First Blood Part 2

Developer SEGA
Publisher SEGA
Release date 1986
Genre Action
Players 1 Player

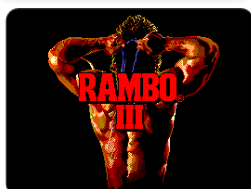
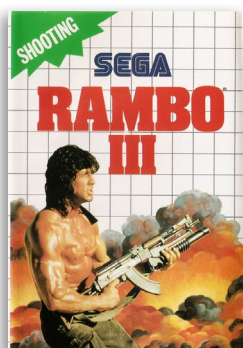
Secret Command was released several times under different names. In Japan, it is known as Ashura. In North America it was tied with the Rambo movie franchise and renamed Rambo: First Blood Part II (with only minor graphics and music changes occurring between releases). In Europe and in later re-releases of the game, it is labeled as Secret Command, however the title screen reads Secret Commando.

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6.5



Rarity US: 2
 Rarity BR: N/A



Rambo III

Developer SEGA
Publisher SEGA
Release date 1988
Genre Light-gun
Players 1 Player

Rambo III is a shooting game developed and published by Sega for the Sega Master System, making use of the Light Phaser peripheral. It is based upon the film Rambo III. The Mega Drive version of Rambo III is an entirely different game, though both were developed by Sega.

"segaretro.org"

5.3



Rarity EU: 3
 Rarity US: 4
 Rarity BR: N/A

6.8



Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

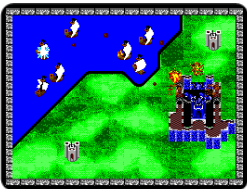
Rampage

Developer SEGA
Publisher SEGA, (US) Activision
Release date 1988
Genre Action
Players 1-2 Players

Rampage is an arcade game which was ported among other consoles to the Sega Master System. The player controls either Ralph the Wolf, George the Ape or Lizzie the Lizard, and must destroy buildings and vehicles and eat people. Each round is completed when a particular city is completely reduced to rubble. If a monster takes too much damage, it reverts into a naked human and starts walking off the screen sideways, covering its modesty with its hands.



5.5



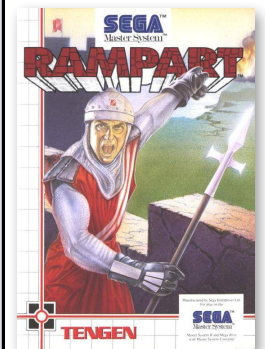
Rarity EU: 3

Rampart

Developer RazorSoft
Publisher Tengen
Release date 1991
Genre Puzzle, Shooter
Players 1-2 Players

Rampart is a game combining strategy and artillery action. Players build their castle from Tetris-style pieces, place their cannons, bombard the enemy, try to repair, and do it all over again.

The Master System version was originally developed for Tengen by RazorSoft and the various permutations of their staff; consequently who developed the Mega Drive version is unclear.



6.8

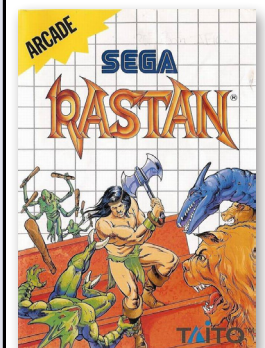


Rarity EU: 3
Rarity US: 3
Rarity BR: N/A

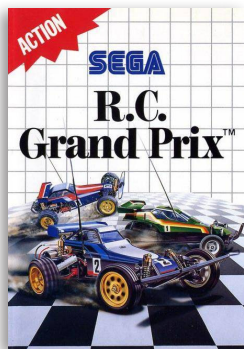
Rastan

Developer Taito
Publisher Taito
Release date 1989
Genre Platformer
Players 1 Player

Rastan features five levels of hacking and slashing gameplay with a boss at the end of each level. Numerous enemies assault players on their journey such as flying demons, chimeras, valkyries, piranhas, skeleton undead and more. Players fight through to the end and save the land of Lograth from certain doom.



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R.C. Grand Prix

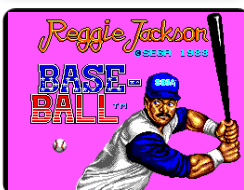
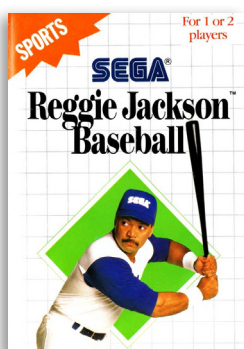
Developer	Absolute Entertainment
Publisher	SEGA, (US) Seismic
Release date	1989
Genre	Racing
Players	1-4 Players

R.C. Grand Prix is a racing game, in which the player controls a radio controlled car, competing against other drivers around a track. Players can upgrade their car, by adding higher capacity batteries and gear ratios in addition to the usual racer elements such as better suspension, tires and motors. They compete against 3 other opponents in this 3/4 overhead racer.

6.5



Rarity EU: 4
Rarity US: 5
Rarity BR: N/A



Reggie Jackson Baseball

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Sports
Players	1-2 Players

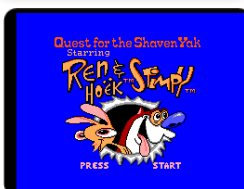
American Baseball, originally released in the United States as Reggie Jackson Baseball is, as the name implies, a simulation of USA's most beloved sports: baseball. There are four modes in the game: Exhibition, Tournament, Watch Mode, and finally a Home Run Contest. In the Watch Mode the computer just plays against itself, and in Tournament Mode you compete against the computer.

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4.8



Rarity US: 4



Ren & Stimpy: Quest for the Shaven Yak

Developer	Tec Toy
Publisher	Tec Toy
Release date	1993
Genre	Platformer
Players	1 Player

Quest for the Shaven Yak Starring Ren Hoek and Stimpy is a 1993 video game based on the Nickelodeon cartoon The Ren & Stimpy Show. In this platform game the player is prompted to choose playing either as Ren or Stimpy at the start of new life or some stages. Both can jump and shoot, but each one has his own special ability: Ren can perform high jumps, Stimpy can smash things jumping over them.

4.0



Rarity BR: 7

6.3



Rarity EU: 5
Rarity BR: N/A

Renegade

Developer Natsume
Publisher Taito
Release date 1993
Genre Beat 'em up
Players 1-2 Players

Renegade is a 1986 arcade beat-em-up by Technos Japan. Its success in the arcades saw it ported to numerous home consoles and computers, including the Sega Master System in 1993. The Master System version is based largely on the NES port rather than the original arcade, but with enhanced graphics and several improvements like new death cutscenes and a revamped ending. This port was only released in Europe, Australia and Brazil.



6.8



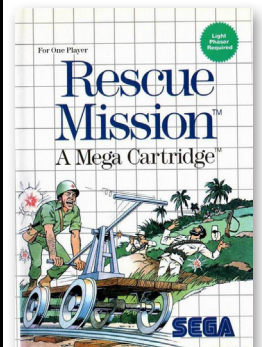
Rarity EU: 1
Rarity US: 3
Rarity BR: N/A

Rescue Mission

Developer SEGA
Publisher SEGA
Release date 1988
Genre Light-gun
Players 1 Player

Rescue Mission is a shooting game for the Sega Master System. Using the Light Phaser peripheral, the player is required to shoot waves of enemy soldiers to protect a medic on a rail cart who slowly moves around the level rescuing injured friendly soldiers. There are three levels of difficulty to choose from, and no option to play without the Light Phaser.

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6.8



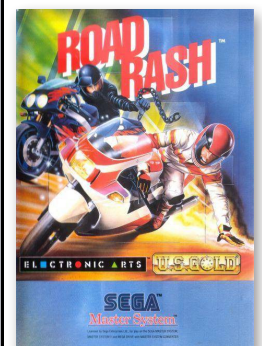
Rarity EU: 5
Rarity BR: N/A

Road Rash

Developer Probe Entertainment
Publisher U.S. Gold
Release date 1992
Genre Racing
Players 1-2 Players

Road Rash is the first game in the Road Rash series of motorcycle racing games originally developed by Electronic Arts in 1991 for the Sega Mega Drive. It has since been ported to other consoles, including the Sega Master System.

In Road Rash, the player competes in illegal street races in California, where competitors are given free will to deliberately damage competitors to get to first place.





Robocop 3

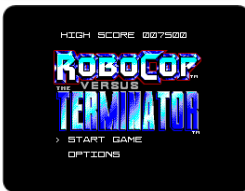
Developer Eden Entertainment Software
Publisher Flying Edge
Release date 1993
Genre Platformer
Players 1 Player

RoboCop 3 is a side-scrolling platform shooter. Players get missions (such as rescuing their colleagues who are being kept hostages), which are divided into several smaller levels. The levels usually consist of several platforms, and are heavily populated by enemies who shoot at Robocop. Players can gather special repair kits, which will be used to restore their health after they've completed a level. "RoboCop 3" is more of a shooter than its predecessors, having more and tougher enemies.

2.9



Rarity EU: 6
 Rarity BR: N/A



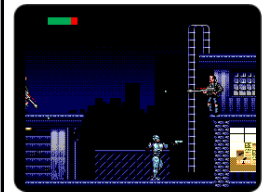
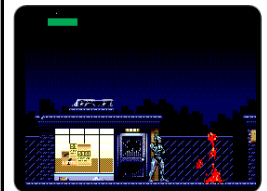
Robocop versus the Terminator

Developer NMS Software
Publisher Virgin
Release date 1994
Genre Platformer
Players 1 Player

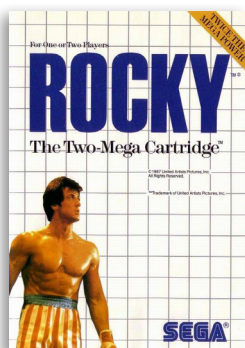
RoboCop Versus The Terminator is a sidescrolling shoot 'em up that combines elements from the Terminator and RoboCop movie franchises similar to Aliens vs. Predator. The story was largely based on a comic book of the same name, though elements may have been taken from a script for a feature-length film (which was later cancelled).

The player controls RoboCop, who has re-assembled himself in the future to stop Skynet.

6.6



Rarity EU: 2
 Rarity BR: N/A



Rocky

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

Rocky is the second video game based on the popular series of Rocky movies, released for the Sega Master System in 1987. The player must train Rocky Balboa before each fight to improve his skills. Rocky possesses a straight punch, a hook, an uppercut, and body punch as well as various combos.

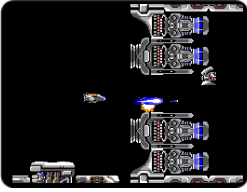
The opponents, in order, are: Apollo Creed, Clubber Lang and Ivan Drago.

5.2



Rarity EU: 4
 Rarity US: 3
 Rarity BR: N/A

7.7



Rarity EU: 2
Rarity US: 4
Rarity BR: N/A

R-Type

Developer Irem, Compile
Publisher SEGA
Release date 1988
Genre Shooter
Players 1 Player

R-Type is a critically acclaimed shoot-'em-up developed by Irem. Following its initial arcade release in 1987, the game was ported to a variety of home computers and consoles, including the Sega Master System.

The stages of R-Type are made in an organic style, certainly inspired by H. R. Giger's artwork for the Alien movies.



5.0



Rarity EU: 4
Rarity BR: N/A

Running Battle

Developer SEGA
Publisher SEGA
Release date 1991
Genre Beat 'em up
Players 1 Player

Running Battle is basically a brawler where the police officer has to eliminate a series of armed thugs that are trying to take over his anonymous city. The leader's name is simply the letter "M" and he calls his troops "The Soldiers of Darkness." Players can only move from left to right; like in a side-scrolling platformer. The player can also regain his health on certain power-ups, in addition to getting a temporary boost in his muscle power and the temporary ability to access weapons.





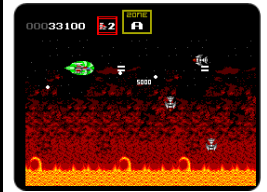
Sagaia

Developer	Natsume
Publisher	Taito
Release date	1992
Genre	Shooter
Players	1-2 Players

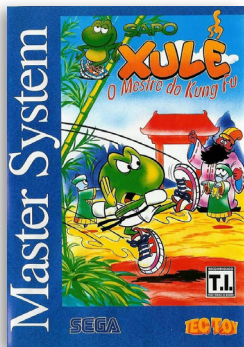
Sagaia, originally released as Darius II for the arcades by Taito, is the second installment in Taito's shoot 'em up series. Its main distinguishing features are the non-linear level system and the enemies, which are different kinds of seafood.

The Master System conversion is somewhat based on the Mega Drive port, and while Tiat Young and her abilities are still present (though even more limited), many zones (and thus bosses) have been completely removed.

6.9



Rarity EU: 3
Rarity BR: N/A



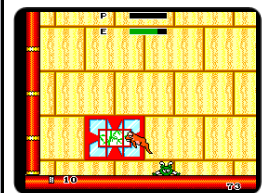
Sapó Xulé O Mestre do Kung Fu

Developer	SEGA, Tec Toy
Publisher	Tec Toy
Release date	1995
Genre	Platformer
Players	1-2 Players

Sapó Xulé: O Mestre do Kung Fu (which means Sapó Xulé: the Master of Kung Fu) is a modified version of Kung Fu Kid, with its main character replaced by Sapó Xulé, a character based on a popular toy in Brazil back in the 80's: a toad with shoes which, when taken off, release a really bad smell.

In this side-scrolling/platform game, Sapó Xulé will fight his enemies kicking and jumping along seven rounds, fighting a boss at the end of each round.

6.1



Rarity BR: N/A



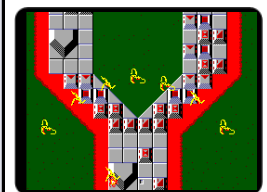
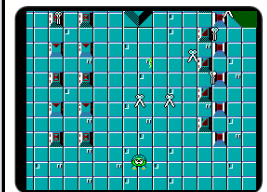
Sapó Xulé: S.O.S. Lagoa Poluída

Developer	SEGA, Tec Toy
Publisher	Tec Toy, SEGA (PT)
Release date	1995
Genre	Shooter
Players	1 Player

Sapó Xulé: S.O.S. Lagoa Poluída is a retooled version of Astro Warrior, released for a Brazillian audience.

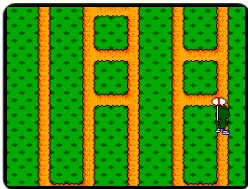
The game is virtually identical to Astro Warrior, but now takes place underwater rather than in Space. Astro Warrior had previously been released in Brazil making this the second outing of this game in that region - Portugal did not see Astro Warrior as a stand-alone release, instead in the form of the combo cartridge, Hang-On / Astro Warrior.

6.7



Rarity BR: N/A

7.3



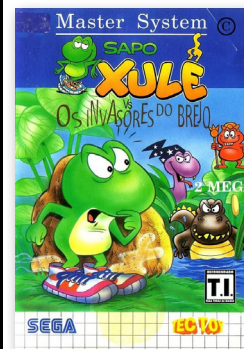
Rarity BR: N/A

Sapo Xulé Vs Os Invasores do Brejo

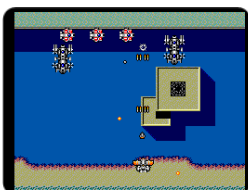
Developer VIC Tokai, Tec Toy
Publisher Tec Toy
Release date 1995
Genre Platformer
Players 1 Player

Sapo Xulé vs. Os Invasores do Brejo (which translates Sapo Xulé vs. The Swamp Invaders) is a modified version of Psycho Fox.

No known cover variations of the game exist, though a few have been found without the sticker on the cover. The sticker says "Warning, Stink Inside!"



6.6

Rarity EU: 4
Rarity BR: N/A

Scramble Spirits

Developer SEGA
Publisher SEGA
Release date 1989
Genre Shooter
Players 1-2 Players

Scramble Spirits is a 1988 shoot-'em-up developed by Sega. Though it never reached the success of shooters from Konami or Compile, having been developed for Sega System 24 hardware meant that at the time, the graphics were far more detailed than its rivals. The game was ported to the Sega Master System a year after the arcade release.

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6.5



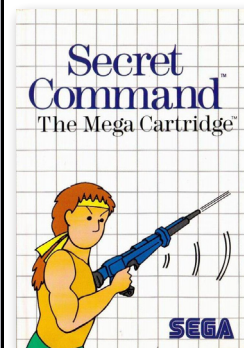
Rarity EU: 4

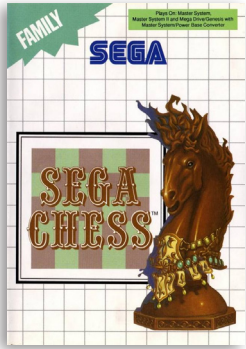
Secret Command

Developer SEGA
Publisher SEGA
Release date 1986
Genre Action
Players 1-2 Players

Secret Command was released several times under different names. In Japan, it is known as Ashura. In North America it was tied with the Rambo movie franchise and renamed Rambo: First Blood Part II. In Europe and in later re-releases of the game, it is labeled as Secret Command, however the title screen reads Secret Commando.

The game is a top-down action/shoot-'em-up.





Sega Chess

Developer SEGA
Publisher SEGA
Release date 1991
Genre Table
Players 1-2 Players

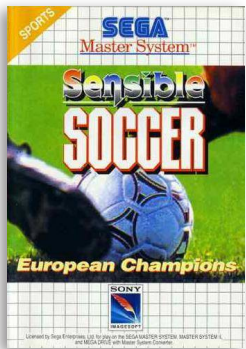
Sega Chess follows the standard chess rules. There are 11 difficulty modes: beginner, novice, amateur, intermediate, professional, chess champion, grand chess champion, chess master, grand chess master, adaptive (which tries to adapt to the player's skill and infinite think mode. The game also offers a problem solving mode.

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5.3



Rarity EU: 3
 Rarity BR: N/A



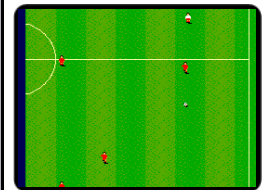
Sensible Soccer

Developer Eurocom
Publisher Sony Imagesoft
Release date 1993
Genre Sports
Players 1-2 Players

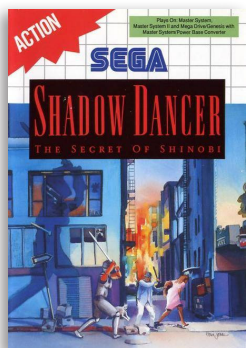
Sensible Soccer, or Sensible Soccer: European Champions is an entry in the Sensible Soccer series of football games. Despite its name, the Sega versions of Sensible Soccer are in fact based upon the Amiga/Atari ST Sensible Soccer 92/93, an update to the "real" Sensible Soccer which was released exclusively for these computers.

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3.6



Rarity EU: 5



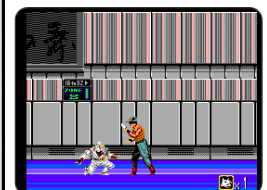
Shadow Dancer

Developer SEGA
Publisher SEGA
Release date 1991
Genre Platformer
Players 1 Player

Shadow Dancer is a side-scrolling action game produced by Sega originally released as an arcade game in 1989. It is the second arcade game in the Shinobi series, following the original Shinobi itself.

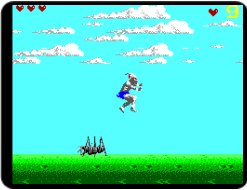
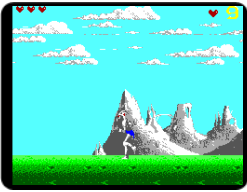
With the help of his dog, Hayate must kill his enemies while he venture through locations such as airports, railroads, waterfalls, sewers, and more. Furthermore, Hayate must find and disarm several bombs along the way before he leave.

7.3



Rarity EU: 2
 Rarity BR: N/A

4.6



Rarity EU: 2
Rarity BR: N/A

Shadow of the Beast

Developer	Reflections Interactive
Publisher	TecMagik
Release date	1992
Genre	Platformer
Players	1 Player

Shadow of the Beast is a side-scrolling platformer. The player takes the role of the Beast Messenger. Born a human child and kidnapped at a young age by mages who serve the Beast Lord, he were transformed into a monster and had all his memories wiped to enter a lifetime of servitude. However, suddenly, all his memories return to him and he seek revenge and escape.

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6.5



Rarity EU: 5
Rarity US: 2

Shanghai

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Table
Players	1-2 Players

Shanghai is one of the first video game adaptations of the tile-based game played with the Chinese mahjong stones - essentially a puzzle game that has little to do with real mahjong rules.

The gameplay involves 144 tiles, each depicting different images, which have to be removed by matching them into pairs. The tiles are arranged in a gridded pattern, which is higher near the centre. A tile can only be removed if it has no tile next to it on at least one side.



7.3



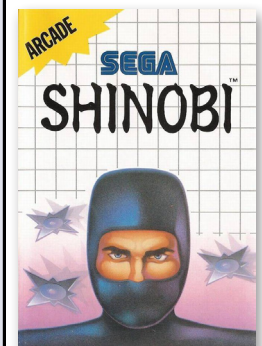
Rarity EU: 1
Rarity US: 2
Rarity BR: N/A

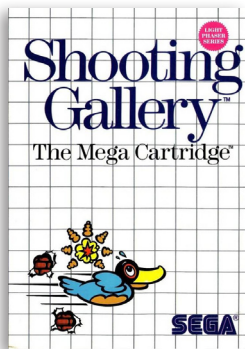
Shinobi

Developer	SEGA
Publisher	SEGA
Release date	1988
Genre	Platformer
Players	1 Player

Shinobi is a Sega System 16 arcade game developed by Sega. As well as being released in arcades, the game was brought to the Sega Master System in 1988.

It follows the journey of a ninja called Joe Musashi who must free children from his clan from the evil Zeed organisation. Each level is broken down into smaller scenes and hostages are guarded by big blokes who throw swords.





Shooting Gallery

Developer	SEGA
Publisher	SEGA
Release date	1987
Genre	Light-gun
Players	1 Player

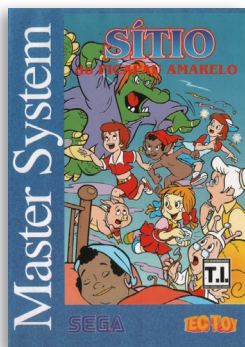
Using the Sega Light Phaser, players are given a specified length of time to shoot as many targets as they can before the music fades out. The targets include birds, balloons, blimps, balls, and spaceships; some difficult, some not so difficult. As players progress through the rounds, the game gets more difficult. The game ends when the player don't shoot enough targets.

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6.2



Rarity EU: 5
Rarity US: 3
Rarity BR: N/A



Sítio do Picapau Amarelo

Developer	Tec Toy
Publisher	Tec Toy
Release date	1998
Genre	Platformer
Players	1-2 Players

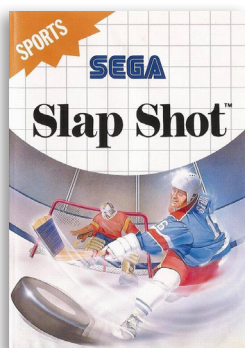
Sítio do Picapau Amarelo is a platform game developed and published by Tectoy for the Sega Master System, released exclusively in Brazil. The name and characters come from a brazilian novel series, created by Monteiro Lobato and published between 1920 and 1940. If Tectoy had previously honored one of the greatest authors of brazilian children's comics, Maurício de Sousa, this time the idea was to do the same with the greatest writer of children's stories from Brazil.

"segaretro.org"

3.5



Rarity BR: 5



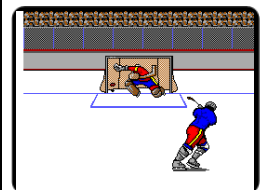
Slap Shot

Developer	SIMS
Publisher	SEGA
Release date	1990
Genre	Sports
Players	1-2 Players

Slap Shot's game play is very similar to hockey games that came out in the 1980s; mainly NES's Ice Hockey and Konami's Blades of Steel. This game allows the option of choosing to play an exhibition match or in a tournament.

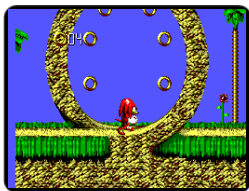
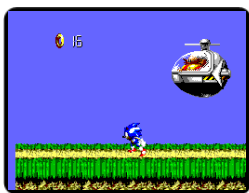
Slap Shot has over 24 different teams (but like NES's Ice Hockey the teams are country based) and are split into three pools. T

5.7



Rarity EU: 4
Rarity US: 7
Rarity BR: N/A

6.0



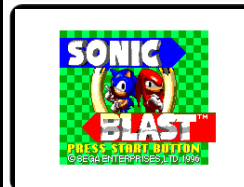
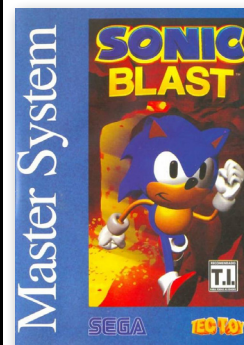
Rarity BR: 5

Sonic Blast

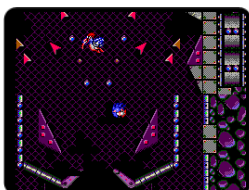
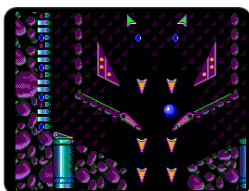
Developer	Aspect
Publisher	Tec Toy
Release date	1997
Genre	Platformer
Players	1 Player

Sonic Blast is a platformer originally released in late 1996 for the Sega Game Gear. The Master System version suffers from worse graphics, due to the system's limited palette. The full width of the screen was not used in that version, leaving a gap on the sides; similarly, the HUD was not shifted to reflect the change in screen resolution. Because of its large size (8 megabits), it won't run in the earliest Master System models.

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6.4

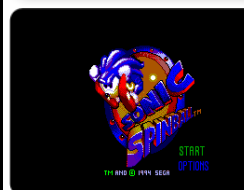


Rarity EU: 7
Rarity BR: N/A

Sonic Spinball

Developer	SEGA Interactive Development Division
Publisher	SEGA
Release date	1995
Genre	Pinball
Players	1 Player

Sonic Spinball is a 8-bit port of the Sega Mega Drive game Sonic Spinball, for the Sega Master System. The objective of this pinball game remains the same as the 16-bit game as obstacles still need to be cleared, Chaos Emeralds must be collected, and bosses must be defeated. Enemies are the same and the theme of the levels are also the same. Although the levels carry the same theme as the 16-bit game, the layout of the levels and the graphics are different.



7.8

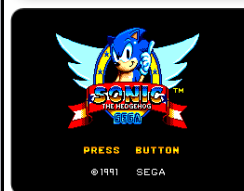
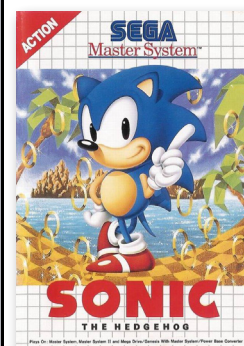


Rarity EU: 1
Rarity US: 8
Rarity BR: N/A

Sonic the Hedgehog

Developer	Ancient
Publisher	SEGA
Release date	1991
Genre	Platformer
Players	1 Player

Sonic the Hedgehog is an 8-bit game based on the Mega Drive game of the same name. The gameplay is similar to that of the Sega Genesis version. The Sonic's abilities and the items available are the same. Although the gameplay is similar, it is slower than its 16-bit counterpart. There are some differences however: Checkpoints take the form of point arrow monitors rather than posts. Chaos Emeralds aren't found in special stages; rather, one is hidden in each of the six regular zones.





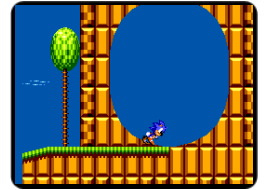
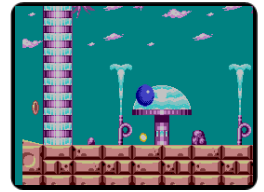
Sonic the Hedgehog 2

Developer	Aspect
Publisher	SEGA
Release date	1992
Genre	Platformer
Players	1 Player

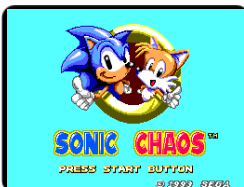
Even though it shares its name with the 16-bit version of Sonic 2 for the Sega Mega Drive/Genesis, it is not a port, as it contains entirely different levels. It was released slightly before its 16-bit namesake, making this game host to the first appearances of both Miles “Tails” Prower and Mecha Sonic. One of the major difference from its predecessor is its speed: Sonic 2 is faster than its prequel and is closer to that of the Mega Drive games.

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7.6



Rarity EU: 1
Rarity BR: N/A



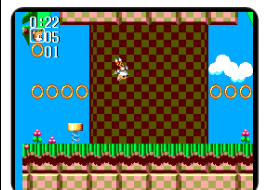
Sonic the Hedgehog Chaos

Developer	Aspect
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

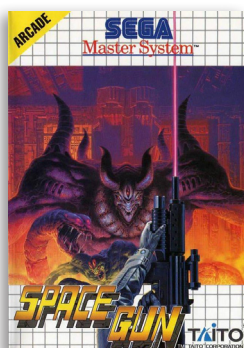
This Sonic game is notable as being the first 8-bit title to feature Tails as a playable character. Not only is it the first game on any system to allow the player to control Tails’ flight, it is also the first 8-bit title to introduce the Spin Dash and the Super Peel-Out. Also of note is that the game shares the same title music and death jingle as Sonic the Hedgehog 2 for the Game Gear, but in a higher key.

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7.1



Rarity EU: 1
Rarity BR: N/A



Space Gun

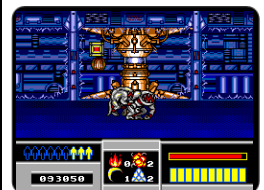
Developer	Taito, Cream
Publisher	Taito
Release date	1992
Genre	Light-gun
Players	1 Player

Space Gun is a 1990 light gun arcade game developed and published by Taito. It was subsequently brought to a variety of home systems including the Sega Master System in 1992.

As expected, the Master System version of the game relies on the Light Phaser. The objective is to shoot as many aliens as possible without harming the humans or allowing the player to be killed.

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6.8



Rarity EU: 2

6.7



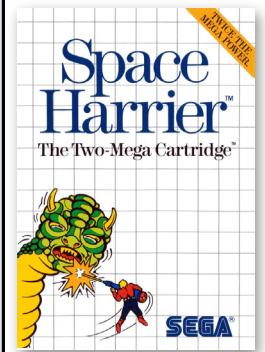
Rarity EU: 3
Rarity US: N/A
Rarity BR: N/A

Space Harrier

Developer SEGA
Publisher SEGA
Release date 1986
Genre Shooter
Players 1 Player

Originating in the arcades, Space Harrier is a third-person rail shooter with pseudo-3D graphics, set in the same world as Fantasy Zone. The lone titular hero fights aliens with a fireball-launching cannon, which can also be used to transform the hero into a flying rocket. The protagonist is constantly in motion, but the speed of his movement can be regulated by the player.

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7.2



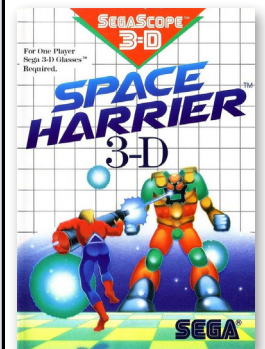
Rarity EU: 6
Rarity US: 5
Rarity BR: N/A

Space Harrier 3-D

Developer SEGA
Publisher SEGA
Release date 1988
Genre Shooter
Players 1 Player

Space Harrier 3D is a sequel to the Master System version of Space Harrier, making use of the 3-D Glasses to create the illusion of depth as the player flies into the screen. The 3D effect may be turned off with a code if the player doesn't have the required Glasses: get a high score, then enter the name as “THREE” with the second controller to enable the option.

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4.9



Rarity EU: 4

Special Criminal Investigation

Developer Natsume
Publisher Taito
Release date 1992
Genre Racing
Players 1 Player

Special Criminal Investigation, known often simply as S.C.I., is an action-driving game released by Taito for the arcades in 1989. It was subsequently ported a variety of consoles and computers including the Sega Master System in 1992. The game is a sequel to Chase H.Q., with some versions of the game going so far as to call it Chase H.Q. II: Special Criminal Investigation. Aside from being part of the same series, it is unrelated to the Sega Mega Drive game Chase H.Q. II.





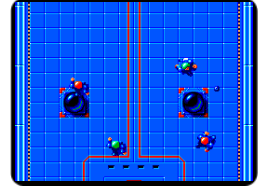
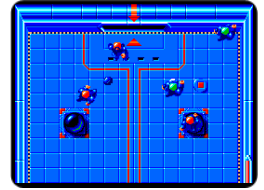
Speedball

Developer Mirrosoft
Publisher Image Works, Virgin
Release date 1991
Genre Sports
Players 1-2 Players

Speedball is a video game series based on a violent futuristic cyberpunk sport that draws on elements of handball and ice hockey, and rewards violent play as well as goals.

Speedball is played out on a small court with five players on each team, making it more frantic than the more famous sequel. The ball must be thrown into the goal at your opponent's end. Any amount of physical contact can be made, and there are no illegal ways to get the ball or the goal.

3.1



Rarity EU: 3



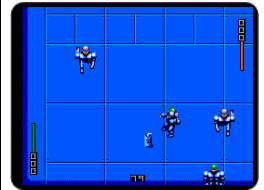
Speedball 2

Developer The Bitmap Brothers
Publisher Virgin
Release date 1992
Genre Sports
Players 1-2 Players

Brutal Deluxe doesn't live up to their name - in fact they're the worst team Speedball has ever seen. As their manager, it is the players job to transform their fortunes. As well as the league system, which consists of 2 8-team divisions and challenges them to advance to the top, there are also 2 cup tournaments, one of which is played out over 2 'legs' with the aggregate score deciding who progresses.

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2.5



Rarity EU: 3



Spellcaster

Developer SEGA
Publisher SEGA
Release date 1988
Genre Role-playing game
Players 1 Player

Kujakuou is an action game by Sega for the Sega Master System tying into Makoto Ogino and Shueisha's Kujakuou manga series. When released overseas, Sega renamed the game SpellCaster, and changed some graphics/names (Ex. the protagonist Kujaku was renamed Kane and given a different design). It would be followed by Kujakuou 2: Geneijou on the Sega Mega Drive.

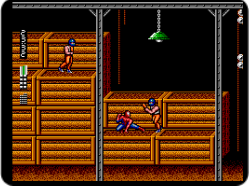
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7.1



Rarity EU: 5
 Rarity US: 5
 Rarity BR: N/A

5.8



Rarity EU: 1
Rarity US: 6
Rarity BR: N/A

Spider-Man

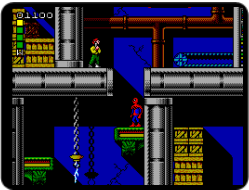
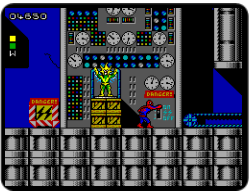
Developer Technopop
Publisher SEGA
Release date 1991
Genre Platformer
Players 1 Player

Spider-Man vs. The Kingpin, commonly referred to as just Spider-Man or Spiderman, is a platform video game based on the Spider-Man Marvel comic book series released for the Sega Master System. The Master System version was released at the same time as a Sega Mega Drive version, which although follows the same plot, is a different game to this version.

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4.6



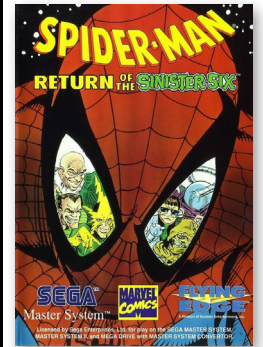
Rarity EU: 5
Rarity BR: N/A

Spider-Man: Return of the Sinister Six

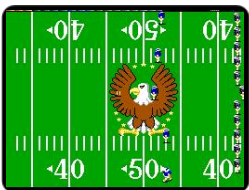
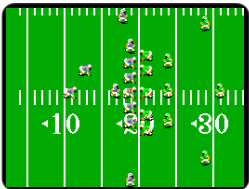
Developer B.I.T.S.
Publisher Flying Edge
Release date 1993
Genre Platformer
Players 1 Player

Spider-Man: Return of the Sinister Six is a side-scrolling game which puts players in the role of Spidey throughout six levels against Electro, Sandman, Mysterio, Vulture, Hobgoblin and Doctor Octopus respectively. Some puzzle solving (like finding a key) is necessary to beat some levels. Collecting web cartridges allows Spidey to shoot limited web projectiles.

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1.6



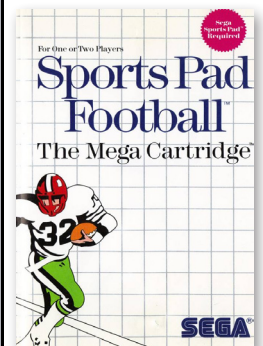
Rarity US: 6

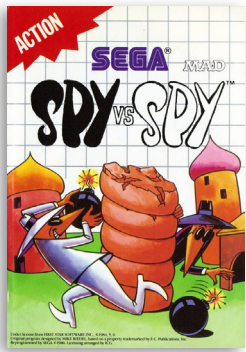
Sports Pad Football

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

Sports Pad Football is an American football game developed for the Sega Master System. It requires the Sports Pad.

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Spy vs Spy

Developer SEGA
Publisher SEGA
Release date 1986
Genre Action, Strategy
Players 1-2 Players

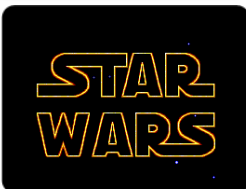
MAD magazine's comic strip of the same name comes to life in this game which was designed for one or two players. The split-screen shows both spies at the same time.

The black spy and the white spy are out to outsmart each other before the time bell rings. Players must find the needed objects by searching rooms in the embassy, which include desks, file cabinets and other furniture. And foil the opponent by setting creative booby traps in the various rooms.

7.2



Rarity EU: 5
 Rarity BR: N/A



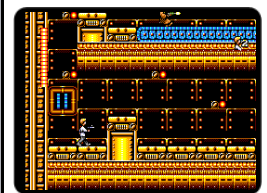
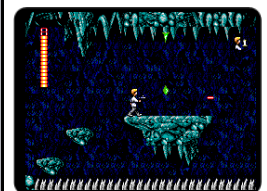
Star Wars

Developer Tiertex
Publisher U.S. Gold
Release date 1993
Genre Action
Players 1 Player

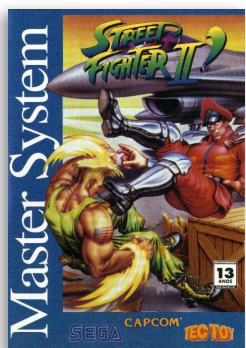
This game is based closely on Star Wars. It combines a number of gameplay styles, but primarily it is a side scrolling run-and-jump platformer.

The game begins on Tatooine, where the player, as Luke Skywalker, must travel around and meet up with R2D2, C3PO, Obi-Wan, and so on. Eventually, they travel through Mos Eisley and the Death Star as well.

6.3



Rarity EU: 3
 Rarity BR: N/A



Street Fighter II'

Developer Capcom
Publisher Tec Toy
Release date 1997
Genre Fighting
Players 1-2 Players

Street Fighter II' is a port of Capcom's revolutionary arcade fighting game Street Fighter II to the Sega Master System by TecToy in 1997. While it is a port of the original game, it adds the 'found in the title of Street Fighter II': Champion Edition to its name.

Though severely watered down due to the weaker hardware of the SMS, this version of Street Fighter II is still a reasonably faithful rendition of the game. However, the game is held back by a lack of moves.

5.9



Rarity BR: 5

7.2



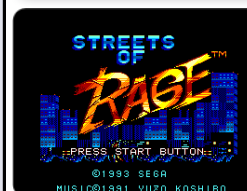
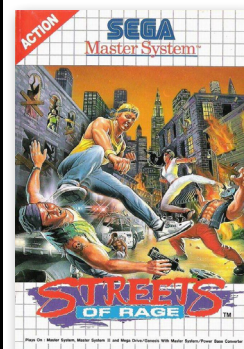
Rarity EU: 2
Rarity BR: N/A

Streets of Rage

Developer Ancient
Publisher SEGA
Release date 1993
Genre Beat 'em up
Players 1-2 Players

Streets of Rage is a side-scrolling beat 'em up released by Sega in 1991 for the Sega Genesis. Master System and Game Gear versions of Streets of Rage were produced following the success of the Mega Drive original (curiously this game stands as one of the few occasions where the Master System port is entirely different to the Game Gear one, with different game assets). The Master System version omits two player co-operative support.

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6.8



Rarity EU: 6
Rarity BR: N/A

Streets of Rage II

Developer Japan System House, MNM Software
Publisher SEGA
Release date 1993
Genre Beat 'em up
Players 1 Player

Streets of Rage 2 differs from the previous title in several ways. There are changes in both graphics (characters now are bigger, more detailed and with more animation frames, and scenarios are less grainy) and gameplay (the rocket move was replaced by a special move that doubles in offense and defense along several new moves), along other new features such as life bars (and names) for all enemies and the radically different new characters.

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5.2



Rarity EU: 3
Rarity US: 7
Rarity BR: N/A

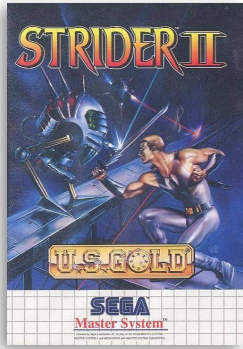
Strider

Developer SEGA
Publisher SEGA
Release date 1991
Genre Platformer
Players 1 Player

The Sega versions of Strider were licensed from Capcom, but developed internally at Sega.

Unlike its NES counterpart, the Master System Strider is a compacted version of the arcade game, with simpler graphics and sound as is to be expected of the console. It is known, however, to suffer from heavy slowdown when the engine is under stress, so much so that simply attacking will cause the frame rate to drop.





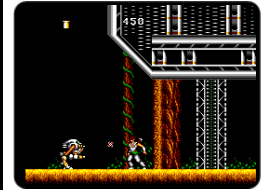
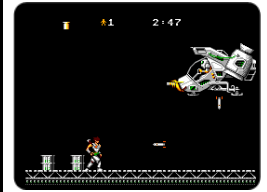
Strider II

Developer	Tiertex
Publisher	U.S. Gold
Release date	1992
Genre	Platformer
Players	1 Player

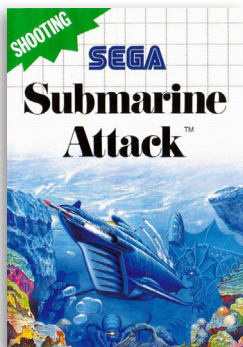
Strider II, known as Strider Returns: Journey from Darkness in North America (although initially it too was known as Strider II), is a sequel to Strider, released for the Sega Master System. It should not be confused with the later release of Strider 2 which was developed in-house by Capcom - Strider II was developed by U.S. Gold, who, at the time, had the rights to the Strider license outside of Japan.

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6.6



Rarity EU: 2
Rarity BR: N/A



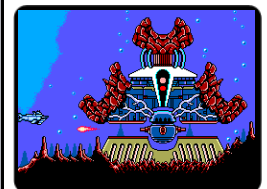
Submarine Attack

Developer	SEGA
Publisher	SEGA
Release date	1990
Genre	Shooter
Players	1 Player

In Submarine Attack, the player controls a submarine in an underwater environment. The player must shoot down enemies that are coming toward them using missiles either at the front or rear of the sub.

There are six stages in the game, and at the end of each one, the player has to defeat a boss who requires multiple shots to kill. When the player defeats a boss they proceed to the next, more difficult stage.

7.0



Rarity EU: 3
Rarity BR: 5

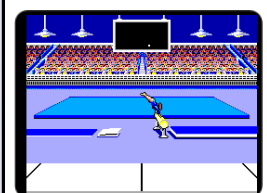
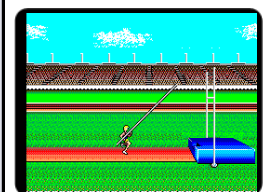


Summer Games

Developer	Zap, SEGA
Publisher	SEGA
Release date	1990
Genre	Sports
Players	1-4 Players

Summer Games, known as Jogos Olímpicos in Brazil, is a sports game first released by Epyx in 1984. It was ported to the Sega Master System in 1991 and is the first in Epyx's Games series. Featured are a number of events similar to those seen in the Olympic Games. Including; Pole vault, Platform diving, 4x400 meter relay, 100 meter dash, Gymnastics, Freestyle swimming, Skeet shooting, 100 meter freestyle, and Rowing.

6.5



Rarity EU: 3
Rarity BR: N/A

3.8



Rarity EU: 4
Rarity BR: N/A

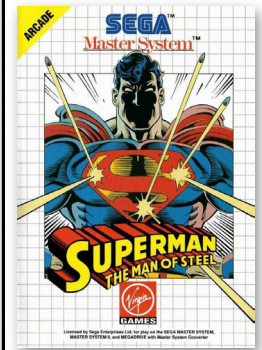
Superman: the Man of Steel

Developer Graftgold
Publisher Virgin
Release date 1993
Genre Platformer
Players 1 Player

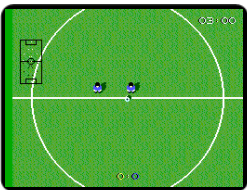
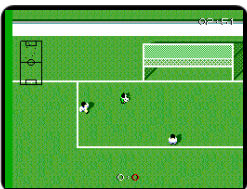
Superman: The Man of Steel is a side-scrolling platform game in which the player takes on the role of Superman.

As Superman the player has limited energy which is depleted when Superman comes in contact with enemies or their projectiles. Superman can jump, and attack. When Superman almost drops from a building he automatically starts flying. There's three different difficulty settings.

"mobygames.com"



5.0



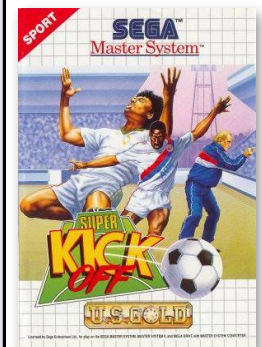
Rarity EU: 1
Rarity BR: 2

Super Kick Off

Developer Anco Software
Publisher U.S. Gold
Release date 1991
Genre Sports
Players 1-2 Players

Super Kick Off is a football game for the Sega Master System, released exclusively in Europe and Brazil. It is considered by many to be the watered-down version of Kick Off 2, previously released for the Commodore Amiga.

The game includes 40 teams (16 national and 24 club), along the ability to edit club team names and shirts and player names and looks.



4.2



Rarity EU: 4

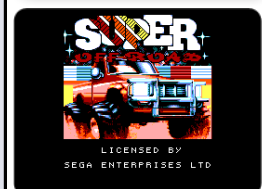
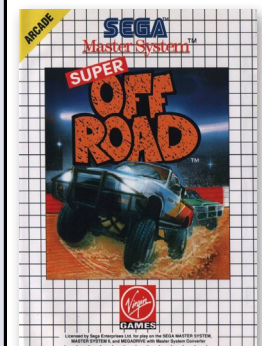
Super Off Road

Developer Graftgold
Publisher Virgin
Release date 1993
Genre Racing
Players 1-2 Players

Players enter the world of off-road racing as 4 vehicles will face each other, on a series of tracks which are based around flipped and reversed versions of a core selection.

Successful races bring more money, which can be used to soup up their machine. Boosts to top speed, grip and acceleration can be purchased, and the nitro boost must be kept topped up.

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Super Monaco GP

Developer SEGA
Publisher SEGA
Release date 1990
Genre Racing
Players 1-2 Players

Super Monaco GP is a Formula One racing simulation video game released by Sega, originally as a Sega X Board arcade game in 1989, followed by ports for multiple video game consoles and home computers in the early 1990s.

The game allows players to race other cars around the famous Monaco Grand Prix course. The race has players competing against 19 other drivers and as well as trying to beat them all they must get to checkpoints within a time limit or it is race over.

6.3



Rarity EU: 1
 Rarity US: 7
 Rarity BR: N/A



Super Monaco GP 2

Developer SEGA
Publisher SEGA
Release date 1992
Genre Racing
Players 1 Player

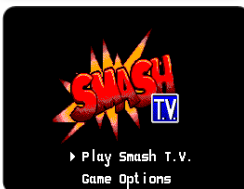
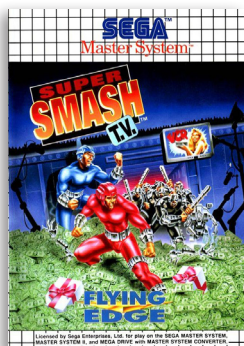
Ayrton Senna's Super Monaco GP II or simply Super Monaco GP II is a racing game developed and published by Sega for the Sega Master System. It is a sequel to Super Monaco GP, but this time the game is sponsored by Ayrton Senna (who won the Monaco Grand Prix six times). Also unlike the previous game, Super Monaco GP II was not released in arcades or for any non-Sega console or computer.

"segaretro.org"

5.6



Rarity EU: 2
 Rarity BR: 1



Super Smash T.V.

Developer Probe Entertainment
Publisher Flying Edge
Release date 1992
Genre Action
Players 1-2 Players

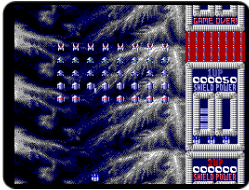
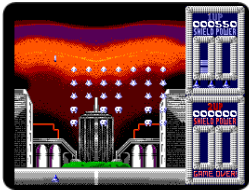
The original arcade game, Smash TV, is very similar to RoboTron 2084, in that the player is controlled by two joysticks. One joystick alters the player's movement, while the other alters the direction of weapon fire. Problems arise in some console ports of the game due to a lack of controller buttons. The Sega ports for example have to make do with alternative control schemes as neither the Mega Drive, Game Gear or Master System have four firing buttons.

5.1



Rarity EU: 3

5.8



Rarity EU: 5

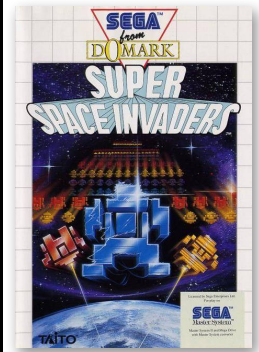
Super Space Invaders

Developer The Kremlin
Publisher Domark
Release date 1991
Genre Shooter
Players 1-2 Players

Super Space Invaders is an update to Space Invaders, released for a variety of consoles and computers including the Sega Master System.

Gameplay is very similar to the original game, though there have been updates in the graphics and sound departments and new enemies with different move patterns have been added.

“segaretro.org”



5.7



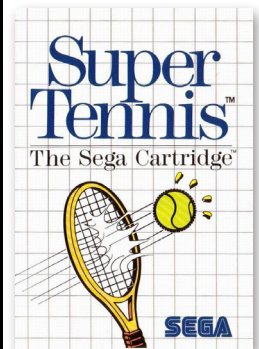
Rarity EU: 1

Super Tennis

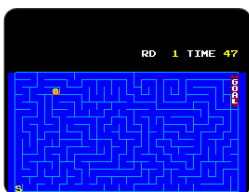
Developer SEGA
Publisher SEGA
Release date 1985
Genre Sports
Players 1-2 Players

Super Tennis offers to control an unknown tennis player against a AI opponent, in various tennis courts, competing to win matches. The tennis players can be moved around freely on the court and the regular rules are followed. A third-person camera perspective is used, from a fixed perspective. The two buttons on the controllers are use to hit straight and fast, and to lob. When close to the net, volleys and smashes are also possible.

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6.0

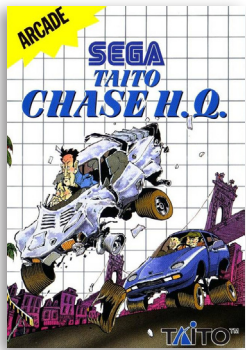


Snail Maze

Developer SEGA
Publisher SEGA
Release date 1987
Genre Puzzle
Players 1 Player

Snail Maze is a hidden Sega Master System game, which is available in the BIOS screen of any original model Master System console. It is accessed by holding 1, 2 and Up at the Sega logo, assuming one do not have a cartridge inserted. The feature was removed in the later Master System II models, as well as models which include either Sonic the Hedgehog or Alex Kidd in Miracle World built in. In the game the player must guide a snail around a maze within a time limit.





Taito Chase H.Q.

Developer Taito
Publisher Taito
Release date 1990
Genre Racing
Players 1 Player

Chase H.Q. is a 1988 arcade racing game, released by Taito. It is a spiritual successor of Taito's 1987 Full Throttle. The game was ported to many systems, including the Sega Master System.

As an undercover agent of Chase Headquarters, the job is to patrol the streets and track down five criminals. Players are given a mission briefing before they start which gives information on the suspect and what car they drive. Then they drive across the city without crashing into other cars, and catch up with the criminal's car.

6.6



Rarity EU: 2



Taz Mania

Developer SEGA
Publisher SEGA
Release date 1992
Genre Platformer
Players 1 Player

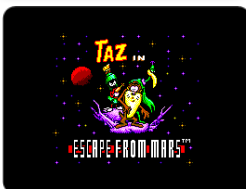
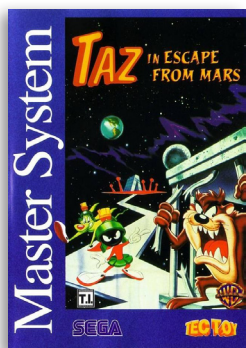
Taz Mania is a 2D side-scrolling platform/adventure video game based loosely on the Taz-Mania cartoon series.

Players control Taz as he searches for a giant egg. Taz is able to jump, spin into a tornado and eat various objects. Spinning into a tornado allows Taz to defeat most enemies, as well as gain extra jump distance, knock away items and get past certain obstacles unharmed.

6.5



Rarity EU: 1
 Rarity BR: N/A

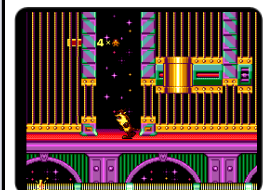


Taz in Escape From Mars

Developer HeadGames
Publisher Tec Toy
Release date 1997
Genre Platformer
Players 1 Player

Taz in Escape from Mars, also known as Escape from Mars Starting Taz, is a platform game developed by HeadGames and published by Sega for the Sega Mega Drive, Sega Master System and Sega Game Gear. The Master System version of the game was ported from the Game Gear version by TecToy, and was released in March 1997, exclusively to Brazil. It is a sequel to Taz-Mania that follows Taz escaping from Mars, and his captor: Marvin the Martian.

5.3



Rarity BR: 7

6.5



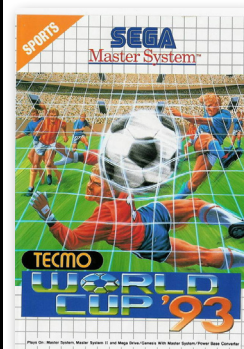
Rarity EU: 5

Tecmo World Cup '93

Developer SIMS
Publisher SEGA
Release date 1993
Genre Sports
Players 1-2 Players

Tecmo World Cup '93 is a soccer arcade game. The game is a continuation of previous football games released by Tecmo such as Tecmo World Cup '90 and Tecmo World Cup '92.

The game replicates matches of football with the option of 45, 30 or 15 minutes per half. In multiplayer two human players can play each other. Single Player has a world cup tournament consisting of a group stage, second round, quarter finals, semi finals and final.



6.0



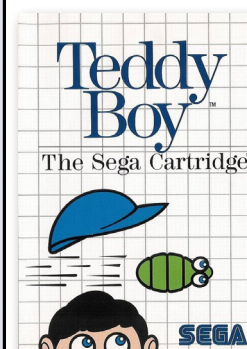
Rarity EU: 2
 Rarity BR: N/A

Teddy Boy

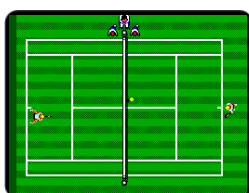
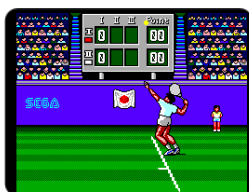
Developer SEGA
Publisher SEGA
Release date 1985
Genre Platformer
Players 1-2 Players

Teddy Boy Blues – Yohko Ishino is a 1985 arcade game made by Sega. Sega's console-ported version of the game became a launch title for their Mark III. The exported Master System version is simply titled Teddy Boy and featured different background music as well as no references to Ishino.

It stars a young boy who is armed with a gun. Each level is an infinitely-repeating maze with several dice.



4.2



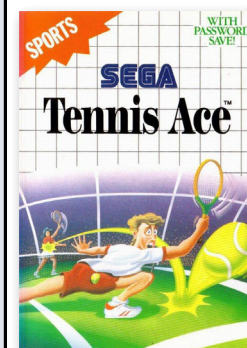
Rarity EU: 2
 Rarity BR: N/A

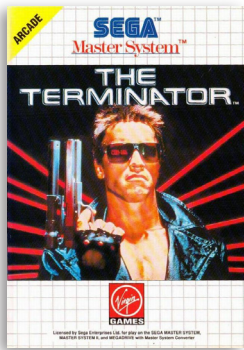
Tennis Ace

Developer SIMS
Publisher SEGA
Release date 1989
Genre Sports
Players 1-2 Players

Using a top-down view, Tennis Ace lets players play single or double games with computer players. Two human players can either duel or work cooperatively in a doubles game. By working their way to one of the six grand slam finals, with practice games and exhibition matches, they gain experience, which improves their playing style.

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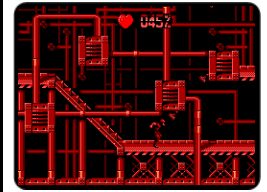
The Terminator

Developer Probe Entertainment
Publisher Virgin
Release date 1992
Genre Platformer
Players 1 Player

The Terminator is a game that was released in 1992 by Virgin Interactive and Probe Entertainment Limited for the Sega Master System. It is based on the 1984 film of the same name. The game focuses on a soldier named Kyle Reese who was sent back in time from the future to protect a woman named Sarah Conner. A Cyborg from the future is also sent back in time to assassinate Sarah Conner.

"segaretro.org"

5.7



Rarity EU: 1
 Rarity BR: N/A



T2: The Arcade Game

Developer Bits Studio
Publisher Flying Edge
Release date 1993
Genre Shooter
Players 1 Player

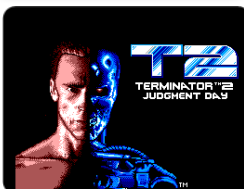
This is an arcade rail-shooter based on the film Terminator 2: Judgment Day. Up to two players shoot through future and present levels as robotic killers reprogrammed to serve the human resistance.

Both players wield a machine gun with infinite ammo that lowers its firing rate (overheats) as it is continuously fired. A secondary weapon (missile launchers in the future, shotguns in the present) has limited ammo but deals heavy damage.

5.8



Rarity EU: 8



T2 Terminator 2: Judgement Day

Developer Arc Developments
Publisher Flying Edge
Release date 1993
Genre Platformer
Players 1 Player

Terminator 2: Judgment Day is a Action/Adventure beat 'em up that was released on NES and then ported to Sega Master System. It is based on the film of the same name.

The game consists of five levels. Level 2 is an isometric racing game, whereupon the player must race fast enough to catch John Conner on his moped whilst using weapons to beat back the T-1000, who is fast approaching in a tractor trailer. All the other levels are side-scrolling beat 'em ups.

5.4



Rarity EU: 6

6.3



Rarity EU: 1
Rarity US: 2
Rarity BR: N/A

Thunder Blade

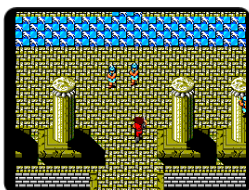
Developer SEGA
Publisher SEGA
Release date 1988
Genre Shooter
Players 1 Player

Thunder Blade is a 1987 arcade shoot 'em up game originally designed for Sega X Board hardware. It is heavily inspired by the Blue Thunder franchise of the early 1980s.

The game features 12 levels split into three distinct styles. Players will be flying over a city in a helicopter, shooting out tanks by ducking low enough to target them, but also climbing to avoid the skyscrapers in the area.



6.6



Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

Time Soldiers

Developer Alpha Denshi
Publisher SEGA
Release date 1989
Genre Shooter
Players 1-2 Players

Time Soldiers is a top-viewed run and gun video game. The player takes the role of a Time Soldier, who is asked to rescue five warriors from different time periods: Sirius in the "Primitive Age", Laplace in the "Age of Rome", Dymos in "The World Wars", Alpha in the "Age of Rome", and Altair in "Future World". Each one of them is guarded by one of Gyland's henchmen, but to get to them, players must fight off other enemies that are specific to each time era.



6.4



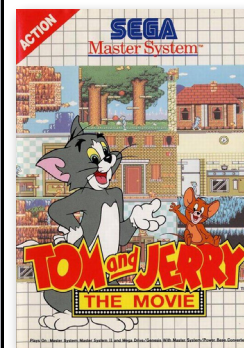
Rarity EU: 2
Rarity BR: N/A

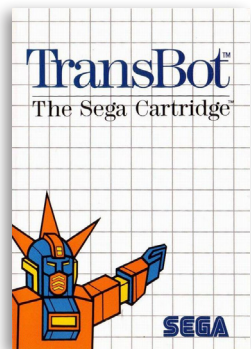
Tom & Jerry: The Movie

Developer SIMS
Publisher SEGA
Release date 1992
Genre Platformer
Players 1 Player

As in the popular cartoon series, Tom the cat is once again after that little mouse Jerry. The player plays as Tom, a curious cat who will do anything to get his paws on that trouble-maker mouse, Jerry. Tom tries to catch Jerry as he runs through six different levels. Starting in the Kitchen, Jerry will lead Tom through the Garden, Down Town, the Forest, Rock Mountain, and finally ending up in the Nursery.

"segaretro.org"





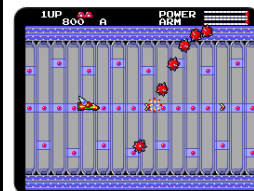
TransBot

Developer SEGA
Publisher SEGA
Release date 1985
Genre Shooter
Players 1-2 Players

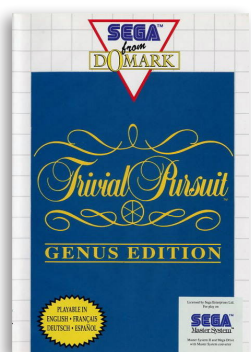
TransBot is a commonly found Sega Master System game first released in 1985. In Japan it is known as Astro Flash and in Brazil it is known as Nuclear Creature. It was one of the first titles to be released on Sega Card, though was later re-released on cartridge.

In TransBot, the player pilots a CA-214 starfighter, which has the ability to transform into a robot through power-up icons. It is a sidescrolling shoot-'em-up with a number of different levels and firing modes.

5.6



Rarity EU: 1
 Rarity BR: N/A



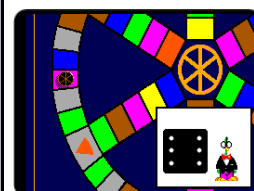
Trivial Pursuit: Genus Edition

Developer Teque London
Publisher Domark
Release date 1992
Genre Edutainment
Players 1-6 Players

Trivial Pursuit: Genus Edition, or simply Trivial Pursuit is a video game interpretation of the board game with the same name. It was released for the Sega Master System exclusively in Europe in 1992.

The question categories are exactly the same as the board game: Art & Literature, Science & Nature, Geography, History, Sports & Leisure, and Entertainment.

6.7



Rarity EU: 2



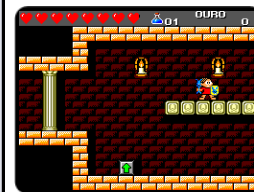
Turma da Mônica em: O Resgate

Developer Westone, Sega, Tec Toy
Publisher Tec Toy
Release date 1993
Genre Platformer
Players 1 Player

Turma da Mônica em: O Resgate (which translates to "Mônica's Gang in: The Rescue") is a modified version of Wonder Boy III: The Dragon's Trap, with Wonder Boy's hero, Tom-Tom, replaced by Mônica, a famous Brazilian comic character.

In Turma da Mônica em: O Resgate, when Mônica disappears, Chico Bento (Lizard-Man in Wonder Boy III) shows up and starts the gang's quest. After defeating each dragon, a new friend takes place in the quest.

X.X



Rarity BR: 3

6.4



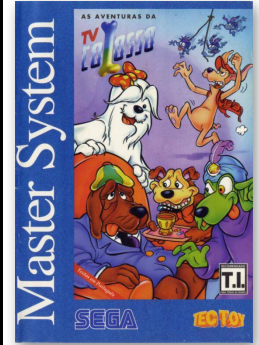
Rarity BR: 7

TV Colosso

Developer	SEGA
Publisher	Tec Toy
Release date	1996
Genre	Platformer
Players	1 Player

As Aventuras da TV Colosso (which means "The Adventures of TV Colosso") is a modified version of Astérix and the Secret Mission, with Astérix and Obélix replaced by Gilmar and Priscila, characters from a Brazilian TV puppet show, popular during the early 90's.

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Avec effets sonores, musique et plus de deux mille questions redoutables, Trivial Pursuit est un pur chef-d'oeuvre Master System...

QUESTIONS IN
ENGLISH, FRENCH,
GERMAN & SPANISH



Trivial Pursuit, le jeu de société le plus vendu au monde, fait ses débuts sur la Sega Master System.

Russel, le maître de cérémonie animé, est totalement impertinent. Un chrono vous permet de jouer aussi vite ou aussi lentement que vous le désirez. Et ne vous inquiétez pas, les questions sont plus "triviales" que jamais!

Les catégories sont:

- *Musique et Divertissement*
- *Art & Littérature*
- *Géographie*
- *Histoire*
- *Sport*
- *Science & Nature*

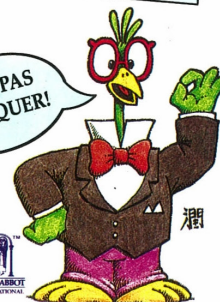
Trivial Pursuit = Divertissement à l'état pur

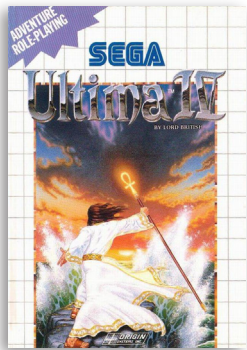


A NE PAS
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Ultima 4

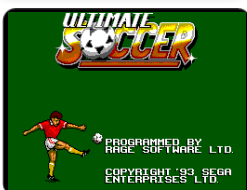
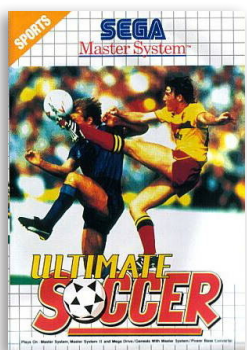
Developer	SEGA
Publisher	SEGA
Release date	1990
Genre	Role-playing game
Players	1 Player

Ultima IV: Quest of the Avatar, known as *Última IV* in Brazil, is an entry in the Ultima series of RPGs created by Richard Garriot at Origin Systems. It was originally released in 1985 for the Apple II computer, before being brought to the Sega Master System five years later in 1990 (the only Ultima game to be released on a Sega platform). The Master System version is very much like the Apple II original, however features updated graphics, music and gives its dungeons are played from top-down perspective.

6.9



Rarity EU: 4
Rarity BR: N/A



Ultimate Soccer

Developer	Rage Software
Publisher	SEGA
Release date	1993
Genre	Sports
Players	1-2 Players

Ultimate Soccer was originally released a year earlier for the Commodore Amiga as “Striker”, a name which the Super Nintendo port would retain, however, the Sega ports were renamed as Ultimate Soccer.

The game is one of many football games released for Sega systems, opting for a pseudo-3D top-down perspective. The game also contains numerous Sonic the Hedgehog cameos.

3.1



Rarity EU: 7
Rarity BR: N/A



6.6

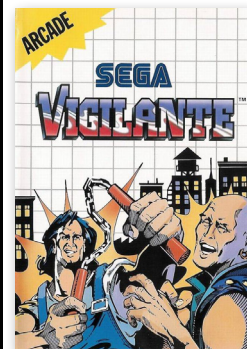


Rarity EU: 3
 Rarity US: 3
 Rarity BR: N/A

Vigilante

Developer Irem, SEGA
Publisher SEGA
Release date 1989
Genre Beat'em up
Players 1 Player

Vigilante is an arcade beat-'em-up game released by Irem in 1988. The following year it was ported and published by Sega for the Sega Master System. Upon release, Vigilante was considered to be a sequel to the 1984 arcade game, Kung-Fu Master (known as Spartan X in Japan and in its NES incarnation, simply Kung-Fu). Although this version of the game was never released in Japan, the Master System Vigilante is compatible with the FM Sound Unit which was only supported by Japanese (and Korean) consoles.



6.8

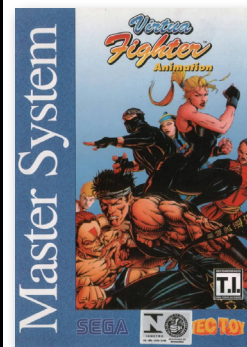


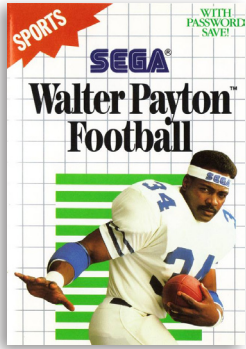
Rarity BR: N/A

Virtua Fighter Animation

Developer Aspect
Publisher Tec Toy
Release date 1997
Genre Fighting
Players 1-2 Players

Virtua Fighter Animation is a fighting game based off the Virtua Fighter anime series, which in turn was based off the video game with the same name. Tec Toy, Sega's Brazilian distributor, brought Game Gear game to the Sega Master System in 1997. Though there is some color loss, the Master System version offers a larger screen resolution.





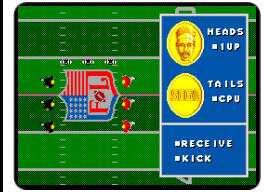
Walter Payton Football

Developer SEGA
Publisher SEGA
Release date 1989
Genre Sports
Players 1-2 Players

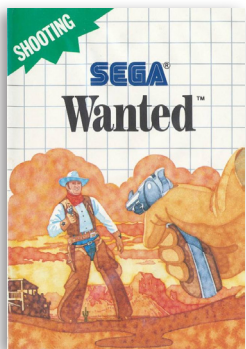
Walter Payton Football, or American Pro Football, as it is called in Japan and Europe, is a simulation of American football. There are two modes in the game. One is called “Monday Night Game” and is the same as a friendly game or exhibition mode; the other is “Road to Superbowl”, and is basically a play-off tournament in the NFL.

“mobygames.com”

6.3



Rarity US: 4



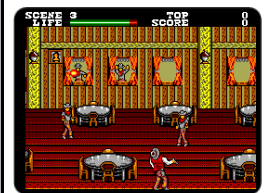
Wanted

Developer Sanritsu
Publisher SEGA
Release date 1989
Genre Light-gun
Players 1 Player

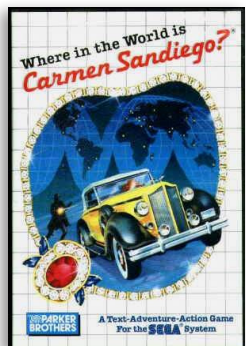
Gameplay is split into two parts. The odd-numbered stages require players to shoot gunslingers that hang out at saloons, hotels, and towns. In the even-numbered stages (except stage six), players are required to ride across a desert, shooting gunslingers that ride past them.

Some European copies are mis-printed with the Cloud Master description on the insert.

6.8



Rarity EU: 6
 Rarity US: 5
 Rarity BR: N/A



Where in the World is Carmen Sandiego?

Developer Brøderbund
Publisher Parker Brothers
Release date 1988
Genre Edutainment
Players 1 Player

Where in the World is Carmen Sandiego? is a game that tests the player’s knowledge about geography and general knowledge about different countries. Missions will begin with a treasure being stolen and the player flying to that location. A time limit counts down while they must search the area and interview witnesses to find enough clues to figure out what country the thief flew to next.

7.0



Rarity US: 4
 Rarity BR: N/A

6.2



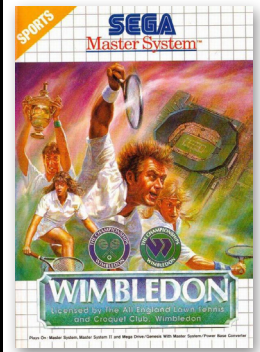
Rarity EU: 1
Rarity BR: N/A

Wimbledon

Developer SIMS
Publisher SEGA
Release date 1992
Genre Sports
Players 1-2 Players

The oldest of the four Grand Slam tournaments, held in London on grass every July, is the basis for this tennis game. The ball comes off the grass surface fast and low, reflecting the surface's reputation for providing the most exciting tennis. It's viewed in the typical third person perspective, although with quite a distinct 3D effect and with shadows. Players can play standard shots as well as lobs and drop shots, and full service rules are featured.

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8.2



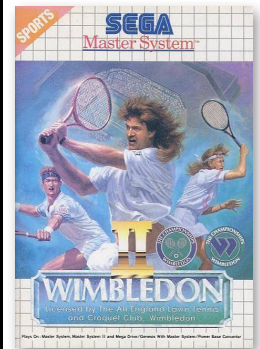
Rarity EU: 4

Wimbledon 2

Developer SIMS
Publisher SEGA
Release date 1993
Genre Sports
Players 1-2 Players

Wimbledon II is the sequel to Wimbledon, and was released exclusively for the Sega Master System in 1993. Plans were made to bring the game to the Sega Mega Drive too, but were ultimately scrapped.

The game features two modes: Free Match allows for singles or doubles games and supports one or two players. Tour Mode puts the player on the road, playing the best in the world for the championship cup.



6.0



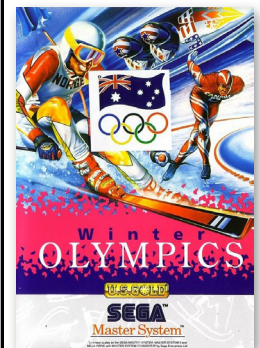
Rarity EU: 2
Rarity BR: N/A

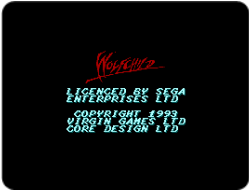
Winter Olympics

Developer Tiertex
Publisher U.S. Gold
Release date 1994
Genre Sports
Players 1-4 Players

Winter Olympics or Winter Olympics: Lillehammer '94 and known as Winter Olympic Games in North America, is a Sega Mega Drive, Sega Master System and Sega Game Gear sports game that ties in with the 1994 Winter Olympic Games held at Lillehammer, Norway.

The game includes 5 different types of sports - biathlon, alpine skiing, ski jumping, bobsleigh and skating.





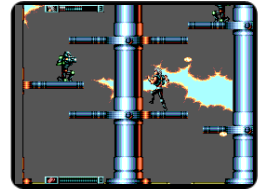
Wolf Child

Developer Core Design
Publisher Virgin
Release date 1993
Genre Platformer
Players 1 Player

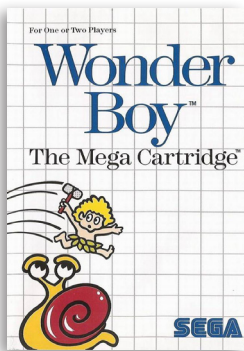
Wolfchild is a platform game originally released for the Amiga and the Atari ST. It was later released for the Sega Master System.

As Saul, it is the players job to traverse five different areas on his way to Draxx. When Saul collects enough power-ups, he turns into his wolf form and gains a special psychic shot attack, which can be improved by collecting further power-ups.

2.0



Rarity EU: 4
 Rarity BR: N/A



Wonder Boy

Developer Westone
Publisher SEGA
Release date 1987
Genre Platformer
Players 1-2 Players

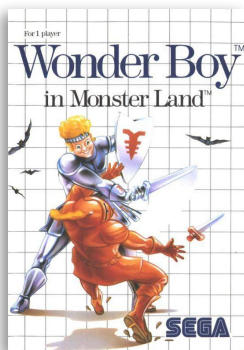
Wonder Boy is a sidescrolling platform game, in which the basic goal is to keep heading to to the right, avoiding obstacles, attacking enemies and jumping across platforms. Though it is not a requirement to do so, the game encourages players to keep moving to the right, as health decreases over time and the screen cannot scroll left. Health, and by extension, time, is added to by collecting fruit.

“segaretro.org”

6.7



Rarity EU: 1
 Rarity US: 2
 Rarity BR: N/A



Wonder Boy in Monster Land

Developer Westone
Publisher SEGA
Release date 1988
Genre Platformer
Players 1 Player

Wonder Boy in Monster Land is the direct sequel to Wonder Boy. The game ditches the left-to-right platforming gameplay of its predecessor in favour of a platform-RPG hybrid gameplay style.

The player takes the role as Wonder Boy as he explores various short levels filled with respawning enemies. The control panel has two buttons: one to attack and one to jump. Up enters buildings.

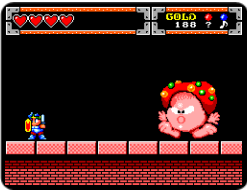
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7.6



Rarity EU: 2
 Rarity US: 3

6.7

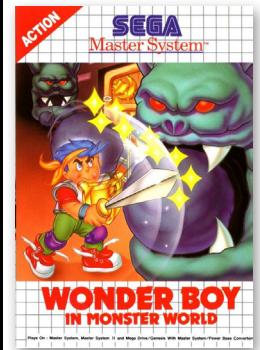


Rarity EU: 5

Wonder Boy in Monster World

Developer	Westone
Publisher	SEGA
Release date	1993
Genre	Platformer
Players	1 Player

Wonder Boy in Monster World is the fifth game in the Wonder Boy series and a direct sequel to Wonder Boy III: The Dragon's Trap. It puts the player in control of Shion in his quest to save Monster World from the evil hands of BioMeka. It controls like a standard platform game - run, jump, and kill enemies. The game has light RPG elements such as talking to townsfolk, collecting money to buy items, upgrading the life-bar, and equipping a variety of armor and weapons - staying very close to the Zelda format.



8.7

Rarity EU: 1
Rarity US: 4

Wonder Boy III: the Dragon's Trap

Developer	Westone
Publisher	SEGA
Release date	1989
Genre	Platformer
Players	1 Player

Gameplay is similar to Monster Land, however the hero, Wonder Boy, finds himself cursed early on in the game and spends his time defeating other dragons to return to his human form. The game was highly received for its gameplay and music, and is often even said to be one of the greatest Master System games of all time. It was given the 1989 Game of the Year award by Electronic Gaming Monthly.

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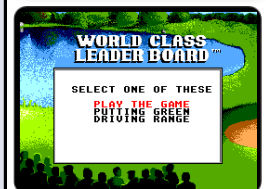
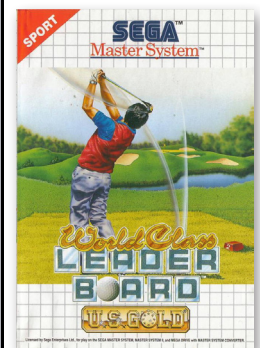
4.3

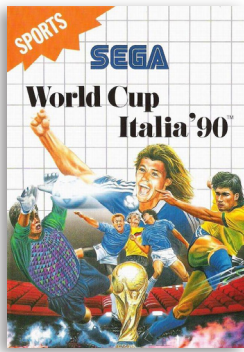
Rarity EU: 2
Rarity BR: N/A

World Class Leader Board

Developer	Tiertex
Publisher	U.S. Gold
Release date	1991
Genre	Sports
Players	1-4 Players

Leaderboard is a series of golf simulation video games that was originally developed by Bruce Carver and Roger Carver, and published by Access Software. Leaderboard, the first game in the series, was released in 1986 and included four different water-based courses.





World Cup Italia '90

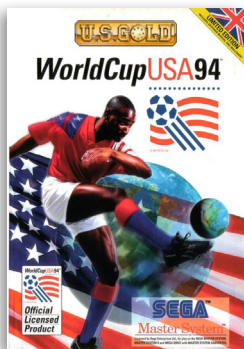
Developer SEGA
Publisher Elite Systems
Release date 1990
Genre Sports
Players 1-2 Players

This is the second World Cup official licensed franchise game based on the 1990 FIFA World Cup featuring the official logo and the mascot, the first having been the ill-fated and little-known World Cup Carnival for the 1986 FIFA World Cup. The game gives official groups, teams and the fidelity schedule of the championship. Gameplay occurs at a birds eye view.

5.4



Rarity EU: 2
 Rarity BR: N/A



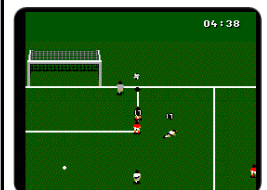
World Cup USA 94

Developer Tiertex
Publisher U.S. Gold
Release date 1994
Genre Sports
Players 1-2 Players

World Cup USA 94 is a top-down football game recreating the namesake tournament. Beside the 24 teams who qualified for the actual World Cup, other significant footballing nations like England, France and Denmark can be drafted in. Tackling is difficult and passing is easy, making for a flowing end-to-end style of play. The presentation of the menus is largely icon-based, with the official mascot featured prominently.

"mobygames.com"

6.5



Rarity EU: 6
 Rarity BR: N/A



World Games

Developer SEGA
Publisher SEGA
Release date 1989
Genre Sports
Players 1-4 Players

World Games is a sports game developed by Epyx for the Commodore 64 in 1986. It was ported to various other home computers and consoles. The game features a variety of less-well-known sports from around the world, including bull riding (US), caber toss (Scotland), log rolling (Canada) and barrel jumping (Germany).

"segaretro.org"

5.5



Rarity EU: 2
 Rarity BR: N/A

6.7



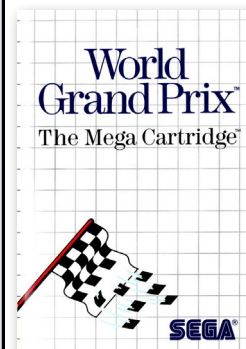
Rarity EU: 1
Rarity US: 2
Rarity BR: N/A

World Grand Prix

Developer SEGA
Publisher SEGA
Release date 1986
Genre Racing
Players 1 Player

World Grand Prix is a 1986 Sega Master System video game. During the course of the game, players uses a Formula One style car. they has to drive the car as quickly as possible while navigating through turns and other vehicles on the road.

World Grand Prix would be ahead of its time for working around the 8-bit math processor to allow the car to travel in excess of 255 kilometres per hour.



6.1



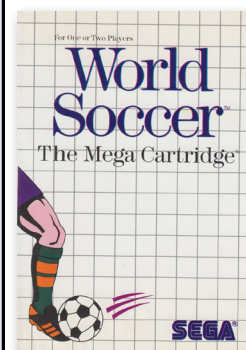
Rarity EU: 1
Rarity BR: N/A

World Soccer

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Player

World Soccer, known as Great Soccer in the US (though not the same as Great Soccer released in Europe and Japan), and Super Futebol in Brazil, is a sports game developed and published by Sega for the Sega Master System.

Players choose from one of eight nations to compete in a match of professional soccer. The nations available are Argentina, West Germany, France, Brazil, Great Britain, Italy, USA and Japan — each with their own strengths and expertise.



5.0



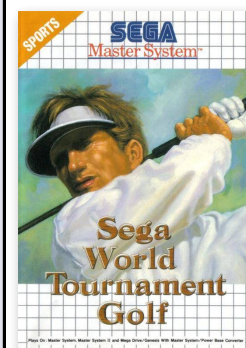
Rarity EU: 6
Rarity BR: N/A

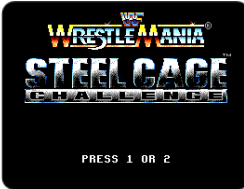
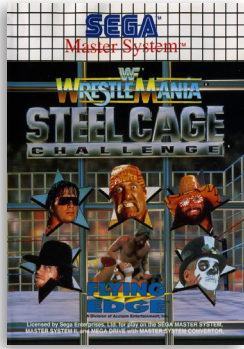
World Tournament Golf

Developer SEGA
Publisher SEGA
Release date 1993
Genre Sports
Players 1-4 Players

PGA Tour Golf introduced many of the conventions commonly seen in the genre since. The three-click control method (the first to start the swing, the second setting power and over-swing, the third setting draw or fade) allowed for a multitude of different shots, and required a sense of timing.

When playing a tournament there are 60 opponents, each representing top US golfers - ten of these appear with tactical advice for each hole.





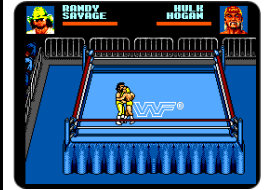
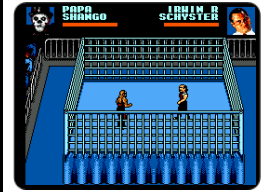
WWF Wrestlemania Steel Cage Challenge

Developer xxx
 Publisher Flying Edge
 Release date 1993
 Genre Sports
 Players 1-2 Players

WWF WrestleMania: Steel Cage Challenge is a professional wrestling video game based on the World Wrestling Federation.

Ten wrestlers are playable; Hulk Hogan, Randy Savage, Ted DiBiase, I.R.S., Bret Hart, The Undertaker, Ric Flair, Papa Shango, Shawn Michaels and Tatanka. All wrestlers share the same moveset.

4.8



Rarity EU: 6
 Rarity BR: N/A



5.8



Rarity BR: N/A

X-Men: Mojo World

Developer SEGA
Publisher Tec Toy
Release date 1996
Genre Platformer
Players 1 Player

In a dark future, Mojo has his own TV show where the participants fight to death. He has imprisoned some X-Men from the past to recreate their greatest battles. Wolverine and Rogue have to enter the game and rescue their friends, then defeating Mojo to return back home.

In this platform game, the player starts choosing either Wolverine or Rogue. At each new level beaten, a new X-Men will be available: first Gambit, then Cyclops, Havoc and finally Shard.



4.5



Rarity EU: 3

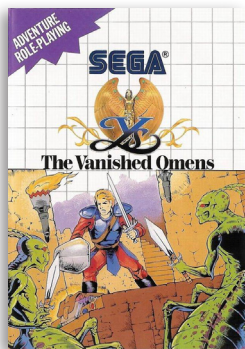
Xenon 2: Megablast

Developer The Bitmap Brothers
Publisher Virgin Games, Image Works
Release date 1991
Genre Shooter
Players 1-2 Players

Xenon 2: Megablast is a scrolling shoot-'em-up developed by The Bitmap Brothers and published by Virgin Games for a variety of systems including the Sega Master System. It is the sequel to Xenon, a game that was released for several home computers in 1988.

The Sega Master System version ommits player bullets during heavy processor workload, several bosses have been removed and the final stage is also missing.





Ys: the Vanished Omens

Developer SEGA
Publisher SEGA
Release date 1988
Genre Role-playing game
Players 1 Player

Ys: Ancient Ys Vanished Omen is a 1987 RPG developed by Falcom first released on the NEC PC-88 before being ported to pretty much every platform released at the time and over the next few years. It is one of the few Master System games with FM support to have the FM code completely removed in its overseas releases. Furthermore, the game takes advantage of a VDP mirroring bug that was fixed on Master System 2s and anything based on that hardware; consequently the game will look incorrectly on these systems.

7.6



Rarity EU: 5
 Rarity US: 4
 Rarity BR: N/A

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6.2



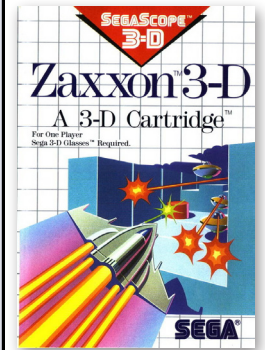
Rarity EU: 5
Rarity US: 4
Rarity BR: N/A

Zaxxon 3-D

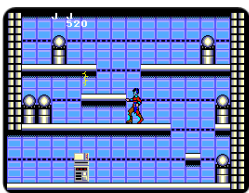
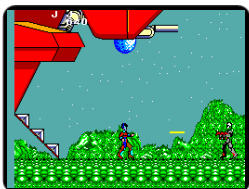
Developer SEGA
Publisher SEGA
Release date 1987
Genre Shooter
Players 1 Player

Zaxxon 3D is a shoot-'em-up developed and published by Sega for the Sega Master System. The game requires the use of the 3-D Glasses to create an illusion of depth.

Zaxxon 3D is a sequel to the arcade game Zaxxon. Unlike the original game, which was isometric, Zaxxon 3D is viewed from behind the player's ship, with the enemy ships approaching from the distance. This perspective makes effective use of the 3D effect.



7.8



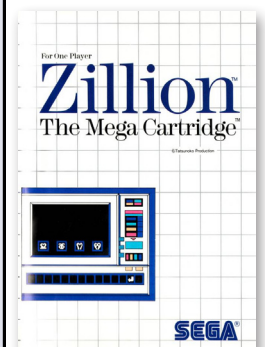
Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

Zillion

Developer SEGA
Publisher SEGA
Release date 1987
Genre Platformer
Players 1 Player

Zillion is an action platform game developed and published by Sega for the Sega Master System. It is based upon the Zillion anime series, and was released only a few weeks into the series' original run.

The player carries a gun, which was used as a design model for the Sega Master System Light Phaser. As the game progresses, the gun will become stronger, allowing the player to break progressively stronger capsules containing codes for the computers.



6.7



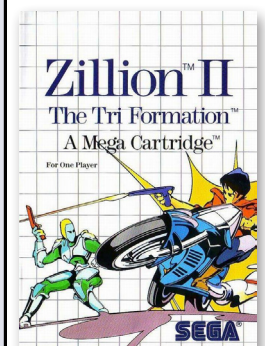
Rarity EU: 4
Rarity US: 3
Rarity BR: N/A

Zillion 2: Tri Formation

Developer SEGA
Publisher SEGA
Release date 1987
Genre Action
Players 1 Player

Zillion II: The Tri Formation, or simply Tri Formation on the title screen and Japanese packaging, is an action game developed and published by Sega for the Sega Master System. It is based upon the Zillion anime series, and is a sequel to Zillion, which was released earlier the same year for the Master System.

There are eight side scrolling levels in the game. The previous adventure format has been changed to a level-based format. The player can no longer explore the base in any direction.



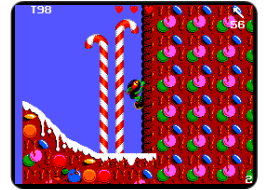


Zool

Developer Gremlin Graphics
Publisher Gremlin Graphics
Release date 1993
Genre Platformer
Players 1 Player

Zool or Zool: Ninja of the Nth Dimension is a platform game developed by Gremlin Graphics for the Commodore Amiga in 1992 as an answer to the “mascot wars” of the early 1990s spearheaded by Super Mario and Sonic the Hedgehog. Zool’s success saw it brought to a number of platforms, including the Sega Mega Drive, Sega Master System and Sega Game Gear during late 1993 and 1994.

6.7



Rarity EU: 6

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Japanese Exclusive

The Japanese Sega Master System had the smallest library of games in comparison to the European, Brazilian, and U.S. releases. But it did have a few exclusive releases. These few pages list those games.

4.7



Rarity JP: 8

Alex Kidd: BMX Trial

Developer SEGA
Publisher SEGA
Release date 1987
Genre Racing
Players 1 Player

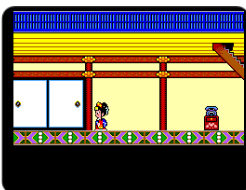
Alex Kidd BMX Trial is the third entry in the Alex Kidd series of games. It was released for the Sega Master System in 1987, and is the only entry in the series to be released exclusively in Japan.

Alex Kidd BMX Trial sees Alex Kidd riding a BMX down an obstacle course. The game was sold, and is only compatible with the Paddle Control.

“segaretro.org”



5.3



Rarity JP: 5

Anmitsu Hime

Developer SEGA
Publisher SEGA
Release date 1987
Genre Action
Players 1 Player

Anmitsu Hime is an action game developed and published by Sega for the Sega Master System. It is based upon the 1986 Anmitsu Hime anime series. The game was reworked and released as Alex Kidd: High-Tech World outside Japan, with the characters and setting replaced with those of Alex Kidd.

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Argos no Jūjiken

Developer Salio
Publisher Salio
Release date 1988
Genre Action
Players 1-2 Players

Argos no Juujiken is an arcade game developed by Tecmo which was ported to the Sega Master System by Salio. Western users know the game as Rygar, however the Master System port was not released outside of Japan.

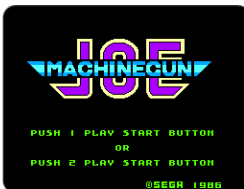
The Master System Argos no Juujiken cuts the end of level sequences and instead abruptly cuts to the next stage.

“segaretro.org”

5.6



Rarity JP: 5



Comical Machine Gun Joe

Developer SEGA
Publisher SEGA
Release date 1986
Genre Action
Players 1 Player

Comical Machine Gun Joe is an action game developed by Sega for the Sega Master System. It was originally only released in Japan on Sega Card, though has appeared in several compilations since.

The game is a simple arcade type shoot'em up. Players control a gunslinger called Joe on a single static screen and need to shoot baddies until a boss appears. Once the boss is shot, the game will switch to another screen.

6.3



Rarity JP: 9



Galactic Protector

Developer SEGA
Publisher SEGA
Release date 1988
Genre Shooter
Players 1-2 Players

Galactic Protector is a Sega Master System shoot-'em-up game developed and published by Sega. It stars Opa Opa of Fantasy Zone and Zillion fame, who must save various planets from enemies and debris hurtling towards them.

The game is built specifically for the Paddle Control, and therefore cannot be played on a standard Master System Control Pad. This also makes emulating the game tricky.

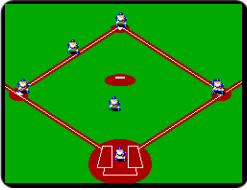
“segaretro.org”

6.0



Rarity JP: 6

3.6



Rarity JP: 9

Great Baseball

Developer SEGA
Publisher SEGA
Release date 1985
Genre Sports
Players 1-2 Players

Great Baseball is a sports game developed and published by Sega for the Sega Master System as part of the “Great” series of sports games. This Great Baseball should not be confused with the Great Baseball released in North America and Europe, which is a completely different game.

“segaretro.org”



4.4



Rarity JP: 5

Great Golf

Developer SEGA
Publisher SEGA
Release date 1986
Genre Sports
Players 1-2 Players

The 1986 edition of Great Golf is an isometric golf game for the Sega Master System. It was only released in Asia. Other parts of the world would eventually receive a Great Golf game, however it plays very differently to this version, and was known as Masters Golf in Japan.

“segaretro.org”



2.6



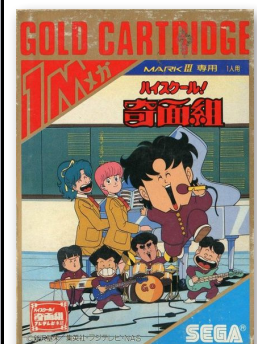
Rarity JP: 5

High School! Kimengumi

Developer SEGA
Publisher SEGA
Release date 1986
Genre Adventure
Players 1 Player

High School! Kimengumi is a Sega Master System game based upon the 1985 anime adaptation of High School! Kimengumi. Pony Canyon brought it to the MSX2 in 1987, though both copies were only released in Asia.

“segaretro.org”





Hoshi wo Sagashite...

Developer SEGA
 Publisher SEGA
 Release date 1988
 Genre Adventure
 Players 1 Player

The story of Mio begins as the player, finally having gone on holidays, arrive on the planet Ilm to see their sweetheart Laila again. Before going to her house, they decide to buy a present for her. They visit a shady foreign man's shop and buy an egg that he promises will hatch a cute pet. When Laila sees the egg, she recognizes it as a Mio egg, Mios being a rare animal that is thought to be extinct. Since the player gave her the egg, it is their responsibility to find out how they keep a Mio.

1.7



Rarity JP: 4

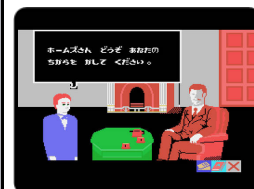


Loretta no Shouzou

Developer SEGA
 Publisher SEGA
 Release date 1987
 Genre Adventure
 Players 1 Player

At its core, Loretta no Shouzou is an SG-1000 game (making it the last official Japanese release of its kind), however its late release in 1987 meant it was packaged and advertised as a Sega Mark III game (the Mark III being backwards compatible with the SG-1000). At 128kB in size, it would be the biggest SG-1000 game, and its packaging design, paired with the fact Sega of Japan's hardware archive lists the game for both consoles, has led to much confusion as to whether it should be classed as either an SG-1000 release, a Mark III/Master System one, or both.

8.0



Rarity JP: 9



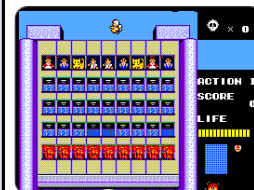
Megumi Rescue

Developer Aicom, SEGA
 Publisher SEGA
 Release date 1988
 Genre Action
 Players 1 Player

Megumi Rescue is based on an unreleased arcade game with the same name. It requires the Paddle Control accessory, and was only released in Japan.

The game lets players control a rescue party of three to save people from a burning building. The group consists of two people holding a jumping sheet, and a third fire fighter bouncing on the sheet to reach the building's inhabitants at the windows.

6.0



Rarity JP: N/A

4.3



Rarity JP: N/A

Nekkyuu Koushien

Developer SEGA
Publisher SEGA
Release date 1988
Genre Sports
Players 1-2 Players

Nekkyuu Koushien is a baseball game for the Sega Master System. It was only released in Japan.

“segaretro.org”



5.8



Rarity JP: N/A

Pit Pot

Developer SEGA
Publisher SEGA
Release date 1985
Genre Action
Players 1-2 Players

Pit Pot was only released as a stand-alone game in Japan, where it was distributed only on Sega Card. However, the game did make it to the west as part of the Astro Warrior / Pit Pot compilation cartridge. The Japanese original features an edit mode which was not included in this release. Also like many Master System games, Pit Pot has been included in numerous Brazilian revisions of the Master System console as a built-in game.

“segaretro.org”



5.6



Rarity JP: 3

The Pro Yakyuu: Pennant Race

Developer SEGA
Publisher SEGA
Release date 1987
Genre Sports
Players 1-2 Players

The Pro Yakyuu: Pennant Race is a baseball game for the Sega Master System. Released only in Japan, it was an upgrade of Great Baseball, a title not released in Japan. Apart from localisation of players and teams for the Japanese market the game was significantly altered, including amongst other things a bird's-eye view of play as opposed to Great Baseball's isometric view.

“segaretro.org”





Satellite 7

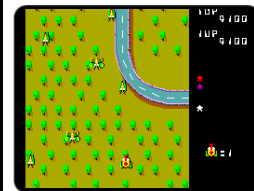
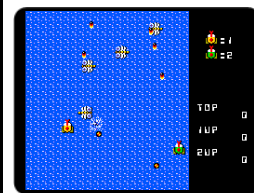
Developer SEGA
Publisher SEGA
Release date 1985
Genre Shooter
Players 1-2 Players

Satellite 7 is a shoot-'em-up game developed and published by Sega. It was released for the Sega Master System exclusively in Japan on Sega Card in 1985.

Though the game did not officially leave Japan in card form, the game has appeared in several compilations in Brazil, including the Tectoy DVD Karaoke Game DVT-G100.

"segaretro.org"

6.5



Rarity JP: N/A



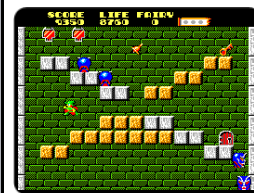
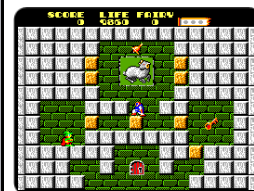
Solomon no Kagi: Oujo Rihita no Namida

Developer Salio
Publisher Salio
Release date 1988
Genre Action
Players 1 Player

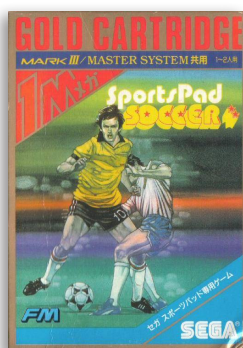
Solomon no Kagi: Oujo Rihita no Namida was originally a platform-puzzle arcade game developed by Tecmo. The game was brought to the west via other platforms as Solomon's Key, though the Master System version remained exclusive to Japan.

The object of the game is get a key and then make your way to the exit. To achieve this, Solomon can create and destroy blocks, which can be used to trap enemies or as platforms.

7.7



Rarity JP: N/A



Sports Pad Soccer

Developer SEGA
Publisher SEGA
Release date 1988
Genre Sports
Players 1-2 Players

This is a rerelease of World Soccer, also known as Great Soccer or Super Futebol. The game was rereleased in Japan a year later under the name Sports Pad Soccer, which was bundled with the Sega Sports Pad.

6.1



Rarity JP: 6

3.4



Rarity JP: 4

Sukeban Deka II: Shoujo Tekkamen Densetsu

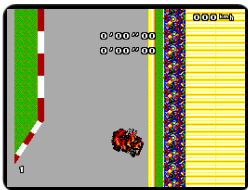
Developer SEGA
Publisher SEGA
Release date 1987
Genre Action
Players 1 Player

Sukeban Deka II: Shoujo Tekkamen Densetsu is based upon the 1985 live-action Sukeban Deka II TV series, and was only released in Japan.

“segaretro.org”



5.8



Rarity JP: 7

Super Racing

Developer SEGA
Publisher SEGA
Release date 1988
Genre Racing
Players 1 Player

Super Racing is a Formula 1 racing game. There are two main game modes: Real mode (with the engine sounds only) and BMG mode (with background music during the races).

The game is played from a top-down perspective. The car moves only in the vertical direction (from bottom to top), with turns being up to 45° to the right or to the left (with 90° turns when the car leaves a 45° turn to enter another in the opposite direction).

“mobygames.com”



8.0



Rarity JP: 4

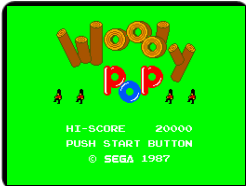
Tensai Bakabon

Developer SEGA
Publisher SEGA
Release date 1988
Genre Action
Players 1 Player

Tensai Bakabon is an action game for the Sega Master System based on the anime of the same name. It was only released in Japan.

“segaretro.org”



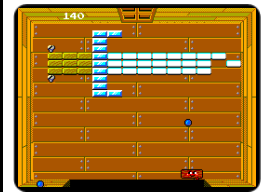


Woody Pop

Developer SEGA
Publisher SEGA
Release date 1987
Genre Action
Players 1 Player

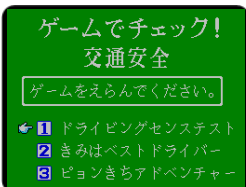
Woody Pop is a ball & paddle game similar to the likes of Breakout and Arkanoid. It was originally released exclusively in Japan for the Sega Master System in 1987, before being given an international release on the Sega Game Gear in 1991. The Master System version of the game is designed to be used with the Paddle Control, and will not function correctly with any other controller. It would be the last game released in Japan with the SG-1000 Mark III branding and on a MyCard.

6.3



Rarity JP: 6

Game De Check! Koutsuu Anzen



Developer SEGA
Publisher SEGA
Release date 1988
Genre Edutainment
Players 1 Player

Game De Check! Koutsuu Anzen is a Sega Master System cartridge released in Japan to teach children about road safety. It is one of the rarest Master System cartridges in existence, being distributed in 1988 but not being sold commercially to normal consumers.

It also may be a prototype.

“segaretro.org”

Mahjong Sengoku Jidai

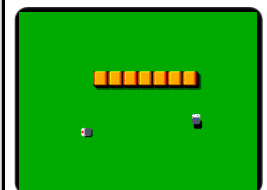


Developer Sanritsu
Publisher SEGA
Release date 1987
Genre Table
Players 1 Player

Mahjong Sengoku Jidai, known as Mah-Jong or Mak-Jong in Hong Kong, is a mahjong game developed for the Sega Master System.

Some copies of the Hong Kong version are labelled ‘Mak-Jong’.

7.4



Rarity JP: 4

Unlicensed

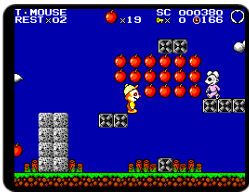
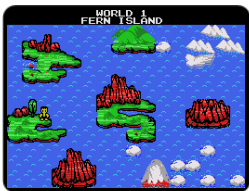
It is perhaps difficult to imagine the Sega Master System being a target for unlicensed developers, what with its failure to secure a large market share in either Japan or North America. However, relaxed (or non-existent) copyright laws in several Asian countries at the time mean there are tons of unlicensed games.

A standard Master System console can run SG-1000 games, provided it is a model where the cartridges will physically fit in the slot. The SG-1000, in turn, shares similar hardware specifications with the MSX computer standard, which was extremely popular in the east at the time. As a result, the majority of unlicensed Master System games are MSX ports, released on Master System cartridges (and therefore incompatible with the SG-1000), but running in the graphics mode intended for SG-1000 games.

Among the targets were top games produced by Namco, Konami and Taito, essentially giving the Master System all the triple-A hits the SG-1000 sorely needed. Though some games take advantage of the Master System's superior hardware, releases are rare in comparison to those which do not. Almost every unlicensed Master System game has its roots in South Korea or Taiwan.

"segaretro.org"

4.4



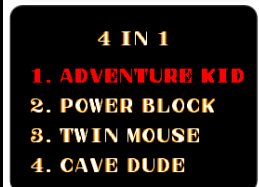
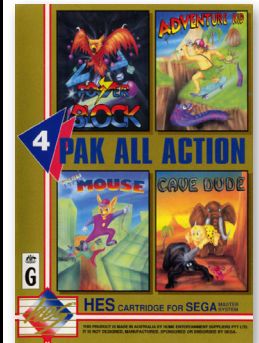
Rarity AU: 8

4 Pak All Action

Developer Open Corp.
Publisher HES
Release date 1995
Genre Compilation
Players 1-2 Players

4 Pak All Action is an unlicensed compilation of Sega Master System games released exclusively in Australia. Contained within are four games by Open Corp., previously released separately in South Korea (again, likely without a license): Adventure Kid (Clone of Adventure Island), Power Block (English localisation of Suho Jeonsa), Twin Mouse (Original Game), and Cave Dude (English localisation of Toto World 3).

"segaretro.org"



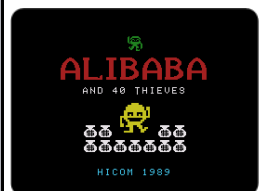
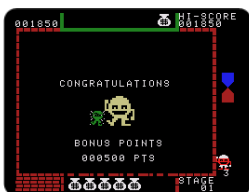
Ali Baba and 40 Thieves

Developer Hi-Com
Publisher Hi-Com
Release date 1989
Genre Action
Players 1 Player

Ali Baba and 40 Thieves, known in Japan as Ali Baba to 40-ri no Touzoku is an arcade game released by Sega in 1982. It runs on Pac-Man hardware, and little is currently known about its origin.

The game was ported to the MSX in 1984 and the Russian Vector-06C home computer in 1987. Hi-Com produced an unlicensed port of the MSX version on the Sega Master System in 1989 in Korea.

"segaretro.org"



Block Hole

Developer Konami, Zemina
Publisher Zemina
Release date 1990
Genre Shooter
Players 1-2 Players

Block Hole or Sagak-ui Bimil is an unlicensed Sega Master System port of the MSX game Quarth. The game is an original puzzle game masquerading as a shooting game. Manoeuvring a ship able to shoot small blocks, players are able to complete the shape of blocks coming toward them. The game also supports two players.



Champion Pro Wrestling

Developer SEGA
Genre Sports
Players 1-2 Players

Champion Pro Wrestling is an SG-1000 game. It was later ported to SG-1000-based arcade hardware and to the MSX. Other Japanese computers received Champion Prowres Special instead.

This was apparently an Korean Sega Master System release.



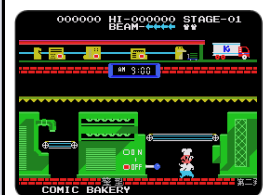
Comic Bakery

Genre Action
Players 1 Player

Comic Bakery is a 1984 arcade game developed by Konami which was subsequently brought to the MSX computer later in the year. The MSX port was brought to the Sega Master System without a license in South Korea, with the localised title of Ppang Gongjang. It is not yet known who brought the game to Sega's platform, or when.

The Master System version of the game runs in the graphics mode meant for SG-1000 backwards compatibility.

"segaretro.org"



5.3



Rarity KR: 7

Cyborg Z

Developer Zemina
Publisher Zemina
Release date 1991
Genre Shooter
Players 1-2 Players

Cyborg Z is an unlicensed vertical shoot-'em-up game developed and published by Zemina for the Sega Master System exclusively in South Korea.

The game runs in the SG-1000 graphics mode. It was also released on the MSX.



3.2



Rarity KR: 7

Dallyeora Pigu-Wang

Developer Open Corp., Gameline
Publisher Gameline
Release date 1995
Genre Sports
Players 1-2 Players

Dallyeora Piguwang is a Korean-made dodgeball game similar to Dodge Danpei. There are only two modes in the game: one player versus computer AI, and two-player mode. Players can select any of the eight fictional high school dodgeball teams. Passing, regular throws, and special throws are allowed. The special throws are displayed as short animated sequences.

"mobygames.com"



4.7

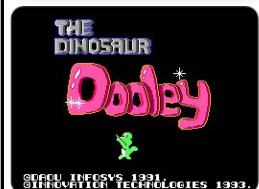


The Dinosaur Dooley

Developer Daou Infosys Corp.
Publisher Daou Infosys Corp.
Release date 1991
Genre Shooter
Players 1 Player

The Dinosaur Dooley, also known as Agigongnyong Dooly is a Sega Master System shoot-'em-up game released exclusively in South Korea. It is based on Dooly the Little Dinosaur, a Korean cartoon. Two versions exist - a Korean text version from 1991, and an English text version from 1993.

"segaretro.org"



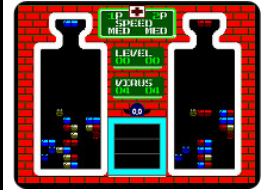


Dr. Hello

Developer Sis Co.
Publisher Sis Co.
Release date 1991
Genre Puzzle
Players 1-2 Players

Dr. Hello is an unlicensed Dr. Mario clone developed for the MSX and ported to the Sega Master System. It was developed in South Korea by a company known as "Sis Co." in 1991, without the backing from either Sega or Nintendo. The game uses a completely different set of graphics and music to Dr. Mario, but the gameplay is exactly the same.

"segaretro.org"



Rarity KR: 7

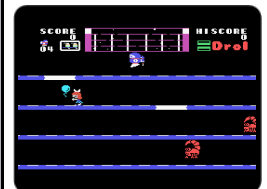


Drol

Genre Action
Players 1 Player

Drol is an SG-1000 game released in 1985. Originally developed by Brøderbund for various home computers in the west, it was brought to the SG-1000 by Sega and released exclusively in Japan. Player takes the role of a robot who must rescue his children.

The Master System game was an Korean release.



Eagles 5

Developer Zemina
Publisher Zemina
Release date 1990
Genre Shooter
Players 1 Player

Eagles 5 or Doksuri 5 Hyeongjae is an unlicensed vertical shoot-'em-up game developed and published by Zemina for the Sega Master System exclusively in South Korea.

The game is very simple - both button 1 and 2 will fire, and there are a number of enemies with different patterns. After a while, you will also fight a boss. Rather than opt for a life system like other shoot-'em-ups of this era, there is a health bar, allowing the player to take more than one hit.

3.2



E.I. - Exa Innova

Developer Compile
Genre Shooter

E.I. - Exa Innova for the Sega Master System is one of the early obscure shooter by Compile, creators of the Aleste / Power Strike series. Lots of enemies, nice background and moving patterns with the Compile flavour, the game is simple but very playable.



"smspower.org"

6.0

F-1 Spirit: The Way to Formula-1

Developer Konami, Zemina
Publisher Zemina
Release date 1987
Genre Racing
Players 1-2 Players

F-1 Spirit: The Way to Formula-1 is a racing video game by Konami, originally intended for the MSX range of computers. It was brought to the Sega Master System without a license by Zemina and released exclusively in South Korea. The Master System version runs in the graphics mode intended for SG-1000 games.



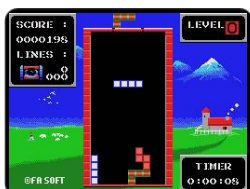
"segaretro.org"

5.6

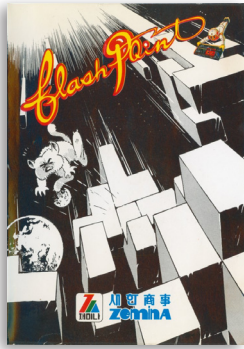
FA Tetris

Developer Fresh Fishes
Publisher FA Soft
Release date 1990
Genre Puzzle
Players 1 Player

FA Tetris is a Sega Master System Tetris game, released in South Korea. It is unknown whether the publishers had a license to do so. The game runs in the graphical mode reserved for SG-1000 compatibility.



"segaretro.org"



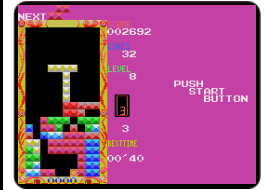
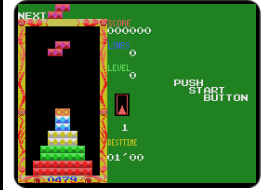
Flashpoint

Developer Zemina
Publisher Zemina
Genre Puzzle
Players 1-2 Players

Flash Point is an arcade puzzle game by Sega that is based on Tetris. The player is given a pre-designed Tetris puzzle where the goal is to clear a set of specified, highlighted blocks off the screen. The game ends if the player's blocks reach the top of the screen, similar to traditional Tetris rules.

Zemina made an unlicensed port to the MSX and Sega Master System in some unknown year, calling it Flashpoint.

"segaretro.org"



Flicky

Genre Action

Flicky is a video game released for Sega System 1 arcade hardware in 1984. The game stars a little blue bird called Flicky tasked with saving smaller birds from being eaten by predators. It was designed by Youji Ishii, and (according to text at the top and bottom of the ROM) was known as Busty and Flippy during development.

The Master System version was an Korean release.



Rarity KR: 7



Gaegujangi Kkachi

Developer HiCom
Publisher HiCom
Release date 1993
Genre Platformer
Players 1 Player

Gaegujangi Kkachi is a Korean-made platform game starring Kkachi, the rebellious kid and the protagonist of Lee Hyun-se's cartoon A Daunting Team. In the original work Kkachi is a baseball player who opposes the dictatorial tendencies of the South Korean regimes of the 1980's. The game, however, is purely fantasy-based, and resembles Alex Kidd in Miracle World in style and concept.

"mobygames.com"

5.3



Galaxian

Developer HiCom
Publisher HiCom
Genre Shooter
Players 1 Player

Galaxian is a 1979 arcade shoot-'em-up originally released by Namco. It was not officially released for any Sega consoles (though has appeared as part of Namco Museum for the Sega Dreamcast), but HiCom brought to the Sega Master System in South Korea without a license.

“segaretro.org”

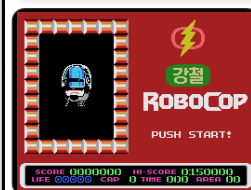


Gangcheol RoboCop

Developer Sieco
Publisher Sieco
Release date 1992
Genre Action
Players 1 Player

Gangcheol RoboCop is an unlicensed action game developed by MSX game by Sieco for the Sega Master System in South Korea.

“segaretro.org”

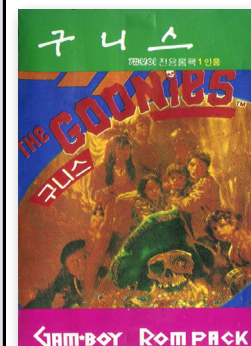


The Goonies

Developer Konami
Genre Platformer

The Goonies is an action game for the MSX developed by Konami. It was ported, presumably without a license to the Sega Master System and released exclusively in South Korea.

“segaretro.org”





Gulkave

Developer Compile
Genre Shooter
Players 1-2 Players

Gulkave was originally an SG-1000 shoot 'em up game developed by Compile and published by Sega in 1986. It is a horizontal shooter, in which the player controls a spaceship that must destroy the 8 fortresses of the Gulbas Empire and several various enemies.

The Sega Master System version was an Korean release.



Gun.Smoke

Developer Prosoft
Publisher Prosoft
Release date 1990
Genre Shooter
Players 1 Player

Gun.Smoke is an arcade game released by Capcom in 1985. It was brought to the Sega Master System in South Korea without a license by Prosoft in 1990. It is a vertical shoot-'em-up set in the old west. 1 shoots up and to the left, while 2 shoots up and to the right. It runs in the graphics mode intended for SG-1000 backwards compatibility.

“segaretro.org”



Hong Kil Dong

Developer Clover
Publisher Clover
Release date 1991
Genre Shooter
Players 1 Player

Hong Kil Dong is an unlicensed Sega Master System game sold only in South Korea.

The game has been originally advertised by a company called Saeron System, but at least the Master System version was published by Clover in the end. Who actually developed the game is not known. The game is extremely rare, despite it being a giveaway at magazine raffles for years.

“smspower.org”



Jang Pung 3

Developer Open Corp.
Publisher Sieco
Release date 1994
Genre Fighting
Players 1-2 Players

Jang Pung 3 is an unlicensed fighting game, released in 1994 for the Sega Master System and Sega Mega Drive exclusively in South Korea. It is a “sequel” to Jang Pung II (an unlicensed port of Capcom’s Street Fighter II with minor alterations), although unlike its predecessor, it is an original fighting game in its own right.

“segaretro.org”

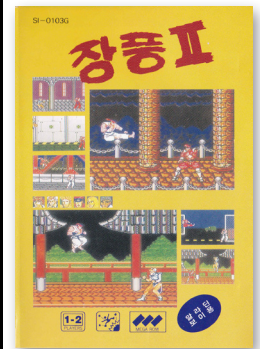


Jang Pung II

Developer Open Corp.
Publisher Sieco
Release date 1993
Genre Fighting
Players 1-2 Players

Jang Pung II is an unlicensed fighting game released in South Korea for the Sega Master System and Sega Game Gear. It is effectively a port of Capcom’s Street Fighter II (so much so that it is sometimes labeled as Street Fighter or Street Fighter II, particularly when sold outside of South Korea), but with different background graphics and occasionally altered character names. It has also been spotted under the name Street Blaster.

“segaretro.org”

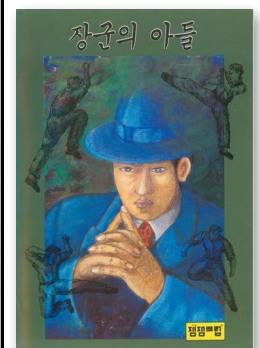


Janggun-ui Adeul

Developer Daou Infosys
Publisher Daou Infosys
Release date 1992
Genre Beat 'em-up
Players 1 Player

Janggun-ui Adeul is an unlicensed beat-'em-up game released in South Korea for the Sega Master System. It was at one point planned for a Sega Game Gear release in North America as Street Hero, but the plans fell through. A prototype has since emerged. Game based on the South Korean film with the same name, which can be translated like General’s Son (or Son of the General).

“segaretro.org”



King & Balloon

Genre Shooter
Players 1 Player

King & Balloon is an arcade game released by Namco in 1980. It was subsequently ported to the MSX platform in 1984, a version which also made its way to South Korean Sega Master Systems as Wang-gwa Pungseon in the years that followed. The Master System version is unlicensed, and runs in the graphics mode intended for SG-1000 backwards compatibility (due to similarities with the MSX hardware). It is currently unknown who ported the game to Sega's console, or when it was released.

"segaretro.org"



Magical Tree

Genre Action

Magical Tree is an action game developed by Konami. Aaronix ported the MSX version of the game to the SG-1000 in Taiwan as Mógui shù. It is unknown whether they had a license to do so. It was later released in South Korea as a card for the Sega Master System as Yosul Namu.

"segaretro.org"

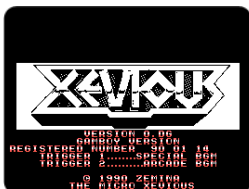


The Micro Xevious

Developer Zemina
Publisher Zemina
Release date 1990
Genre Shooter
Players 1 Player

The Micro Xevious or simply Xevious is an unlicensed Sega Master System game released in South Korea in 1990 by Zemina. It is a "port" of Xevious, a 1982 arcade shoot-'em-up game by Namco. It was also brought to the MSX by the same company.

The game runs in the SG-1000 graphics mode, and is a loose conversion of the original. There are more enemies on screen, the level layout is different and less of the screen is visible due to the Master System's smaller screen resolution.



Monaco GP

Genre Racing

Monaco GP is a 1979 arcade racing game made by Sega. The game is very simple - all the player needs to do is avoid cars and obstacles on a track. Players can speed up and slow down and two players may play at the same time.

The Sega Master System release was, off course, a Korean re-release.



Mopiranger

Developer Konami
Genre Puzzle
Players 1 Player

Mopiranger is a cross between Pac-Man and Pengo, originally an MSX game that was ported by Korean developers. Enemies turn to blocks when defeated which complicates things in later levels. As the game drift more toward its puzzle side as players progress, blocks become increasingly a problem toward solving levels.



Nemesis

Developer Zemina
Publisher Zemina
Release date 1987
Genre Shooter
Players 1-2 Players

Nemesis is a side-scrolling shoot-'em-up game developed by Konami and originally released in the arcades in 1985 as Gradius. Its popularity led to the game being ported to numerous consoles and computers, including the MSX in 1986, a port which was subsequently converted into a Sega Master System game without a license and released in South Korea by Zemina in 1987. The Master System version of the game is identical to the MSX version, running in the graphics mode intended for SG-1000 backwards compatibility.



Nemesis 2

Developer Zemina
Publisher Zemina
Release date 1987
Genre Shooter
Players 1-2 Players

Nemesis 2, also known as Gradius 2 is a sequel to Nemesis, and was originally released for MSX computers in 1987. It is unrelated to the arcade sequel, Gradius II, and was later enhanced and brought to the Sharp X68000 as Nemesis '90 Kai.

As with its MSX predecessor, Zemina ported the game in South Korea without a license to the Sega Master System. Aside from some copyright information changes, the game is identical.

“segaretro.org”



4.0

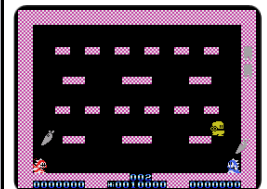


New Boggle Boggle 2

Developer MBitM
Publisher Zemina
Release date 1989
Genre Puzzle
Players 1-2 Players

New Boggle Boggle 2 is an unlicensed Sega Master System clone of Bubble Bobble.

New Boggle Boggle 2 looks and plays identically to New Boggle Boggle. It features 150 stages, most of which are exclusive to it (though some are exact replicas of the previous game's stages), and a few new types of enemies. Otherwise, the game is indistinguishable from its predecessor.



Penguin Adventure

Developer Zemina
Publisher Zemina
Genre Action
Players 1 Player

Penguin Adventure, or Kkum Ui Dai Ryuk is a video game by Konami, originally intended for the MSX range of computers. It was brought to the Sega Master System without a license by Zemina and released exclusively in South Korea. The Master System version runs in the graphics mode intended for SG-1000 games. It is currently not known when this game was released, though it is presumed to have arrived in the late 1980s or early 1990s.

“segaretro.org”



7.0



Pro Yagu

Publisher Samsung
Genre Sports
Players 1-2 Players

Pro Yagu is a baseball game for the Sega Master System. It was only released in South Korea.

“segaretro.org”

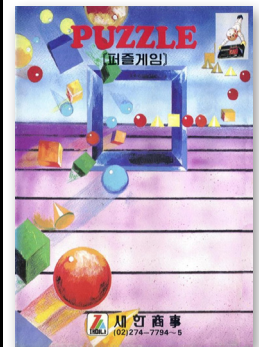
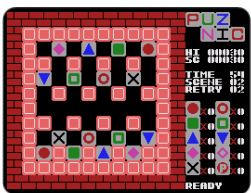


Puznic

Developer Zemina
Publisher Zemina
Release date 1990
Genre Puzzle
Players 1 Player

Puznic / Puzzle Game for the Sega Master System, an unlicensed adaptation of Taito’s arcade puzzle by the prolific programmers at Zemina. Actually a very good puzzle game relying on the mechanic of assembling blocks of the same shape accounting for gravity and blocks holding each other so success depends on the order of each of our move.

“smspower.org”



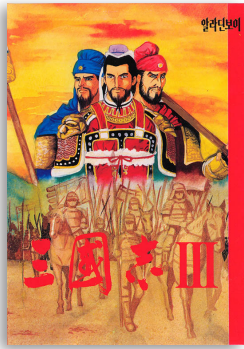
Road Fighter

Developer Jumbo
Publisher Jumbo
Genre Racing

Road Fighter is a racing game developed by Konami. Jumbo ported the MSX version of the game to the SG-1000 in Taiwan as Huǒjiàn chē. It is unknown whether they had a license to do so. It was later released in South Korea as a card for the Sega Master System as Lodeu Paiteo.

“segaretro.org”





Sangokushi 3

Developer Game Line
Publisher Game Line
Release date 1994
Genre Fighting

Sangokushi 3 is an unlicensed fighting game for the Sega Master System released in South Korea by Game Line in 1994.

Interestingly, the programmer who worked on this game, Lee Sanghun, also worked on GP Rider for the Game Gear, a licensed title.

“segaretro.org”

6.6



Sega-Galaga

Genre Shooter

Sega-Galaga is the SG-1000 port of Galaga, and is strangely the only port to receive a name change.

The player pilots a starship and must destroy all the on-screen enemies, similar to Space Invaders and Galaxian. However, the enemies in Galaga have the power to steal the ship to use as reinforcements (meaning the player loses a life). However, if players are able to destroy the enemy who has captured the ship, they are able to pilot both ships at once, doubling the firepower at the expense of being a bigger target.

“segaretro.org”

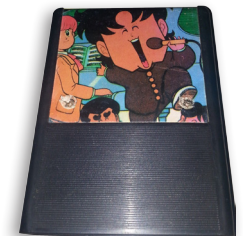


Shinnyuushain Tooru-Kun

Publisher Clover
Genre Action
Players 1-2 Players

Shinnyuushain Tooru-Kun is a game for the SG-1000. It was originally an arcade game by Konami known as Mikie outside Japan.

An unlicensed version was released for the Sega Master System in South Korea.



“segaretro.org”

Sky Jaguar

Publisher Clover
Genre Shooter
Players 1 Player

Sky Jaguar is a vertical scrolling shoot-'em-up released by Konami for MSX computers in 1984. It was brought to the Sega Master System without a license in South Korea.

"segaretro.org"



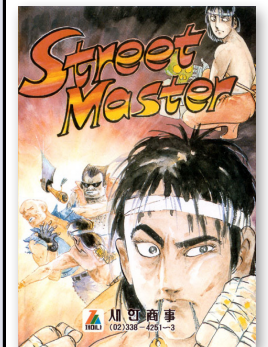
2.0

Street Master

Developer Zemina
Publisher Zemina
Release date 1992
Genre Fighting
Players 1-2 Players

Street Master is an unlicensed Sega Master System fighting game developed and published by Zemina in 1992. It was only released in South Korea.

"segaretro.org"

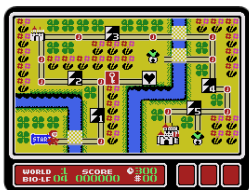


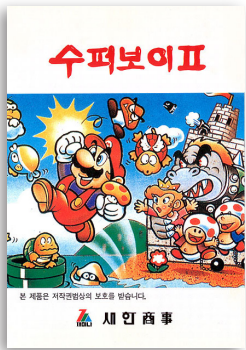
Super Bioman I

Developer Hello Soft
Publisher HiCom
Release date 1992
Genre Platformer
Players 1 Player

Super Bioman I is an unlicensed Sega Master System game released in South Korea in 1992. It is essentially a Super Mario Bros. 3 clone running in the SG-1000 graphics mode.

"segaretro.org"

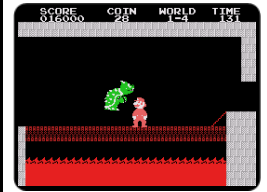
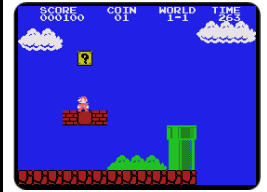




Super Boy II

Developer Zemina
Publisher Zemina
Release date 1989
Genre Platformer
Players 1 Player

Super Boy II is an unlicensed Sega Master System game developed by Zemina and released exclusively in South Korea in 1989. It is the direct sequel to Super Boy I and like its prequel, was ported from an MSX version of the game. Despite only working in a Sega Master System, it uses the same graphical mode used to run SG-1000 games, so could be considered an SG-1000 game in disguise. Like Super Boy I, Super Boy II is a Super Mario Bros. clone, however offers a brand new set of levels not seen in any official Mario game.



Rarity KR: 7

Super Boy 3

Developer Zemina
Publisher Zemina
Release date 1991
Genre Platformer
Players 1 Player

The third entry in Zemina's unlicensed conversions of early Super Mario Bros. games differs from its predecessors by having its own levels. While the two first games imported levels of their correspondent Mario counterparts, Super Boy III does not copy the stages of Super Mario Bros 3.. Instead, it utilizes elements from previous Mario games as well as Super Mario World, from where some enemies and level design ingredients are borrowed.

"mobygames.com"



Super Boy 4

Developer Zemina
Publisher Zemina
Release date 1992
Genre Platformer
Players 1 Player

Super Boy 4 is a platform game designed for the Sega Master System by Zemina. The game was only released in South Korea, and is heavily inspired by Super Mario World for the Super Nintendo Entertainment System.

The game plays very similarly to Super Mario World, though has slightly different graphics, different music and a rather broken engine.

"segaretro.org"



Super Drink

Publisher Samsung
Players 1 Player

Super Drink is a game for the Sega Master System. It was only released in South Korea.

“segaretro.org”



Super Tetris

Release date 1989
Genre Puzzle
Players 1 Player

Super Tetris is an unlicensed version of Tetris, released for the Sega Master System in South Korea. Some unknown Koreans ported (or stole the engine) the arcade Sega Tetris (the System E version that runs on hardware close to the Master System), changed and removed a few things to make it their own.

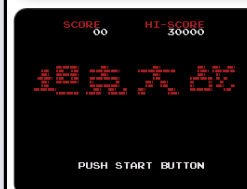
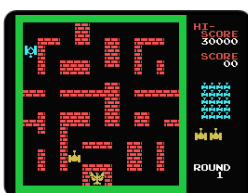


Tank Battalion

Genre Action
Players 1 Player

Tank Battalion is a 1980 arcade game by Namco which was brought to the MSX in 1984. It was subsequently ported to the SG-1000 in Taiwan and Sega Master System in South Korea.

“segaretro.org”





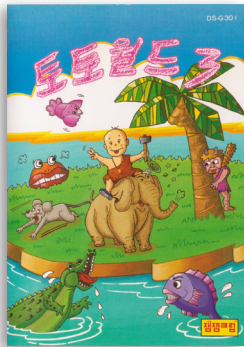
The Three Dragon Story

Developer Zemina
Publisher Zemina
Release date 1989
Genre Shooter
Players 1 Player

The Three Dragon Story or Yong-ui Jeonseol is an unlicensed Sega Master System shoot-'em-up game by Zemina. An MSX port was also released.

"segaretro.org"

1.0



Toto World 3

Developer Open Corp.
Publisher Daou Infosys Corp.
Release date 1993
Genre Platformer
Players 1 Player

Toto World 3, also known as Cave Dude is an unlicensed platform game developed by Open Corp. for the Sega Master System, released only in South Korea.

The game steals much of its graphics from other games, namely Super Mario Bros. 2 and Super Mario World. Some enemies resemble Tiki from The New Zealand Story.

"segaretro.org"

2.6



Picture is from an actual game cart.

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Homebrew

Both the Sega Genesis/Mega Drive and Sega Master System benefit from limited homebrew development, as there is no physical lockout mechanism, thereby easing the operation of software on these platforms. Homebrew efforts for the Mega Drive/Genesis have grown, as there are now several full games scheduled for release in physical form, such as Rick Dangerous 1 & 2 and a port of Teenage Queen. Pier Solar and the Great Architects and Frog Feast for the Mega Drive/Genesis and Mighty Mighty Missile for the Sega Mega-CD are examples of homebrew games already released for Sega consoles.

These two pages includes some noteworthy homebrew games released for the system. Some exist in physical format, others only as a ROM file. The games only existing as an download can also be played on an physical system with the help of a ROM reader.

For more on different homebrew games, visit smspower.org.

DARC

Developer	Zipper, John Hassink, Richard Cornelisse
Release date	2012
Genre	Platformer
Players	1 Player
Download	smspower.org

DARC is a jetpack shooter game inspired several by games like Air fortress and H.E.R.O. The protagonist can fly and shoot in separate directions. Each of the gamepad keys represent a shooting direction. The goal is to infiltrate the alien fortress. Destroy the cores to disable force fields and advance through the game. During the game the shooting level will increase. As players level increases they will be able to destroy the blue and red crates found in the levels.



Digger Chan

Developer	Aypok, Playgeneration
Release date	2011
Genre	Puzzle
Players	1 Player
Buy	shinobiman.proboards.com

Digger Chan is a puzzle game where one play the eponymous character, an employee of the M.O.O. Milk Co., who is responsible for fixing the milk pipeline underground all over the world. The goal of the game is thus to dig a tunnel to the pipeline in each level.

Getting down to the pipelines is not an easy job, digging is exhausting with only sporadic bottles of milk available to collect and quench the players thirst.



2.0



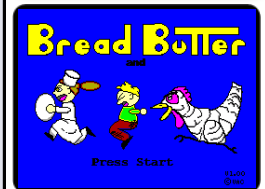
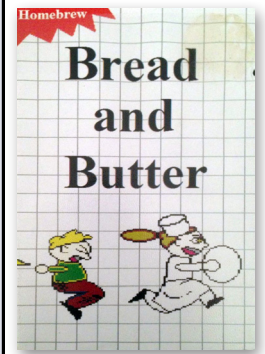
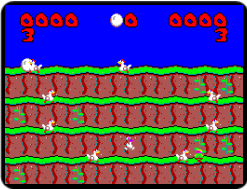
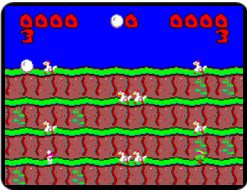
Bread and Butter

Developer Vincent Crisafulli
Release date 2014
Genre Action
Players 1 Player

Bread and Butter is an arcade style action game for the Sega Master System. The player run, jump, climb and float on balloons to avoid wild animals and collect the super-sized ingredients to bake the Bread of Legend.

In order to complete the game, players must collect the ingredients from 8 different stages as they go for the high score. The game consists of 8 levels that repeat until a player either scores 9999 points or a player is reduced to zero lives.

"retrogamenetwork.com"

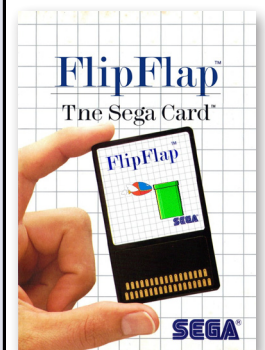
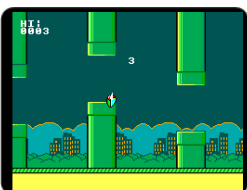
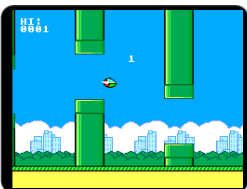


Flip Flap

Developer BrambleG
Release date 2015
Genre Action
Players 1 Player
Download smspower.org

This game is a port of the popular mobile phone game, Flappy Bird. Players control a bird (or in this version, Opa-Opa) and tap the screen (press 1 or 2) to flap the wings and go up a bit, but gravity will quickly pull Opa-Opa back down. The aim of the game is to fly through the small openings in an endless stream of pipes without touching a pipe or the floor. Each set of pipes players pass gives you 1 point.

"smspower.org"



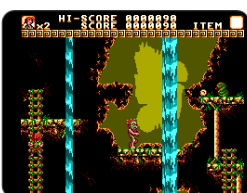
Lost Raider

Developer vingazole/ichigobankai
Release date 2012
Genre Platformer
Players 1 Player
Download smspower.org

This the vingazole/ichigobankai entry for the 2012 SMS Power Coding Competition. The game is called "Lost Raider" and because of the lack of time, it's unfinished. There is no music nor any sound effect.

ichigobankai made the level design and the graphics/animations, vingazole wrote the code. The only goal is to survive and to make a big score.

"smspower.org"



Noteworthy Variations

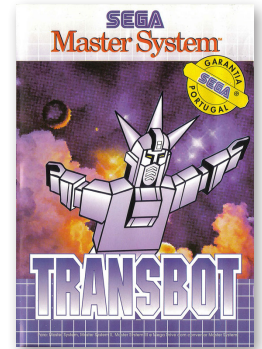
Listed here are variations that are rare or of interest.

Air Rescue



This is a particularly rare version with different artwork, layout, and fonts. It has thus far been assumed to be a demo or prototype version as only one copy is known to exist.

Transbot



This was a later release of Transbot. Released in Portugal with a unique cover.

Road Rash



This is also a Portugal release with a unique cover.

Sonic The Hedgehog 2



This is a rare European 'Master System II' cover variation which was on some late pack-in copies. The cover states 'Master System II'.

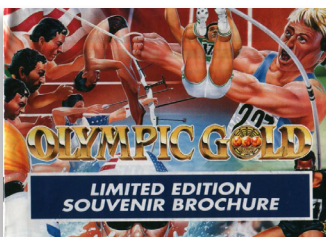
Hang On



As for card variants and oddities, this is by far the rarest of all. The so-called 'red' Hang On card was simply an older version of the regular card, which itself is fairly hard to find. This one, however, was essentially a demo version to show how the product would have looked in stores. The other is simply the regular release of the card. Because of this, there is currently only one red release.

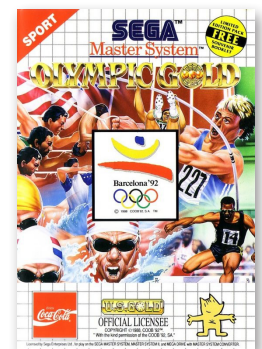
"smtributes.co.uk"

Olympic Gold



Olympic Gold released in 1992 as a Barcelona '92 Olympics tie in was available as a 'limited edition' in some countries (I can confirm Spain, France, Britain and Germany). The limited edition versions had a different cover with a yellow circle on the front and the back of the cover advising (in the particular language) that it was limited and that it also contained a 'souvenir booklet'.

The game description on the back cover is translated and the spine has a specific part number 27030 - xx (Germany being 27030 - 18). The full cover souvenir booklet is also in the specific language.

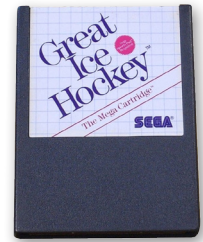


"segacollect.blogspot.no"

Great Ice Hockey

Great Ice Hockey was never released in stores for Japan, and only available in 1988 through a few magazine publications including Terebi Land and BEEP!.

The game was a promotion to commemorate the release of Phantasy Star a year before. To enter, one needed to send in their UPC code for Phantasy Star. On the entry form they had to specify if they owned a Mark III or the Master System. For Mark III owners, 1000 people won a FM Sound Unit and Rapid Fire Unit. Another 1000 who indicated themselves as Master System owners won this limited Mark III edition of Great Ice Hockey and the Sports Pad controller required to play it (the controller hadn't yet been released in Japan). However it's very likely due to the failure of the Master System in Japan, that most people entered the Mark III raffle and not every copy of this game was distributed.



"by: mitajp2@ebay.com"



Miracle Warriors: Seal of the Dark Lord

The Japanese release for the game came in a big box with a cloth map and a steel figure. It also made use of the Mark III's FM Sound Unit add-on for enhanced music (the Japanese Master System had the FM unit built-in).

Disney Gift Set

Though not as desirable to collectors as the Lucky Dime Caper Gift Set, the Disney Gift Set is still well-known and sought after. This special set only includes two games and nothing else, but is packaged in its own special box, as you see pictured here. Includes two of the greatest Disney titles released for the Master System: Castle of Illusion and The Lucky Dime Caper.



"smtributes.co.uk"



Moonwalker Gift Set

Discovered only recently, the Moonwalker set you see here is a sight to behold. Until now, no one was even aware of its existence until a fellow member nabbed one for hardly anything. A few different 'gift sets' were released, this one in particular including a VHS tape of the movie. The movie is, of course, in PAL format, but it's interesting to note that the game itself is the NTSC release, and not the Euro. The likelihood of someone not opening the package to get to the video and game is scant, and truth be told only two of these have appeared thus far.

"smtributes.co.uk"

System Packages

These pages include some of the different packages the SMS went through. For more on the different systems, please visit segaretro.org and smstributes.co.uk.

The Master System takes most of its design cues from the NES, released in late 1985, with detachable controllers and power and reset buttons, though like prior Sega consoles (and virtually all cartridge-based systems going forward), is a top-loading machine.

Each region has its own set of cosmetic differences. In Brazil the system is known as the Master System III Compact, and in South Korea it was released twice, first as the Super Gam*Boy II and later the Aladdin Boy. All Master System IIs either included Alex Kidd in Miracle World as a built-in game, or Sonic the Hedgehog, which arrived in 1991.

Master System



Release date (BR) 1987
Publisher Tec Toy

This is the most basic Master System release distributed by Tec Toy in Brazil. Nothing too special about it, but like most Brazilian releases, they're difficult to find complete.

"smstributes.co.uk"

Master System 3D



Release date (BR) 1987
Publisher Tec Toy

Along with their basic set, Tec Toy for some reason found the need to release nearly the same set as a '3D' model in spite of the fact the other one (see separate entry, Master System Brazilian Version) also came with the Sega 3D Glasses. Regardless, as with most Brazilian consoles, it's difficult to find complete.

"smstributes.co.uk"

Master System II



Release date (BR) 1988
Publisher Tec Toy

This is the most basic Master System release distributed by Tec Toy in Brazil. Nothing too special about it, but like most Brazilian releases, they're difficult to find complete. After the success of the Master System and the brilliant marketing tactics of Tec Toy, the company decided to release another model of the Master System, dubbing it the 'Master System II'. There is little difference between this and any other SMSI models they released. This one simply comes with Alex Kidd in Miracle World as the pack-in title.

"smstributes.co.uk"

Master System II Jogos de Verão Version

Release date (BR) 1989
Publisher Tec Toy

Yet another Master System II model released by Tec Toy for Brazilian players. This one is the same as the Alex Kidd model, with the exception that, as part of a special deal at some select stores, it was also packaged with a copy of California Games (Jogos de Verão in Portuguese). As such, it's much harder to find than the regular model.

"smtributes.co.uk"

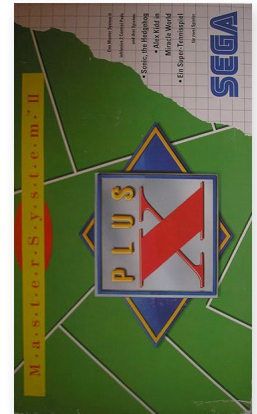


Master System II Plus X

Release date (DE) 1992

The Master System II Plus X pack was a special German release during the 1992 Christmas season. What you have is the regular SMSII Alex Kidd model (in spite of Sonic on the box), packaged inside a larger box and including Sonic the Hedgehog and Tennis Ace.

"smtributes.co.uk"



Master System III Compact

Release date (BR) 1990
Publisher Tec Toy

Brazil was known for repackaging what were otherwise normal Master System II units as 'Master System IIIs', 'Compacts' and so forth. This is the earliest example of their Master System III Compact. It's just the Master System II, but they had to change the name because Tec Toy had already released a Master System II in Brazil, which was simply a regular Master System I with 'Master System II' on the console and box. Therefore, when the actual SMSII was released, they called it the Master System III Compact. The 'II' was eliminated but Alex Kidd in Miracle World was still the included game, and 'compact' added because of the smaller model. Later versions, which are still released by Tec Toy, by the way, all retain this basic design.

"smtributes.co.uk"



Master System II Jogos de Verão Version

Release date (PT) 1994

Sega released a number of items, including some pretty rare game variations, in Portugal with distinctive artwork, in some cases, but always with a lined, purple design as you see in the picture. In addition to several games, they also released a version of the Master System III in Portugal. It's quite difficult to locate. The console was packaged as a regular Master System II model with Sonic as the built-in game. The other games shown in the picture were not included in the original package.

"smtributes.co.uk"



Sega Master System



Release date (CA) 1986
Publisher Irwin

When Sega first released the Master System in Canada, unlike in the United States they had a distributor to do most of the work for them. Irwin was the go-to company and the second image is one of the first models of the SMS that was released in the country. The game selection is typical and the usual two releases found on Master System units. Compare this to the Sega Master System Plus released in the United States.

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Sega Master System (Watch Giveaway)



Release date (FR) 1987

This is the first version of the Master System released in France, easy to pick out because it includes the earlier artwork that can be found on similar releases from other countries, such as the US Sega Base System unit. This one is unique in that it came with a free watch packaged with the system. As you can make out in the picture, with some difficulty, this sweet watch actually says SEGA on it.

"smtributes.co.uk"

Sega Master System



Release date (JP) 1986

The "Base System" released in Japan, 1986. Unlike European and American systems the base system came with no games at all. It came with two control pads, both have removable thumbscrews. This model differs from western machines in that it has a smaller cartridge slot, which renders it incompatible with western games. The Japanese version also sports built-in FM sound, and a built in 3D Glasses adapter. When you switch the system on without a game inserted you are shown the Sega logo with a moving checkered background below, the opening title song from Sega game "Space Harrier" plays, complete with FM sound.

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Sega Master System 2 Plus



Release date (IT) 1994
Publisher Marpes

Marpes was an unlicensed company in Italy that released a few different controllers for other systems, including a strange light gun for the Master System. This is quite an interesting piece for the fact that it combines a legitimate version of the regular, Italian version of the Master System II/Alex Kidd package, but yet packaged with a Cheetah Terminator 2 joystick. As far as *smtributes.com* know, the only way to tell if you have this version is if you have it complete. It appears the console and joystick were packaged as normal, merely placed inside a larger box with a Marpes company sticker thrown on so you know where it came from. It's possible Sega sold old stock to Marpes to get rid of it and they repackaged it, but this has yet to be verified.

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Sega Master System II

Release date (EU/UK) 1991

Following their line of thought and the success of the Alex Kidd version of the Master System II, Sega then added Sonic the Hedgehog into the mix to sell more units. The only difference is the inclusion of Sonic the Hedgehog, an extra Control Pad and the sticker you see placed on the box in the picture.

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Sega Master System II Double Action Pack

Release date (EU/UK/AU) 1991

One of the many pack variants released by Sega as the Master System II started to dominate the shelves. This is similar to the Alex Kidd/Sonic pack, the exception being that instead of Sonic the Hedgehog you get Double Dragon. Alex Kidd is still the built-in title, and an additional Control Pad is also included.

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Sega Master System II Tandy Pack

Release date (EU) 1991

Here's a really, really generous Master System II pack. This one comes with a whopping four different games. Not only do you get Sonic the Hedgehog as the pre-programmed game, but you also get Global Gladiators, The Lucky Dime Caper, and Trivial Pursuit. Pretty good deal, but not easy to find now. As you can see, though, it's marked only with a special sticker, there's nothing special about the box itself.

“smtributes.co.uk”



Sega Master System Plus Special Edition

Release date (EU) 1990

With a solid market in the United Kingdom and Europe, Sega went forward with a number of 'special' Master System consoles that were essentially repackaged older versions with extra treats. This one was released only in the UK as far as smtributes.co.uk know and came packaged with the typical hardware and software, but, it also came with Michael Jackson's Moonwalker as well as the video.

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Master System 3 Collection



Release date (BR) 1997
Publisher Tec Toy



After the Master System officially ended in 1997 in Brazil, Tec Toy refused to let it die. After the games were no longer being manufactured, they decided to keep their palms in the industry and to this day continue to release versions of the first Master System 3 collection. Each model typically comes with more games than the former, but the majority of them are released Master System titles, though it should be noted later versions include some Japanese games not released elsewhere as well as entirely new games programmed by Tec Toy. Brazil was known for repackaging what were otherwise normal Master System II units as ‘Master System IIIs’, ‘Compacts’ and so forth. This is the earliest example of their Master System III Compact. It’s just the Master System II, but they had to change the name because Tec Toy had already released a Master System II in Brazil.

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Master System Handy



Release date (BR) 1997
Publisher Tec Toy
Release date (BR) 2004
Product nr. AJ BRI/IQB-002



The Master System Handy was one of Tec Toy’s first multi-game releases. After the Master System was finally put to rest around 1997, they started to release different combo-units that were shaped in the form of Master System III models and had different numbers of built-in games. Later systems came with entirely new games as well as old classics. The Master System Handy was built inside of a Dreamcast-style controller with 27 different games to play. One of them was not released elsewhere, Woody Pop, which only saw release in Japan. Unfortunately, it should be noted that aside from 7 classic titles, the bulk of the games here are from the notorious “20 em 1”, so if you’re looking for a good Tec Toy multi-game unit, best to go with a later one.

“smtributes.co.uk”

Master System Super Compact



Release date (BR) 1994
Publisher Tec Toy
Product nr. 020.120

The Master System Super Compact was one of the many versions of the console that Tec Toy released in Brazil during the 1990s. This particular unit is of interest because it is not only a handheld version of the Master System, but it is also wireless. You can actually sit a good distance from your television to use this thing. Of course, if you’re not from Brazil you have to get a converter box so the image doesn’t appear as only gray when you play, but it’s an interesting and quite rare item nonetheless. The Alex Kidd variation seems to be more difficult to find than the Sonic the Hedgehog variants, probably due to the latter being released in larger numbers. Another variation is also Bart vs. The Space Mutants version, and the Super Futbol limited edition version.

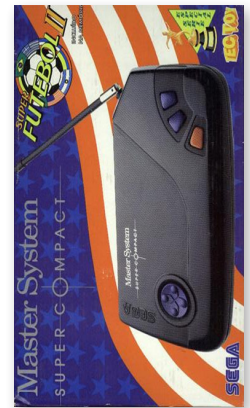
“smtributes.co.uk”

Master System Super Compact Série Especial

Release date (BR) 1994
Publisher Tec Toy

Here's an interesting one. Tec Toy was known for releasing a ton of different Master System models. This one was, in fact, special in that it was released to commemorate Brazil entering the World Cup. It was released in limited numbers and came in a special box packaged with Super Futebol II. Out of any of the Super Compact units, this is the rarest.

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Master System Evolution

Release date (BR) 2011

The Tectoy Master System Evolution is a video game console released by Tectoy in 2011 as a successor to the Tectoy Master System 3. It is a "console on a chip", containing 132 built-in Sega Master System games. It ships with two six button controllers and two different colours of the console exist.

Like previous releases, the number of games is debatable. For example, 20 em 1 is considered to represent 20 games.

"segaretro.org"



Arcade Gamer Portable

Publisher AtGames

The Arcade Gamer Portable, also known as the AtGames Gear, is a Sega Master System and Sega Game Gear console on a chip. It was manufactured by AtGames, though has been distributed across the world by various companies, including Blaze Europe (as the BlazeGear).

The console contains 30 built-in Sega Game Gear and Master System games and allows extra games to be played via the SD card slot. It uses emulation software to run the games, and does not have a traditional cartridge slot. It can also be connected to a television to play the games on a large screen instead of the built-in LCD screen, however it will only output a PAL signal.

AtGames would also release the Arcade Portable, which offers a similar service for Sega Mega Drive games.

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Controllers

These pages consist of different SMS controller, ranging from the basic D-pad controller to the more weird controllers. These controllers featured here are just a fraction of all the different controllers released for the system.

Third-party controllers like the QuickShot offer players added features like autofire capabilities, while specialized controllers provide enhanced gameplay experiences for certain game genres. Since the SMS use the DE-9 controller input, it is compatible with a whole range of different system controllers, from the Atari to the Commodore. Players should shop around to find the best prices on items and choose compatible games and controller products to maximize their enjoyment of a PlayStation 1 console.

The controllers featured here goes from regular SMS controllers, more or less regular third party controllers, fighting sticks, weird or immersive controllers, flight sticks, and light guns. In that order.

Control Pad

“Model 1”



Manufacturer	SEGA
Type	Video game controller
Release date	1987
Product nr.	(JP) 3020

“Model 2”



The Master System Control Pad or Sega Control Pad is the official controller which came packaged with Sega Master System consoles. The controller connects to the system via a DE-9 port, so it is also compatible with various other systems of the day including the Sega Mega Drive.

“Model 3”



The control pad is very similar to the first generation of NES controllers, and all models contain a D-Pad and two buttons labeled 1 and 2. Button 1 also doubles up as a Start button, meaning it is only possible to pause a game by pressing the pause button on the console itself. As with the Sega Mark III, the D-Pad is a rounded square to avoid legal issues with Nintendo’s patented cross-shaped design.

“Tec Toy”



Several versions of the control pad exist exist:

“Gam*Boy”



“Model 1”: the original Master System Control Pad. The D-Pad has a hole in the centre which allows for a small “thumbstick” could be inserted (much like Sega’s earlier consoles). Like the Famicom in Japan, the lead from the controller comes out at the right hand side of the unit.

“Gam*Boy II”



“Model 2”: Same as above, but now the lead comes out at the top.

“Model 3”: The hole for the thumbstick is completely removed. This version is most commonly associated with the Sega Master System II when it was introduced and was the only model used in Brazil.

“Gam*Boy II”



South Korean model: Samsung adopted their own controller for the console, which was given several new colour schemes throughout its lifespan.

Joypad

Manufacturer	SEGA
Type	Video game controller
Release date	October 20, 1985
Product nr.	SJ-152

The Joypad SJ-152 is the default controller for the Sega Mark III.

The SJ-152 is less bland than the SJ-151, and the D-Pad is now shaped like a rounded square rather than a circle. It appears that some versions have a removable thumbstick while others do not. Also featured are two unlabeled face buttons and a lead that exits the controller at the right hand side.

Most of its design features would be passed on to the Master System Control Pad.

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Paddle Control

Manufacturer	SEGA
Type	Video game controller
Release date	1987
Product nr.	HPD-200

The Paddle Control HPD-200 is a controller for the Sega Mark III released exclusively in Japan. Unlike the Master System Control Pad, its two buttons are moved so one is in the middle of the controller and the other on top, a la modern shoulder buttons. Rather than use a directional pad, this controller utilizes a paddle similar to that of the Atari 2600's Paddle Controller. Only a few games were supported; some require the paddle while others also support the standard controller.

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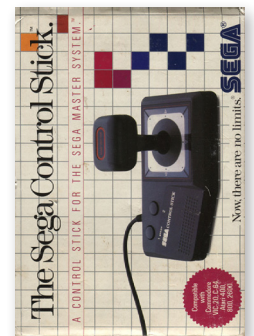
Control Stick

Manufacturer	SEGA
Type	Video game controller
Release date	1987

The Control Stick is a Sega Master System joystick designed for right handed control, instead of the typical left handed set-up. The Control Stick functions exactly like a standard Master System Control Pad but attempts to give the user a greater sense of control over the on-screen characters. It is not particularly good for games that require precise movements.

Interestingly some versions of the Control Stick freely advertise its compatibility with home computers such as the Commodore VIC-20, Commodore 64, Atari 400, Atari 800 and Atari 2600. It is the only Sega peripheral to date to do this.

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SG Commander



Manufacturer (JP) Hori, (EU) SEGA
Type Video game controller
Product nr. 3021

The SG Commander control pad is a Sega Master System accessory released exclusively in Europe and Japan. It sold for £9.95 in the UK. The controller is basically the same as the original pad, except it has two switches which can enable rapid fire for each button. The Japanese version was produced by Hori.



SG-2



Manufacturer Honey Bee, Competition Pro
Type Video game controller
Product nr. SG-2

The Control Pad by Honey Bee is a third-party controller released for the Sega Master System in the early 1990s. In the west it was distributed under the Competition Pro line as the Professional Control Pad.

Honey Bee's Control Pad is essentially the same as a standard control pad, but has turbo switches.

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Remote Control System



Manufacturer WKK
Type Video game controller
Release date 1992

The Remote Control System is a third party accessory for both the Sega Master System and Sega Mega Drive. It acts as a wireless alternative to the standard control pads, with infra-red controllers and receivers. The Remote Control System's control pads also have an LED signaling low battery life.

Both Master System and Mega Drive-branded units were released, but it seems both are identical, save for a different label on the receiver (and the C button on the Master System version does not function).

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Wireless Controller

Manufacturer	QuickShot
Type	Video game controller
Release date	1989
Product nr.	QS-127

The Wireless Controller from QuickShot is, as the name suggests, a wireless third-party controller. It was built for the Sega Master System, and is very similar to the Starfighter 3W in design. The package bundled two controllers with a receiver, and also has extra leads for the NES.

The official name of this peripheral is not currently known, however its code name is QS-127. In Brazil it was licensed by Tectoy as an official product.

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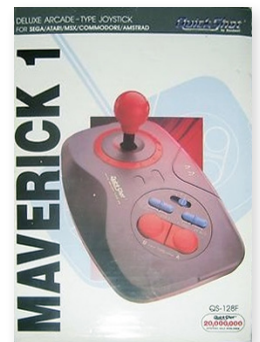


Maverick 1

Manufacturer	QuickShot
Type	Video game controller
Product nr.	QS-128F

The Maverick 1 is a third-party controller manufactured under the QuickShot brand. It is compatible with various home computers of the 1980s and the Sega Master System.

The Maverick 1 is an arcade stick-esque device with two buttons, a joystick and turbo features. It can plug into both controller ports, and has a switch to change between the two players, saving the need to unplug the device if users want to share. In Brazil it was licensed by Tectoy as an official product.



Competition Pro Star

Manufacturer	Competition Pro
Type	Video game controller

The Star by Competition Pro is a third-party joystick released for both the Sega Master System and Sega Mega Drive, and an entry in the long line of Competition Pro joysticks created by Kempston Micro Electronics in the mid-1980s (a joystick so successful that its name became a brand).

The Star is the first, and possibly only “classic” Competition Pro joystick to be released for Sega platforms. Though the majority of Competition Pro joysticks use DE-9 ports, like many controllers built for home computers, there are compatibility issues when placed within a Sega console and so are unlikely to work as intended.

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Turbo Jet Control



Manufacturer Dynacom
Type Video game controller

The Turbo Jet Control is a third-party joystick created by Dynacom for the Sega Master System. Like most of Dynacom's products it is mainly found in South America, particularly in Brazil.

Dynacom produced several Turbo Jet Controls, primarily for popular Nintendo Entertainment System clones in Brazil. A model exists for the Phantom System, VG 9000 and Hi-Top Game, and another for the Dynavision 2 and 3. The differences lie primarily in the number of buttons.

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WizMaster



Manufacturer QuickShot
Type Video game controller
Release date 1988
Product nr. QS-118F

The WizMaster is a third-party controller manufactured by QuickShot. Among various computers, the controller is compatible with the Sega Master System. The controller has turbo options, and like early versions of the Master System pad, a hole in the centre of the D-Pad for a thumbstick. The centre section of the unit is interchangeable, allowing the controller to work with different consoles (notably the Nintendo Entertainment System).

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Ultimate Superstick



Manufacturer Beeshu
Type Video game controller
Release date 1988

The Ultimate Superstick is a third-party accessory designed by Beeshu for the Sega Master System. It was only released in North America, though a slight variant was brought to France by a different company as the Fast Fire Turbo.

The Ultimate Superstick is an arcade stick peripheral, with buttons on either side to accommodate both left handed and right handed players. It also has turbo functions.

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XE-1 Pro

Manufacturer Dempa
Type Video game controller

The XE-1 Pro is a joystick manufactured by Dempa for use with the Sega Master System. Like Dempa's other joysticks, it is also compatible with a number of 1980s Japanese computers, hence why it is advertised as being compatible with the FM77 and Sharp X68000 ports of Space Harrier.

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DHV-5000

Type Video game controller
Product nr. DHV-5000

The DHV-5000 is a third-party joystick released exclusively in South Korea that is both compatible with the MSX controller standard and the Sega Master System.

Little is known about this joystick so its full functionality is not known, however it appears to have turbo features and buttons which act as A and B pressed simultaneously.

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ASCII Stick α

Manufacturer ASCIIware
Type Video game controller
Release date 1987
Product nr. AS-0524-SG

The ASCII Stick α or ASCII Stick Alpha is a joystick manufactured by ASCII for the Sega Master System. It is a fairly standard joystick with turbo features, though also allows the user to set the rate at which the turbos fire. It was only released in Japan.

ASCII re-used this basic design a number of times during the 80s, with different colour schemes and names for different consoles. For example, it is called the "ASCII Stick Engine" for the NEC PC Engine, "ASCII Stick X Turbo" for the MSX and "ASCII Stick Turbo Jr." for the Nintendo Famicom.

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Freedom Stick



Manufacturer Camerica
Type Video game controller

The Freedom Stick is a third-party arcade stick released by Camerica. It is compatible with a number of systems - the Sega Master System, NES, the Atari 2600 and 7800 and a variety of home computers using the DE-9 standard.

The stick itself is a simple wireless arcade stick with turbo features. It takes four AA batteries.

The controller was also released in a double pack.

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BolliStick



Manufacturer Cheetah
Type Video game controller

The BolliStick is a third-party controller released in the early 1990s by Cheetah. Variants were made for both the Sega Master System and Sega Mega Drive.

The BolliStick is a small controller with four buttons and unusually, a D-Pad tilted at an angle. The Mega Drive version makes use of all four buttons for A, B, C and Start, while the Master System version devotes the bottom two buttons for 1 and 2 (labeled A and B), and the top two buttons for turbo controls. BolliSticks were released for other consoles too, such as the NES, but aside from some plug and labelling changes, the controller is mostly identical across all platforms.

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Flight Grip



Manufacturer QuickShot
Type Video game controller
Product nr. QS-129F

The Flight Grip is a controller built by QuickShot, compatible with a number of consoles and computers including the Sega Master System.

It is an odd device - users hold onto the two handles and control the D-Pad and one button with their thumbs. A second button is located at the back and is triggered by the index finger. There are some turbo options on the top of the unit too.

Tec Toy licensed this product for sale in Brazil, calling it the Asa.

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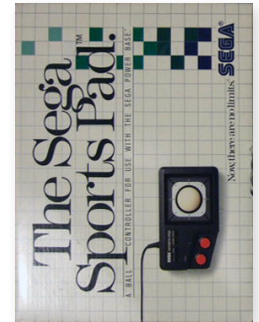
Sports Pad

Manufacturer	SEGA
Type	Video game controller
Release date	1987
Product nr.	3040

The Sega Sports Pad is a Sega Master System controller designed for sports games. The controller exchanges the standard Master System D-pad for a trackball for 360 degree motion (though the controller can be set to use the standard 8-directional movement setting for other games).

There are two versions of the Sports Pad - a larger North American version with the extra switches to allow it to be used with non-sports games, and a smaller Japanese variant that lacks this feature. Due to a lack of game support, the controller didn't catch on.

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Python 1M

Manufacturer	QuickShot
Type	Video game controller
Product nr.	QS-137F

The Python 1M is a third-party joystick released by QuickShot. It is an "update" to the Python 1 - the M meaning "multi" as the controller is compatible with a multitude of home computers and consoles, including the Sega Master System. It is part of the Python series, and its Sega Mega Drive counterpart is the Python 3.

The Python 1M is an ergonomic joystick with two buttons, turbo features and suction pads to grip it to a flat surface. It is otherwise fairly unremarkable.

The Python 3 was adopted by Tec Toy as an official first-party Master System product in Brazil as the Manche.

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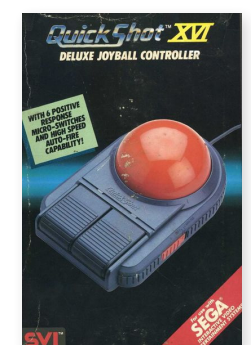


QuickShot XVI

Manufacturer	QuickShot
Type	Video game controller
Release date	1987
Product nr.	QS-116

The QuickShot XVI is a controller designed to be used with the Sega Master System. It is the supposed sixteenth entry in the QuickShot series of controllers, though QuickShot released various upgrades not covered by the naming scheme, and this particular model is based heavily on the QuickShot IX (or the QuickShot IX Sigma), though unlike those models this was intended solely for Sega's console.

The QuickShot XVI is a "joyball" device with two very large buttons, more analogous to a computer mouse than a traditional console control pad when it comes to aesthetics. It is not, however, a trackball - the "joyball" is a half-sphere shape and acts merely as a glorified D-Pad.



SG Superboard



Manufacturer	QJ
Type	Video game controller
Release date	1991
Product nr.	SV-405

The SG Superboard is a third-party joystick for the Sega Master System (referred as “Sega Video Game System”) and the Sega Mega Drive released by QJ. It was released in France, Germany and the United Kingdom only.

The SG Superboard is a microswitched joystick with A, B and Start buttons and six LEDs showing which button is being pressed. It has a Slow Motion feature, only compatible with Mega Drive, and also a turbo switch.

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Handle Controller



Manufacturer	(JP) Hori, (EU) Sega
Type	Video game controller
Release date	1990
Product nr.	(JP) HJ-15, (EU) 3041

The Handle Controller is a peripheral for the Sega Master System (though is also compatible with the SG-1000 and Sega Mega Drive). It was designed primarily for racing games, with the D-Pad mapped to the steering mechanism and the 1 and 2 buttons being placed on top of each handle.

The peripheral requires a special connector cable in order to fit into the Master System’s DE-9 controller ports. It also contains turbo switches. Despite the overlay, the controller does not detect in-game values, so the visible numbers on the dashboard are just for show and unused.

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Aviator 1



Manufacturer	QuickShot
Type	Video game controller
Product nr.	SQ-155

The Aviator 1 is a third-party flight stick released by QuickShot. It is one of QuickShot’s “multi-controller” peripherals, and so is compatible not only with a range of home computers of the era, but for the Sega Master System as well. A three button Sega Mega Drive version exists as the Aviator 3.



Intruder 1

Manufacturer QuickShot
Type Video game controller

The Intruder 1 is a third-party flight stick released by QuickShot. It is one of QuickShot's "multi-controller" peripherals, and so is compatible not only with a range of home computers of the era (save for the IBM PC, which requires an Intruder 5), but for the Sega Master System as well. A three button Sega Mega Drive version exists as the Intruder 3.

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Light Phaser

Manufacturer SEGA
Type Light-gun
Release date 1986

The Light Phaser is a light gun controller created by Sega for the Sega Master System. It is the Master System's equivalent to Nintendo's Zapper for the NES or Atari's XG-1 for the Atari 7800 and XEGS. It was released alongside the Master System in the US in 1986, and also saw a release in Europe, Brazil and South Korea. No Light Phasers of any description were ever released in Japan.

As with all light guns, the Light Phaser was designed solely for CRT television sets, which were the standard for televisions during the 1980s and 1990s. The Light Phaser will struggle with LCD and plasma televisions and monitors, as well as projection screens.

"segaretro.org"



Light Gun

Manufacturer Marpes
Release date (IT) 1988
Type Light-gun
Product nr. GN-291MS

The Light Gun, as it's so properly named, is simply a phaser rip-off. Surprisingly, in spite of the fact that it looks cheap and almost pirate-like, the Light Gun is nice and responsive, has a wonderful trigger and even an adjustable sight. It was also released for the NES and Commodore. The only way to tell the difference is the pin connector and the system that's checked out on the sticker placed on the box.

"smstributes.co.uk"



Accessories

These pages consist of different hardware accessories for the SMS. Since the success of the SMS, it came with countless accessories from both SEGA and third party developers.

Featured here are just a microscopic fraction from all the different accessories released for the system. I have tried to include the more popular along with the more unusual or unknown of the accessories.

3-D Glasses



Manufacturer	SEGA
Type	Accessory
Release date	November 7, 1987
Product nr.	(EU) MK-3073-50

The 3-D Glasses, also known as SegaScope 3-D Glasses is a Sega Master System peripheral which creates the illusion of three-dimensional graphics in certain video games. The 3-D Glasses use a shutter system to close the left and right lens rapidly to create a 3D effect. Such a system allows 3-D graphics in full color. A disadvantage is that it halves the effective frame-rate, which some users can perceive as flicker. It also tends not to work with non-CRT-based televisions.

“segaretro.org”



Card Catcher



Manufacturer	SEGA
Type	Accessory
Product nr.	C-1000

The Card Catcher is a special type of SG-1000 cartridge released in 1985. It acts as a passthrough device for Sega Cards, so that they can be run on compatible systems that lack a card slot.

The Card Catcher has a Japanese-style shell, which means it will only physically fit within an SG-1000, SG-1000 II, Sega Mark III or Japanese Sega Master System. However, any card from any region can be inserted into the top and played. SG-1000 cards cannot be played on western systems however, as the BIOS contained in those systems looks for a header file which is not present on SG-1000 cards (as well as all non-western games), effectively preventing the play of these games.

“segaretro.org”



Telecon Pack

Manufacturer SEGA
Type Accessory

The Telecon Pack is a Japan-only peripheral for the Sega Mark III video game console. By connecting the Telecon Pack to the console, players can use the included RF antenna to broadcast signals from the Mark III to a television without having to use wires to connect the two. The broadcast is known for being rather touchy and spotty in modern use with Japanese televisions.

Similar functionality can be found in the Brazil-only Tectoy Master System Super Compact console.

“segaretro.org”



Terebi Oekaki

Manufacturer SEGA
Type Accessory
Release date 1985
Product nr. GB-800

This accessory was only ever released in Japan. The board allows users to use the supplied stylus to draw on the screen. There is a wire between the tablet and the supplied software. This makes certain that this board could only ever be used for this software.

The supplied software is a fairly simplistic art package. Using the tablet is not the easiest task. It takes a great deal of practice to get anything recognisable on the screen. Quite often you will find the pen skewing off in random directions. This is acceptable given the limit of the technology available at the time.

“smtributes.co.uk”



Rapid Fire Unit

Manufacturer SEGA
Type Video game controller accessories
Product nr. (JP) RF-150, (EU) MK-3046-50

The Rapid Fire Unit, known simply as the Rapid Fire in Brazil, is an accessory designed for use with the Sega Master System. It is a small device that is inserted between a two-button controller and the console, providing an auto-repeat capability for the control buttons. This saves a lot of wear-and-tear on fingers for games like Astro Warrior and limits the need for a user to buy brand new controllers with built-in turbo features.

In North America this unit was offered by Sega via their early “Team Sega” newsletters. Buying three games would get you a rapid fire unit, though it was also available to purchase separately in stores.

“segaretro.org”



Carrying Cases

These two pages feature some of the many different carrying cases released for the system.



Action Case



Manufacturer	Gamester
Type	Carrying case
Release date	(UK) 1990

In its heyday, several companies released different carrying cases for the Master System. This particular model was meant to hold a regular Master System II with various components. Quite durable over all and fairly compact.

Various carry-cases and soft-boxes were made by a variety of third-party manufacturers. This appears to be the only version of this particular model, but it's impossible to tell without seeing it complete with the original wrapping.

"smtributes.co.uk"



Cartridge Soft Pak



Manufacturer	Nuby
Type	Carrying case
Release date	(UK) 1990
Product nr.	SE-5

Along with their Cartridge Caddy, they created this thing for the SMS fiend on the go. You can put up to eight boxed games into this thing, or break it down for easy storage. Very rugged and durable design, and a rarity to find in its original box.

Only one variant is known to exist, pictured here. Note that Nuby released two versions of their Cartridge Caddy, one with a Sega-style design, and one with their own design. There's a chance the Soft Pak was released with the latter design as well.

"smtributes.co.uk"

Master System Rental Case

Manufacturer SEGA
Type Carrying case

This is a ex- rental sega master system in its original rental carry case. The latches are branded and slide open. The case has foam padding inside.

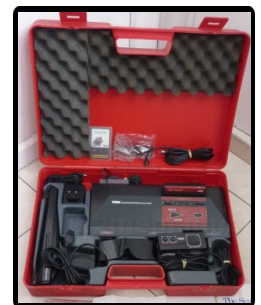


Sega Sales Rep Case

Manufacturer SEGA
Type Carrying case

Only two of these cases have been located thus far. The so-called Sega Sales Rep case was used by representatives of the company (apparently only in Europe), to cart around a sample Master System with a few games for trade shows and to show different companies who would potentially carry the system for sale. It's similar to other cases you can find, with the exception that it comes straight from Sega, has the cool logo on it you see in the picture, is giant (about the size of a suitcase), and has awesome padding in the interior to protect the system, controllers, and whatever else you put in there. It's a really cool way to cart around your Master System, and a wonderful addition to any collection.

"smstributes.co.uk"



Master System Ultra

Manufacturer SEGA
Type Carrying case

The Master System Ultra was a rental package offered to German customers. It consists of a Sega Master System console in a blue plastic case, with room for various controllers and cartridges.



Checklist

This pages consist of checklists for the SMS library of games. The lists are somewhat self explanatory. “Game Title” is the name of the game. “Game-ID” are the game code found on the case/manual/cart. “Rel” are the release date of the game. “R” is the rarity, used from *smtributes.co.uk*. “Pg” are the page number where a blurb on the game are found. The cover may vary though, as the cover present are usually the normal European cover. Next are left blank for the collector to cross out if they own the game. “C” are for the cartridge. “I” are information/manual. “B” is for box or case. And “S” are for sealed/unopened. Every checklist may have errors and missing/wrong information in it, so please use this as a guide and not as a bible.

US. Checklist

This checklist are for the normal run of games released exclusively in North America. This list does not cover variants. Just single games. The myCards have their own different list at the end of this list, as they are another format. The “Sega Card” formats phased out towards the end of the decade with developers adopting larger game sizes that only the carts could handle. The North American list is somewhat small due to the console being phased out by 1991.

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
Action Fighter	5055	1987	3	21				
Aerial Assault	7041	1990	6	21				
After Burner	9001	1988	2	22				
Alex Kidd in Miracle World	5067	1986	3	23				
Alex Kidd in Shinobi World	7044	1990	7	23				
Alex Kidd: High-Tech World	5116	1989	5	23				
Alex Kidd: The Lost Stars	7005	1988	4	24				
ALF	5111	1989	6	24				
Alien Syndrome	7006	1988	3	25				
Altered Beast	7018	1989	2	25				
Astro Warrior	5069	1986	5	29				
Aztec Adventure	5100	1988	4	29				
Black Belt	5054	1986	2	34				
Blade Eagle 3-D	8005	1988	5	34				
Bomber Raid	27006	1989	5	35				
California Games	7014	1989	3	38				
Captain Silver	5117	1989	5	38				
Casino Games	7021	1989	5	39				
Castle of Illusion (starring Mickey Mouse)	7053	1990	7	39				
Choplifter	5051	1986	2	41				
Cloud Master	7027	1989	3	42				
Columns	5120	1990	4	42				
Cyborg Hunter	25003	1989	4	44				
Dead Angle	7030	1989	5	45				
Dick Tracy	7057	1990	6	47				
Double Dragon	7012	1988	2	47				
Enduro Racer	5077	1987	4	52				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
E-SWAT	7042	1990	5	52				
F-16 Fighting Falcon	N/A	1986	3	53				
Fantasy Zone	5052	1986	3	53				
Fantasy Zone II	7004	1987	5	54				
Fantasy Zone: The Maze	5108	1988	5	54				
Galaxy Force	29001	1989	6	58				
Gangster Town	5074	1987	2	58				
Ghostbusters	5065	1987	2	61				
Ghouls 'n Ghosts	7055	1990	6	62				
Global Defense	5102	1988	2	62				
Golden Axe	9004	1989	5	63				
Golden Axe Warrior	7505	1991	6	63				
Golvellius: Valley of Doom	7017	1988	3	64				
Great Baseball	5061	1987	2	65				
Great Basketball	5071	1987	2	65				
Great Football	5058	1987	2	65				
Great Golf	5057	1987	2	66				
Great Ice Hockey	5062	1986	5	66				
Great Soccer	5059	-	5	66				
Great Volleyball	5070	1987	5	67				
Hang On / Astro Warrior	6001	1986	4	68				
Hang On / Safari Hunt	N/A	1986	2	68				
James Buster Douglas Knockout Boxing	7063	-	8	69				
Joe Montana Football	7062	1990	5	73				
Kenseiden	7013	1988	3	75				
King's Quest: Quest for the Crown	4360	1989	6	75				
Kung Fu Kid	5078	1987	4	76				
Lord of the Sword	7016	1989	3	79				
Marksman Shooting / Trap Shooting	N/A	1986	4	81				
Maze Hunter 3-D	8003	1988	3	83				
Michael Jackson's Moonwalker	7052	1990	6	86				
Miracle Warriors: Seal of The Dark Lord	7500	1988	3	84				
Missile Defense 3-D	8001	1987	4	84				
Monopoly	5500	1988	5	85				
Montezuma's Revenge Featuring Panama Joe	4370	1989	6	85				
Ninja, The	5066	1986	3	89				
Out Run	7003	1987	4	91				
Paperboy	5121	1990	5	93				
Parlour Games	5103	1988	4	93				
Penguin Land	9500	1987	4	94				
Phantasy Star	9500	1988	3	94				
Poseidon Wars 3-D	8006	1989	5	95				
Power Strike	5109	1988	6	96				
Pro Wrestling	5056	1986	2	97				
Psycho Fox	7032	1989	5	98				
Quartet	5073	1987	4	99				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
R.C. Grand Prix	27007	1990	5	102				
Rambo First Blood: Part II	5064	-	2	100				
Rambo III	7015	1988	4	100				
Rampage	QC-001	1988	3	101				
Rastan	7022	1989	3	101				
Reggie Jackson Baseball	7019	1988	4	102				
Rescue Mission	5106	1988	3	103				
Rocky	7002	1987	3	104				
R-Type	9002	1988	4	105				
Shanghai	5110	1988	2	109				
Shinobi	7009	1988	2	109				
Shooting Gallery	5072	1987	3	110				
Slap Shot	7035	1990	7	110				
Sonic the Hedgehog	7076	1991	8	111				
Space Harrier	7001	1988	-	113				
Space Harrier 3-D	8004	1988	5	113				
SpellCaster	9003	1989	5	114				
Spider-Man	7065	1991	6	115				
Sports Pad Football	5060	1987	6	115				
Strider	1112	1990	7	117				
Super Monaco GP	7043	1990	7	120				
Thunder Blade	7011	1988	2	125				
Time Soldiers	7024	1989	3	125				
Vigilante	7023	1989	3	129				
Walter Payton Football	7020	-	4	130				
Wanted	5118	1989	5	130				
Where in the World is Carmen Sandiego?	4350	1988	4	130				
Wonder Boy	5068	1987	2	132				
Wonder Boy III: The Dragon's Trap	7026	1989	4	133				
Wonder Boy in Monster Land	7007	1988	3	132				
World Grand Prix	5053	1986	2	135				
Y's: The Vanished Omens	7501	1988	4	138				
Zaxxon 3-D	8002	1987	4	139				
Zillion	5075	1987	3	139				
Zillion 2: The Tri Formation	5105	1988	3	139				

My Card

Ghost House	4002	1986	3	61				
My Hero	4001	1986	4	87				
Spy vs. Spy	4010	1988	4	116				
Super Tennis	4007	1986	3	121				
Teddy Boy	4003	1987	4	123				
Transbot	4004	1986	2	126				

US. Variants

by Tears of Opa-Opa@shinobiman.proboards.com

This is a list of the variants found in the North American library. The list is by far in-complete, but does include some noteworthy variants. For a more in dept view of the variant, please check the giant list found here: <http://shinobiman.proboards.com/thread/8587>. Variants not included are games that only has ®, TAIWAN, SM, etc. differences on them.

Game Title	Variant Description	Game-ID	Rel	R	Pg	C	I	B	S
After Burner	Sega for the 90's sticker	9001	1988		22				
Alex Kidd High Tech World	Sega for the 90's sticker	5116	1989		23				
Alex Kidd in Miracle World	Rerelease w/ red label	5067	1986		23				
Alex Kidd in Miracle World	w/ booklet correction sheet	5067	1986		23				
Alex Kidd in Miracle World	Sega for the 90's sticker	5067	1986		23				
Alien Syndrome	w/ booklet correction sheet	7006	1988		25				
Altered Beast	Sega for the 90's sticker	7018	1989		25				
Aztec Adventure	Sega for the 90's sticker	5100	1988		29				
Black Belt	Rerelease w/ red label	5054	1986	7	34				
California Games	Re-release, normal book	7014	1989		38				
California Games	Re-release, 1990 book	7014	1989		38				
Captain Silver	Sega for the 90's sticker	5117	1989		38				
Choplifter	Rerelease w/ red label	5051	1986	8	41				
Cloud Master	Sega for the 90's sticker	7027	1989		42				
Double Dragon	Sega for the 90's sticker	7012	1988		47				
Double Dragon	Rerelease w/ blue label	7012	1988	8	47				
Enduro Racer	Rerelease w/ blue label	5077	1987		52				
Fantasy Zone	Rerelease w/ red label	5052	1986		53				
Fantasy Zone	Rerelease w/ blue label	5052	1986		53				
Gangster Town	Sega for the 90's sticker	5074	1987		58				
Ghostbusters	® next to title on cart label	5065	1987		61				
Ghostbusters	™ next to title on cart label	5065	1987		61				
Ghostbusters	Sega for the 90's sticker	5065	1987		61				
Ghostbusters	Rerelease w/ blue label	5065	1987		61				
Global Defense	Sega for the 90's sticker	5102	1988		62				
Golvellius: Valley of Doom	Sega for the 90's sticker	7017	1988		64				
Great Baseball	Sega for the 90's sticker	5061	1987		65				
Great Golf	Sega for the 90's sticker	5057	1987		66				
Great Soccer	Sega for the 90's sticker	5059	-		66				
King's Quest	Sega for the 90's sticker	4360	1989		75				
Kung Fu Kid	Sega for the 90's sticker	5078	1987		76				
Miracle Warriors	Sega for the 90's sticker	7500	1988		84				
Missile Defense 3-D	Sega for the 90's sticker	8001	1987		84				
Monopoly	Cart label spelling error	5500	1988		85				
Monopoly	Sega for the 90's sticker	5500	1988		85				
Outrun	Rerelease w/ blue label	7003	1987		91				
Phantasy Star	Sega for the 90's sticker	9500	1988		94				

Game Title	Variant Description	Game-ID	Rel	R	Pg	C	I	B	S
Phantasy Star	Rerelease	9500	1988		94				
Power Strike	Sega for the 90's sticker	5109	1988		96				
Psycho Fox	Cart label spelling error	7032	1989		98				
Rambo First Blood: Part II	Rerelease w/ blue label	5064	-		100				
Rambo III	Sega for the 90's sticker	7015	1988		100				
Reggie Jackson Baseball	Sega for the 90's sticker	7019	1988		102				
Reggie Jackson Baseball	Rerelease w/ blue label	7019	1988		102				
R-Type	Sega for the 90's sticker	9002	1988		105				
Shinobi	Box Error "15 rounds"	7009	1988		109				
Shinobi	Sega for the 90's sticker	7009	1988		109				
Shooting Gallery	Sega for the 90's sticker	5072	1987		110				
Vigilante	Sega for the 90's sticker	7023	1989		129				
Walter Payton Football	Sega for the 90's sticker	7020	-		130				
Wanted	Sega for the 90's sticker	5118	1989		130				
Where is Carmen Sandiego	Sega for the 90's sticker	4350	1988		130				
Wonder Boy Monster Land	Sega for the 90's sticker	7007	1988		132				
Wonder Boy Monster Land	Cart label mistake	7007	1988		132				
Wonder Boy III	Sega for the 90's sticker	7026	1989		133				
Y's	Sega for the 90's sticker	7501	1988		138				
Zaxxon 3-D	Sega for the 90's sticker	8002	1987		139				
Zillion	Booklet cover variation	5075	1987		139				
Zillion	Jasrac sticker	5075	1987		139				
Zillion	Sega for the 90's sticker	5075	1987		139				
Zillion II	Jasrac sticker	5105	1988		139				

Sega For the 90's



It's believed "Sega for the 90's" stickers were exclusive to the US. However, there are confirmed cases of these games being sold in other countries which may have to do with unsold stock being sent to other countries the same is true with re-release games. All these games should have three stickers one on the back of the box, one on the back of the instruction book and one on the cartridge.



European/Australian/etc. Checklist

This is a list with games released in countries that does not include US, Japan, Asian, or Brazil. The list of countries are listed at the right with their country code present. The games are listed alfabetical, though some games does have different titles depending on their release, especially the Portugese and French releases. The Portugese games does probably belong more on the Brazilian list, and the Canadian games on the US list, as they are more to kin to those release. But alas, I bundeled everyone here, on this list. The list are far from complete, and does miss information. Errors may also occure.

Country Code

EU	Generic Europe
DE	Germany
AU	Australia
CA	Canada
PT	Portugal
FR	France
IT	Italy
ES	Spain
UK	United Kingdom

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Ace of Aces	EU	7054	1991	4	21				
Action Fighter	EU	MK-5055-50	1987	1	21				
Action Fighter	DE	41008	1987	1	21				
Addams Family	EU	MK-27067-50	1993	6	30				
Aerial Assault	EU	7041	1990	5	21				
After Burner	EU	MK-9001-50	1988	1	22				
After Burner	AU	MK-9001-50	1988	1	22				
Air Rescue	EU	7102	1992	3	22				
Aladdin	EU	9027	1994	3	22				
Aladdin	AU	FALA00SEC	1994	3	22				
Alex Kidd in Miracle World	EU	MK-5067-50	1987	4	23				
Alex Kidd in Miracle World	DE	41013	1987	4	23				
Alex Kidd in Shinobi World	EU	7044	1990	2	23				
Alex Kidd in Shinobi World	CA		-	2	23				
Alex Kidd in Shinobi World	AU		-	2	23				
Alex Kidd: High-Tech World	EU	5116	1989	3	23				
Alex Kidd: The Lost Stars	EU	MK-7005-50	1988	4	24				
Alex Kidd: The Lost Stars	AU	7005	-	4	24				
Alien 3	EU	MK-27043-50	1992	2	24				
Alien 3	AU		-	2	24				
Alien Storm	EU	7075	1991	2	25				
Alien Storm	AU		-	2	25				
Alien Syndrome	EU	MK-7006-50	1988	4	25				
Altered Beast	EU	MK-7018-50	1989	2	25				
Altered Beast	AU	7018	1989	2	25				
American Baseball	EU	7019	1989	5	26				
American Baseball	AU	7019	1989	5	26				
American Baseball	CA	MK-7019-22	-	5	26				
American Pro Football	EU	7020	1989	6	26				
Andre Agassi Tennis	EU	MK-27051-50	1993	5	26				
Arcade Smash Hits	EU	27032-50	1992	3	27				
Arcade Smash Hits	AU		1992	3	27				
Assault City	EU	7034	1990	4	27				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Assault City	AU	7034	1990	4	27				
Assault City (Light Phaser Version)	EU	7040	1990	7	27				
Asterix	EU	9008	1992	1	28				
Asterix and the Great Rescue	EU	9032	1994	7	28				
Asterix and the Great Rescue	PT		1996	7	28				
Asterix and the Great Rescue	AU	FAST03SEC	1994	7	28				
Asterix and the Secret Mission	EU	9023	1993	5	28				
Astro Warrior / Pit Pot	EU	MK-6081-50	1987	5	29				
Astro Warrior / Pit Pot	DE	41011	1987	5	29				
Astro Warrior / Pit Pot	IT		-	5	29				
Astro Warrior / Pit Pot	AU		-	5	29				
Ayrton Senna's Super Monaco GP II	EU	9011	1992	2	120				
Aztec Adventure	EU	MK-5100-50	1988	2	29				
Aztec Adventure	AU	5100	1988	2	29				
Back to the Future II	EU	27010-50	1990	4	31				
Back to the Future II	AU		1990	4	31				
Back to the Future III	EU	MK 27020-50	1992	4	31				
Back to the Future III	AU		1992	4	31				
Bank Panic	EU	MK-4584-50	1987	4	32				
Basketball Nightmare	EU	7025	1989	4	33				
Basketball Nightmare	AU		-	4	33				
Batman Returns	EU	7112	-	1	33				
Battle Out Run	EU	7033	1989	3	34				
Black Belt	EU	MK-5054-50	1987	3	34				
Black Belt	DE	41007	-	3	34				
Black Belt	IT		-	3	34				
Black Belt	AU	5054	1987	3	34				
Blade Eagle 3-D	EU	8005	1988	6	34				
Bomber Raid	EU	27006	1989	5	35				
Bomber Raid	AU	MK-27006-50	1989	5	35				
Bonanza Bros.	EU	7073	1991	4	35				
Bram Stoker's Dracula	EU	MK-27065-50	1993	5	36				
Bubble Bobble	EU	7077	1991	3	36				
Bubble Bobble	AU		-	3	36				
Buggy Run	EU	9025	1993	8	36				
Buggy Run	AU	FBUG00SEC	1993	8	36				
California Games	EU	MK-7014-50	1989	1	38				
California Games	AU		-	1	38				
California Games II	EU	7105	1993	6	38				
Captain Silver	EU	MK-7008-50	1988	3	38				
Captain Silver	AU	MK-7008-50	1988	3	38				
Casino Games	EU	7021	1989	3	39				
Castle of Illusion (starring Mickey Mouse)	EU	7053	1991	1	39				
Champions of Europe	EU	27034-50	1992	1	40				
Championship Hockey	EU	27084-50	1995	8	40				
Cheese Cat-Astrophe (starring Speedy Gonzales)	EU	1540-50	1995	6	41				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Cheese Cat-Astrophe (starring Speedy Gonzales)	PT		1996	6	41				
Choplifter	EU	MK-5051-50	1987	2	41				
Choplifter	DE	41001	1987	2	41				
Chuck Rock	EU	MK-29004-50	1992	2	41				
Chuck Rock	AU		-	2	41				
Chuck Rock II: Son of Chuck	EU	MK-29019-50	1993	5	42				
Cloud Master	EU	7027	1989	4	42				
Columns	EU	5120	1990	4	42				
Columns	AU	5120	1990	4	42				
Cool Spot	EU	MK-27068-50	1993	3	43				
Cosmic Spacehead	EU	MK-27074-50	1993	6	43				
Crash Dummies	EU	MK 27057-50	1993	5	43				
Cyber Shinobi, The	EU	7050	1991	2	44				
Cyborg Hunter	EU	MK-25003-50	1989	5	44				
Cyborg Hunter	AU	25003	1989	5	44				
Daffy Duck in Hollywood	EU	9031	1994	7	45				
Daffy Duck in Hollywood	AU	FDAF00SEC	-	7	45				
Danan: The Jungle Fighter	EU	7049	1991	5	45				
Dead Angle	EU	7030	1990	4	45				
Deep Duck Trouble (starring Donald Duck)	EU	9022	1994	4	46				
Deep Duck Trouble (starring Donald Duck)	AU	FDON05SEC	1993	4	46				
Desert Speedtrap	EU	7122	1993	4	46				
Desert Speedtrap	PT		1996	4	46				
Desert Strike	EU	MK 29010-50	1993	3	46				
Desert Strike	AU		-	3	46				
Dick Tracy	EU	7057	1991	3	47				
Double Dragon	EU	MK-7012-50	1988	1	47				
Double Dragon	AU		-	1	47				
Double Hawk	EU	7036	-	5	47				
Double Hawk	AU		-	5	47				
Dr. Robotnik's Mean Bean Machine	EU	7123	1994	7	48				
Dr. Robotnik's Mean Bean Machine	AU	FDRR00SEC	1994	7	48				
Dragon Crystal	EU	5123	1991	4	48				
Dragon Crystal	AU		-	4	48				
Dragon: The Bruce Lee Story	EU	MK-27079-50	1994	7	48				
Dynamite Duke	EU	7067	1991	5	49				
Dynamite Dux	EU	7029	1989	4	49				
Dynamite Dux	AU		-	4	49				
Ecco the Dolphin	EU	9029	1994	4	51				
Ecco the Dolphin	AU	FECC00SEC	-	4	51				
Enduro Racer	EU	MK-5077-50	1987	1	52				
Enduro Racer	AU	5077	1987	1	52				
E-SWAT	EU	7042	1990	4	52				
E-SWAT	AU	7042	1990	4	52				
F-16 Fighter	EU	MK-4581-50	1987	3	53				
F1	EU	MK 27072-50	1993	5	57				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
F1	AU	FF1000SEC	1993	5	57				
Fantastic Dizzy	EU	MK-27074-50	1993	6	53				
Fantasy Zone	EU	MK-5052-50	1987	2	53				
Fantasy Zone	DE	41002	1987	2	53				
Fantasy Zone	AU	MK-5052-50	1987	2	53				
Fantasy Zone II	EU	MK-7004-50	1988	5	54				
Fantasy Zone: The Maze	EU	5108	1988	6	54				
Fantasy Zone: The Maze	AU	MK-5108-50	1988	6	54				
Fire & Forget II	EU	27009-50	1990	5	55				
Flash, The	EU	7506	1993	5	56				
Flintstones, The	EU	MK-27013-50	1991	4	56				
Forgotten Worlds	EU	7056	1991	4	56				
Gain Ground	EU	7045	1991	4	58				
Galaxy Force	EU	29001	1989	4	58				
Game Box Série Esportes	PT		1996	4	59				
Gangster Town	EU	MK-5074-50	1987	4	58				
Gangster Town	AU	MK-5074-50	1987	4	58				
Gauntlet	EU	25006-50	1990	2	60				
Ghost House	EU	MK-4502-50	1987	2	61				
Ghost House	AU	4502	1987	2	61				
Ghostbusters	EU	5065	1989	2	61				
Ghouls 'n Ghosts	EU	7055	1991	3	62				
George Foreman's KO Boxing	EU	MK-27041-50	1992	4	60				
Global Defense	EU	MK-5102-50	1988	2	62				
Global Gladiators	EU	MK-27062-50	1992	1	62				
G-LOC: Air Battle	EU	7071	1991	2	63				
Golden Axe	EU	9004	1989	1	63				
Golden Axe Warrior	EU	7505	1991	4	63				
Golfmania	EU	7502	1990	3	64				
Golfmania	CA	MK-7502	1990	3	64				
Golvellius: Valley of Doom	EU	7017	1988	3	64				
GP Rider	EU	9013	1993	4	64				
GP Rider	AU	9013	1993	4	64				
Great Baseball	EU	MK-5061-50	1987	6	65				
Great Basketball	EU	MK-5071-50	1987	5	65				
Great Football	EU	MK-5058-50	1987	5	65				
Great Golf	EU	5057	1987	2	66				
Great Golf	AU	FGRE05SEC	1987	2	66				
Great Volleyball	EU	5070	1987	5	67				
Hang On	EU	4580	1990	2	68				
Hang On	IT		-	2	68				
Hang-On / Safari Hunt	CA		1987		68				
Heavyweight Champ	EU	MK-27041-50	1992	3	69				
Heroes of the Lance	EU	29003.50	1991	3	69				
Home Alone	EU	7103	1993	8	69				
Impossible Mission	EU	25007-50	1990	2	71				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Impossible Mission	AU	25007-50	1990	2	71				
Incredible Hulk, The	EU	29016-50	1994	7	71				
Indiana Jones and the Last Crusade	EU	27008-50	1990	1	71				
Indiana Jones and the Last Crusade	PT		1996	1	71				
James Bond 007: The Duel	EU	MK 27046-50	1993	5	73				
James Pond II: Codename RoboCod	EU	29013-50	1993	3	73				
James Pond II: Codename RoboCod	AU	FROB00SEC	-	3	73				
Joe Montana Football	EU	7062	1990	5	73				
Jungle Book, The	EU	MK-27069-50	1993	1	74				
Jungle Book, The	FR	MK-27069-09	1994	1	74				
Jungle Book, The	DE	MK-27069-18	1994	1	74				
Jungle Book, The	ES	MK-27069-06	1994	1	74				
Jungle Book, The	IT	MK-27069-13	1994	1	74				
Jungle Book, The	PT		1996	1	74				
Jungle Book, The	AU		-	1	74				
Jurassic Park	EU	9030	1993	2	74				
Jurassic Park	PT		1996	2	74				
Kenseiden	EU	MK-7013-50	1988	4	75				
Kenseiden	AU	7013	1988	4	75				
KLAX	EU	301040-0160	1991	3	75				
Krusty's Fun House	EU	MK 27056-50	1993	5	76				
Krusty's Fun House	AU		-	5	76				
Kung Fu Kid	EU	MK-5078-50	1988	2	76				
Kung Fu Kid	AU	5078	1987	2	76				
Land of Illusion (starring Mickey Mouse)	EU	9014	1992	1	77				
Land of Illusion (starring Mickey Mouse)	AU		-	1	77				
Laser Ghost	EU	7074	1991	4	77				
Laser Ghost	AU		-	4	77				
Lemmings	EU	7108	1992	1	78				
Line of Fire	EU	9006	1991	5	79				
Lion King, The	EU	MK-27081-50	1994	2	79				
Lion King, The	UK	MK-27081-05	1994	2	79				
Lion King, The	FR	MK-27081-09	1994	2	79				
Lion King, The	DE	MK-27081-18	1994	2	79				
Lion King, The	ES	MK-27081-06	1994	2	79				
Lion King, The	IT	MK-27081-13	1994	2	79				
Lion King, The	PT		1996	2	79				
Lion King, The	AU	FLIO00SEC	-	2	79				
Lord of the Sword	EU	MK-7016-03	1989	4	79				
Lord of the Sword	AU	7016	1989	4	79				
Lucky Dime Caper, The (starring Donald Duck)	EU	7072	1991	2	80				
Marble Madness	EU	27024-50	1992	2	81				
Marksman Shooting / Trap Shooting / Safari Hunt	EU	MK-6080-50	1987	4	81				
Marksman Shooting / Trap Shooting / Safari Hunt	DE		1987	4	81				
Master Games 1	EU	9020	1993	2	82				
Master of Darkness	EU	7107	1992	2	82				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Masters of Combat	EU	7124	1993	8	82				
Masters of Combat	AU	FMAS12SEC	1993	8	82				
Maze Hunter 3-D	EU	8003	1988	6	83				
Mercs	EU	9007	1991	4	83				
Mercs	AU		-	4	83				
Michael Jackson's Moonwalker	EU	7052	1991	1	86				
Micro Machines	EU	19001	1993	6	84				
Miracle Warriors: Seal of The Dark Lord	EU	MK-7500-03	1988	4	84				
Missile Defense 3-D	EU		1987	6	84				
Monopoly	EU	MK-5500-50	1988	5	85				
Mortal Kombat	EU	MK-29021-50	1993	3	86				
Mortal Kombat II	EU	MK-29029-50	1994	6	86				
Mortal Kombat II	AU	FMOR01SEC	-	6	86				
Ms. Pac-Man	EU	301030-0160	1991	4	87				
Ms. Pac-Man	AU	301030-0160	-	4	87				
My Hero	EU	4501	1987	3	87				
My Hero	PT		1996	3	87				
My Hero	AU	4501	1987	3	87				
Newzealand Story, The	EU	27035-50	1992	3	89				
Ninja Gaiden	EU	7101	1992	4	89				
Ninja, The	EU	MK-5066-50	1987	1	89				
Ninja, The	DE	41012	1987	1	89				
Ninja, The	AU	5066	-	1	89				
Olympic Gold	EU	27030-50	1992	1	90				
Olympic Gold	UK	27030-05	1992	1	90				
Olympic Gold	FR	27030-09	1992	1	90				
Olympic Gold	DE	27030-18	1992	1	90				
Olympic Gold	ES	27030-06	1992	1	90				
Olympic Gold	AU	27030-05	1992	1	90				
Operation Wolf	EU	7039	1990	1	90				
Operation Wolf	AU	7039	1990	1	90				
Ottifants, The	EU	7120	1993	3	90				
Out Run	EU	MK-7003-50	1987	2	91				
Out Run 3-D	EU	8007	1989	6	91				
Out Run Europa	EU	27016-50	1991	3	91				
Pacmania	EU	25010-50	1991	2	93				
Pacmania	AU		-	2	93				
Paperboy	EU	25008-50	1990	2	93				
Paperboy	AU	25008-50	1990	2	93				
Parlour Games	EU	5103	1990	3	93				
Penguin Land	EU	5501	1987	5	94				
PGA Tour Golf	EU	MK-27070-50	1993	3	94				
PGA Tour Golf	AU	FPGA01SEC	1993	3	94				
Phantasy Star	EU	9500	1988	4	94				
Pit Fighter	EU	MK 29009-50	1992	3	95				
Populous	EU	27014-50	1991	1	95				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Populous	AU		-	1	95				
Poseidon Wars 3-D	EU	MK-8006-50	1989	6	95				
Power Strike	EU	MK-5109-50	1988	4	96				
Power Strike II	EU	9024	1993	7	96				
Power Strike II	AU	FPOW03SEC	1993	7	96				
Predator 2	EU	MK-27026-50	1992	3	96				
Prince of Persia	EU	MK 27022-50	1992	3	97				
Prince of Persia	AU		-	3	97				
Pro Wrestling	EU	MK-5056-50	1987	2	97				
Pro Wrestling	DE	41009	1987	2	97				
Pro Wrestling	AU	5056	1987	2	97				
Psychic World	EU	7066	1991	5	97				
Psycho Fox	EU	7032	1989	2	98				
Putt & Putter	EU	5122	1992	4	98				
Quartet	EU	MK-5073-50	1987	5	99				
Quartet	AU	5073	1987	5	99				
R.C. Grand Prix	EU	27007	1989	4	102				
R.C. Grand Prix	AU	27007	1989	4	102				
Rainbow Islands	EU	7117	1993	3	100				
Rambo III	EU	MK-7015-50	1988	3	100				
Rampage	EU	27005	1989	4	101				
Rampage	AU	27005	1988	4	101				
Rampart	EU	301026-0160	1991	3	101				
Rampart	AU		-	3	101				
Rastan	EU	MK-7022-50	1989	3	101				
Renegade	EU	7116	1993	5	103				
Rescue Mission	EU	MK-5106-50	1988	1	103				
Rescue Mission	AU	5106	1988	1	103				
Road Rash	EU	29012-50	1993	5	103				
Road Rash	PT		1996	5	103				
Robocop 3	EU	MK-27064-50	1993	6	104				
RoboCop vs. The Terminator	EU	MK-29022-50	1994	2	104				
RoboCop vs. The Terminator	AU	FROB07SEC	1994	2	104				
Rocky	EU	7002	1987	4	104				
R-Type	EU	MK-9002-50	1988	2	105				
Running Battle	EU	7037	1991	4	105				
Sapo Xulé: S.O.S. Lagoa Poluida	PT		1996	-	106				
Sagaia	EU	7078	1992	3	106				
Schtroumpfs Autour du Monde, Les	EU	MK-27085-50	1996	9	78				
Schtroumpfs, Les	EU	MK-27082-50	1995	5	78				
Scramble Spirits	EU	7031	1989	4	107				
Secret Command	EU	MK-5081-50	1987	4	107				
Sega Chess	EU	7069	1991	3	108				
Sega World Tournament Golf	EU	7103	1993	6	135				
Sensible Soccer	EU	MK-25014-50	1993	5	108				
Shadow Dancer: The Secret of Shinobi	EU	9009	1991	2	108				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Shadow of the Beast	EU	27019-50	1992	2	109				
Shadow of the Beast	AU		-	2	109				
Shanghai	EU	5110	1988	5	109				
Shinobi	EU	MK-7009-50	1988	1	109				
Shooting Gallery	EU	MK-5072-50	1987	5	110				
Shooting Gallery	AU		-	5	110				
Simpsons, The: Bart vs. the Space Mutants	EU	MK-27031-50	1992	3	32				
Simpsons, The: Bart vs. the Space Mutants	PT		1996	3	32				
Simpsons, The: Bart vs. The World	EU	MK 27053-50	1993	6	32				
Slap Shot	EU	7035	1990	4	110				
Sonic Spinball	EU	9034	1995	7	111				
Sonic Spinball	PT		1995	7	111				
Sonic Spinball	AU	FSON05SEC	1995	7	111				
Sonic the Hedgehog	EU	7076	1991	1	111				
Sonic the Hedgehog	AU		-	1	111				
Sonic the Hedgehog 2	EU	9015	1992	1	112				
Sonic the Hedgehog 2	AU		1992	1	112				
Sonic the Hedgehog Chaos	EU	9021	1993	1	112				
Sonic the Hedgehog Chaos	AU	FSON02SEC	-	1	112				
Space Gun	EU	9010	1992	2	112				
Space Gun	AU		-	2	112				
Space Harrier	EU	7080	1987	3	113				
Space Harrier 3-D	EU	MK-8004-50	1988	6	113				
Special Criminal Investigation S.C.I.	EU	7079	1992	4	113				
Speedball	EU	25009-50	1991	3	114				
Speedball 2	EU	27039-50	1992	3	114				
SpellCaster	EU	9003	1989	5	114				
Spider-Man	EU	7065	1991	1	115				
Spider-Man: Return of the Sinister Six	EU	MK 27055-50	1993	5	115				
Spider-Man: Return of the Sinister Six	PT		1996	5	115				
Spider-Man: Return of the Sinister Six	AU	SFPI04SEC	1993	5	115				
Spy vs. Spy	EU	4010	1988	5	116				
Spy vs. Spy	IT		-	5	116				
Spy vs. Spy	AU	4583	1988	5	116				
Star Wars	EU	29014-50	1993	3	116				
Streets of Rage	EU	9019	1993	2	117				
Streets of Rage II	EU	9026	1994	6	117				
Strider	EU	9005	1991	3	117				
Strider II	EU	29005-50	1992	2	118				
Submarine Attack	EU	7048	1990	3	118				
Summer Games	EU	5119	1990	1	118				
Summer Games	AU		-	1	118				
Super Kick Off	EU	27017-50	1991	1	119				
Super Monaco GP	EU	7043	1990	1	120				
Super Off Road	EU	MK-27059-50	1993	4	119				
Super Off Road	AU		-	4	119				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Super Smash TV	EU	MK-27044-50	1992	3	120				
Super Space Invaders	EU	MK 27023-50	1991	5	121				
Super Tennis	EU	MK-4507-50	1987	1	121				
Superman: The Man of Steel	EU	MK-27050-50	1993	5	119				
Superman: The Man of Steel	AU		-	5	119				
T2 Terminator 2: Judgement Day	EU	MK 27052-50	1993	4	124				
T2 Terminator 2: Judgement Day	AU	FT2J00SEC	1993	4	124				
T2: The Arcade Game	EU	MK-27061-50	1993	6	124				
Taito Chase H.Q.	EU	7038	1990	8	122				
Taz-Mania	EU	7111	1992	2	122				
Tecmo World Cup '93	EU	7106	1993	1	123				
Tecmo World Cup '93	AU		-	1	123				
Teddy Boy	EU	4503	1986	5	123				
Tennis Ace	EU	7028	1989	2	123				
Terminator, The	EU	MK-27025-50	1992	1	124				
Terminator, The	AU		-	1	124				
Thunder Blade	EU	MK-7011-50	1988	1	125				
Time Soldiers	EU	MK-7024-50	1989	4	125				
Tom and Jerry: The Movie	EU	7070	1992	2	125				
Transbot	EU	MK-4504-50	1987	1	126				
Transbot	PT		1996	1	126				
Transbot	AU		-	1	126				
Trivial Pursuit	EU	MK-29008-50	1992	2	126				
Ultima IV	UK	9501	1990	4	128				
Ultima IV	FR	9501	-	4	128				
Ultima IV	DE	9501	-	4	128				
Ultimate Soccer	EU	1219	1993	7	128				
Vigilante	EU	7023	1989	3	129				
Vigilante	AU	7023	1989	3	129				
Wanted	EU	5118	1989	6	130				
Wimbledon	EU	7100	1992	1	131				
Wimbledon II	EU	7115	1993	4	131				
Winter Olympics	EU	29015-50	1994	2	131				
Winter Olympics	UK	29015-05	1994	2	131				
Winter Olympics	FR	29015-09	1994	2	131				
Winter Olympics	DE	29015-18	1994	2	131				
Winter Olympics	ES	29015-06	1994	2	131				
Winter Olympics	AU	FWIN00SEC	1994	2	131				
Wolfchild	EU	MK-27060-50	1993	4	132				
Wonder Boy	EU	MK-5068-50	1987	1	132				
Wonder Boy III: The Dragon's Trap	EU	7026	1989	1	133				
Wonder Boy III: The Dragon's Trap	AU	7026	1989	1	133				
Wonder Boy in Monster Land	EU	MK-7007-50	1988	2	132				
Wonder Boy in Monster Land	AU	MK-7007-50	1988	2	132				
Wonder Boy in Monster World	EU	9012	1993	5	133				
World Class Leader Board	EU	27015-50	1991	2	133				

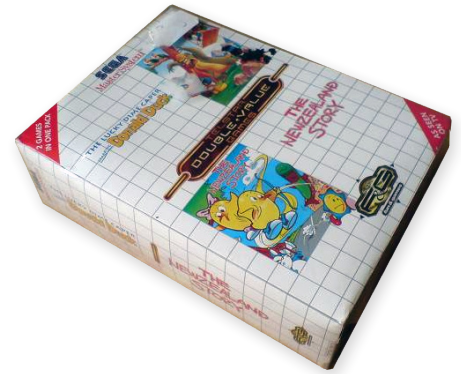
Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
World Cup Italia '90	EU	5084	1990	2	134				
World Cup Italia '90	CA	5084	1994	2	134				
World Cup USA '94	EU	29028-50	1994	6	134				
World Cup USA '94	UK	29028-05	1994	6	134				
World Cup USA '94	FR	29028-09	1994	6	134				
World Cup USA '94	DE	29028-18	1994	6	134				
World Cup USA '94	AU	FWR02SEC	1994	6	134				
World Games	EU	5114	1989	2	134				
World Grand Prix	EU	MK-5080-50	1987	1	135				
World Grand Prix	DE	41006	1987	1	135				
World Soccer	EU	MK-5059-50	1987	1	135				
WWF WrestleMania: Steel Cage Challenge	EU	MK 27054-50	1993	6	136				
Xenon 2: Megablast	EU	27012-50	1991	3	137				
Y's: The Vanished Omens	EU	MK-7501-03	1989	5	138				
Zaxxon 3-D	EU	MK-8002-50	1987	5	139				
Zillion	EU	5075	1987	4	139				
Zillion	AU	5075	1987	4	139				
Zillion 2: The Tri Formation	EU	MK-5105-50	1988	4	139				
Zool	EU	27075-50	1993	6	140				

My Card

Bank Panic	EU	4082	1987	6	32				
Bank Panic	DE	41022	1987	6	32				
Bank Panic	IT	4006	1987	6	32				
F-16 Fighter	EU	4801	1987	5	53				
F-16 Fighter	DE	41005	1987	5	53				
Ghost House	EU	4002	1987	5	61				
Great Soccer	DE	41018	1986	8	66				
Hang On	EU		-	5	68				
Hang On	DE		-	5	68				
Hang On		4080	-	5	68				
My Hero	EU	4001M	-	6	87				
My Hero	DE	41004	-	6	87				
Spy vs. Spy	EU	4083	1987	6	116				
Spy vs. Spy	DE	41021	1987	6	116				
Super Tennis	EU	4007	1987	5	121				
Super Tennis	DE	41010	1987	5	121				
Teddy Boy	EU	4003	1987	6	123				
Transbot	EU	4004	1987	5	126				
Transbot	DE	41003	1987	5	126				

Telstar Double Value Games

This item only recently popped up, though some collectors could remember seeing them. Telstar released these in the latter period of the Master System's life in the UK and advertised them on television. Two variants for the Master System have been found thus far. The one, pictured here, features The Lucky Dime Caper and The New Zealand Story. The other features Speedball 2 and The Terminator. These are similar to the Australian Double Packs, but come in one large plastic case with a larger insert covering the two games.



"smtributes.co.uk"

Speedball 2	UK						114			
The Terminator							124			
The Lucky Dime Caper Starring Donald Duck	UK						80			
Castle of Illusion Starring Mickey Mouse							39			
The Lucky Dime Caper Starring Donald Duck	UK						80			
The New Zealand Story							89			

Double Pack

Here's another example of a dual-game release meant to save money and to use up old stock as the Master System's life came to an end. Several of these have already been located with different games. Two variations of this packaging have been found. One is in a standard VHS style case with a cardboard insert for both cartridges, whereas the other version is actually designed with two cartridge slots in the inside like regular boxes and also slots to hold both manuals. The latter may have been released early and scrapped to save money, leading to the former. Either way, they tend to be fairly rare and only appear in Australia.



"smtributes.co.uk"

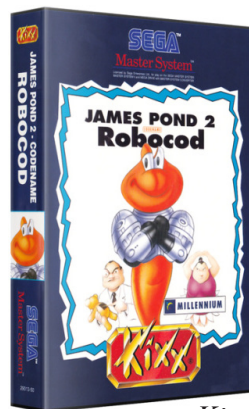
Aladdin	AU						22			
GP Rider							64			
Ayrton Senna	AU						120			
Tazmania							122			
The Jungle Book	AU						74			
Jurassic Park							74			
Lemmings	AU						78			
Trivial Pursuit							126			
The Lion King	AU						79			
G-Loc							63			
Mortal Kombat	AU						86			
Wolfchild							132			
Road Rash	AU						103			
Asterix							28			
RoboCop III	AU						104			
Golden Axe							63			
Sonic 2	AU						112			
Ayrton Senna's Super Monaco GP II							120			
Spider Man II	AU						115			
Wanted							130			

European Variants

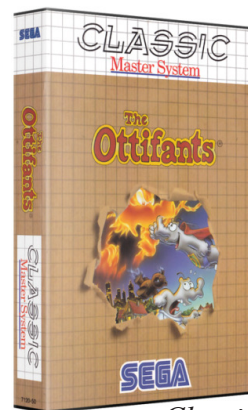
Listed here are some of the European variants. The list is far from complete. Some noteworthy variants are the rerelease covers from the Virgin, Kixx and Classic range.

The Publisher US. Gold had 5 releases under its own label called KIXX.

11 games appeared in brown Classic Packs as rereleases. Australia also had the Classic range, but these did not have a different design, only a Classic sticker on the normal shell.



Kixx



Classic

Game Title	C	Game-ID	Rel	R	Pg	C	I	B
Air Rescue (cover variant, may be a prototype)	EU	7102	-	10	22			
Asterix and the Secret Mission (Classic)	EU	9023-50	-	7	28			
Ayrton Senna's Super Monaco GP II (Classic)	EU	9011-50	-	4	120			
Batman Returns (Classic)	EU	7112-50	-	-	33			
Desert Speedtrap (Classic)	EU	7122-50	-	-	46			
Flash, The (Classic)	EU	7506-50	-	-	56			
Incredible Hulk, The (Kixx)	EU	29016-50	-	-	71			
James Pond II: Codename RoboCod (Kixx)	EU	29013-50	-	-	73			
Lucky Dime Caper, The (classic)	EU	7072-50	1993	-	80			
Lucky Dime Caper, The (limited edition)	UK		-	-	80			
Master of Darkness (classic)	EU	7107-50	-	-	82			
Ottifants, The (classic)	EU	2444-50	-	-	90			
Road Rash (Kixx)	EU	29012-50	-	-	103			
RoboCop vs. The Terminator (classic)	EU	29022-50	-	-	104			
Sonic the Hedgehog 2 (cover variation)	EU		-	10	112			
Speedball (Virgin)	EU	25013-50	1992	-	114			
Star Wars (Kixx)	EU	29014-50	-	-	116			
Wimbledon (classic)	EU	7100-50	-	-	131			
Winter Olympics (Kixx)	EU	29015-50	-	-	131			
Wonder Boy in Monster World (classic)	EU	9012-50	1993	-	132			
Xenon 2: Megablast (Virgin)	EU	27038-50	1992	-	137			

Brazilian Checklist

Brazil was one of the Master System's most successful markets. It was marketed in that country by Tec Toy, Sega's Brazilian distributor. At least five versions of the console were released between 1989 and 1995 and several games had been translated into Portuguese. The characters in these games had also been modified so that they appealed to Brazilian mainstream audiences (for example, Wonder Boy in Monster Land featured Mônica, the main character from a popular children's comic book in Brazil, created by Maurício de Sousa). Brazil also produced many original games, like Sítio do Pica Pau Amarelo (based on Monteiro Lobato workmanship), Castelo Rá-Tim-Bum (from the TV Cultura series) and TV Colosso (from the Rede Globo series).

"sonicfamily.wikia.com"

Note: Game title may differ from the original release. Names present here are the US titles.

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
Ace of Aces		-	-	21				
Action Fighter	023010	-	2	21				
Aerial Assault		-	7	21				
After Burner		-	1	22				
Air Rescue	024030	-	4	22				
Aladdin	028420	1994	1	22				
Alex Kidd in Miracle World		-	2	23				
Alex Kidd in Shinobi World		-	4	23				
Alex Kidd: High-Tech World	023020	1989	3	23				
Alex Kidd: The Lost Stars		-	5	24				
Alien 3		-	5	24				
Alien Storm		-	8	25				
Alien Syndrome		-	5	25				
Altered Beast	025020	-	3	25				
American Baseball		-	4	26				
American Pro Football		-	8	26				
Andre Agassi Tennis	025420	-	2	26				
Ariel The Little Mermaid	026350	1996	9	27				
As Aventuras da TV Colosso	028650	1996	7	127				
Assault City		-	-	27				
Astro Warrior		-	-	29				
Asterix		1992	2	28				
Asterix and the Great Rescue	028490	-	5	28				
Asterix and the Secret Mission	028280	1993	8	28				
Ayrton Senna's Super Monaco GP II		-	1	120				
Aztec Adventure		-	2	29				
Back to the Future II		1990	2	31				
Baku Baku	025470	1996	4	31				
Bank Panic		1989	-	32				
Basketball Nightmare	024080	-	5	33				
Batman Returns	027050	1993	6	33				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
Battle Out Run		1991	7	34				
Battlemaniacs	027370	1996	7	33				
Black Belt		-	1	34				
Blade Eagle 3-D		-	2	34				
Bonanza Bros.		1991	5	35				
Bonkers Wax Up!	028600	1995	6	35				
Bubble Bobble		-	7	36				
Buggy Run	028340	-	8	36				
California Games		-	2	38				
California Games II	025190	-	4	38				
Captain Silver		-	7	38				
Castelo Rá-Tim-Bum	028720	1997	6	39				
Castle of Illusion (starring Mickey Mouse)	026010	1991	4	39				
Champions of Europe	025430	1992	6	40				
Chapolim X Dracula: Em Duelo Assastador	023430	1993	4	40				
Cheese Cat-Astrophe (starring Speedy Gonzales)	028550	1995	4	41				
Choplifter		-	3	41				
Chuck Rock	028040	1992	2	41				
Chuck Rock II: Son of Chuck	028440	-	4	42				
Cloud Master		-	3	42				
Columns		-	3	42				
Cyber Shinobi, The		1992	4	44				
Cyborg Hunter		-	8	44				
Daffy Duck in Hollywood	077110	-	5	45				
Danan: The Jungle Fighter		-	4	45				
Dead Angle		-	3	45				
Deep Duck Trouble (starring Donald Duck)	028230	-	7	46				
Desert Speedtrap	027250	1993	3	46				
Dick Tracy	025100	-	5	47				
Double Dragon		-	3	47				
Dr. Robotnik's Mean Bean Machine	025360	-	6	48				
Dragon Crystal	023440	-	7	48				
Dynamite Duke		-	6	49				
Dynamite Dux		-	4	49				
Dynamite Headdy	028570	1994	8	49				
Earthworm Jim	028690	1997	7	51				
Ecco the Dolphin	028270	-	6	51				
Ecco: The Tides of Time	028630	1996	9	51				
Enduro Racer		-	2	52				
E-SWAT	026030	-	3	52				
F1	026330	1993	5	57				
F-16 Fighter		-	2	53				
Fantasy Zone		-	3	53				
Fantasy Zone II		-	4	54				
Fantasy Zone: The Maze		-	4	54				
Férias Frustradas Do Pica Pau	028660	1996	5	54				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
FIFA International Soccer	028670	1996	2	55				
Fire & Ice	027360	1995	8	55				
Flash, The		-	4	56				
Flintstones, The		-	2	56				
Forgotten Worlds		1991	2	56				
Gain Ground		-	5	58				
Galaxy Force		-		58				
Game Box Serie Corridas	028390	-	5	59				
Game Box Serie Esportes	028560	1996	4	59				
Game Box Serie Esportes Radicais	023480	1996	4	59				
Game Box Serie Lutas	028380	-	5	60				
Gangster Town	023120	-	1	58				
Gauntlet		-	3	60				
George Foreman's KO Boxing	026180	1992	5	60				
Geraldinho	021080	1995	6	61				
Ghost House		-	2	61				
Ghostbusters		-	3	61				
Ghouls 'n Ghosts	025170	1991	2	62				
Global Defense		-	6	62				
Global Gladiators	027090	1993	1	62				
G-LOC: Air Battle		-	1	63				
Golden Axe	028060	-	2	63				
Golden Axe Warrior		-	3	63				
Golfmania		-	4	64				
Golvellius: Valley of Doom		-	3	64				
GP Rider	028200	-	3	64				
Great Basketball		-	-	65				
Great Football		-	-	65				
Great Volleyball	023170	-	-	67				
Hang On		-	-	68				
Heavyweight Champ	024180	1992	-	69				
Heroes of the Lance	028070	-	-	69				
Impossible Mission	023180	-	-	71				
Incredible Crash Dummies, the	026210	-	-	43				
Incredible Hulk, The	028500	-	-	71				
Indiana Jones and the Last Crusade	027070	1992	-	71				
James Bond 007: The Duel	027230	-	-	73				
James Pond II: Codename RoboCod	028580	1996	-	73				
Joe Montana Football		-	-	73				
Jungle Book, The	027330	-	-	74				
Jurassic Park	028330	-	-	74				
Kenseiden		-	-	75				
Krusty's Fun House	026280	-	-	76				
Kung Fu Kid	023200	-	-	76				
Land of Illusion (starring Mickey Mouse)	028100	1994	-	77				
Laser Ghost		-	-	77				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
Legend of Illusion	028750	1998	5	77				
Lemmings	025200	1992	-	78				
Line of Fire		-	-	79				
Lion King, The	028450	1994	-	79				
Lord of the Sword		-	-	79				
Lucky Dime Caper, The (starring Donald Duck)	026130	-	-	80				
Marksman Shooting / Trap Shooting		-	-	81				
Master of Darkness	025110	-	-	82				
Masters of Combat	027340	-	-	82				
Maze Hunter 3-D		-	-	83				
Mercs		-	-	83				
Michael Jackson's Moonwalker	026070	1991	-	86				
Mickey's Ultimate Challenge	028700	1998	9	83				
Miracle Warriors: Seal of The Dark Lord		-	-	84				
Missile Defense 3-D	023230	-	-	84				
Mônica no Castelo do Dragao		1991	6	85				
Mortal Kombat	047030	1994	-	86				
Mortal Kombat 3	050010	1995	4	87				
Mortal Kombat II	028530	1994	-	86				
Ms. Pac-Man		-	-	87				
My Hero	021030	-	-	87				
Ninja Gaiden		-	-	89				
Ninja, The	023350	-	-	89				
Olympic Gold	027100	1992	-	90				
Operation Wolf		-	-	90				
Ottifants, The	025450	-	-	90				
Out Run	024240	-	-	91				
Out Run 3-D		-	-	91				
Out Run Europa		1991	-	91				
Paperboy		1990	-	93				
Phantasy Star	029010	1991	-	94				
Pit Fighter	028250	-	-	95				
Populous	025040	-	-	95				
Poseidon Wars 3-D		-	-	95				
Power Strike		-	-	96				
Power Strike II		-	-	96				
Predator 2	027110	1992	-	96				
Prince of Persia	027270	1992	-	97				
Pro Wrestling		-	-	97				
Psychic World		-	-	97				
Psycho Fox		-	-	98				
Putt & Putter		-	-	98				
Quest for the Shaven Yak (starring Ren Hoëk & Stimpy)	028540	1993	7	102				
R.C. Grand Prix		1991	-	102				
Rainbow Islands	026360	-	-	100				
Rambo First Blood: Part II		-	-	100				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
Rambo III		-	-	100				
Rampage		-	-	101				
Rastan		-	-	101				
Renegade	025300	-	-	103				
Rescue Mission		-	-	103				
Road Rash	028410	-	-	103				
Robocop 3	027350	1996	-	104				
RoboCop vs. The Terminator	028520	-	-	104				
Rocky		-	-	104				
R-Type		-	-	105				
Running Battle		-	-	105				
Sagaia		1992	-	106				
Sapo Xulé vs Os Invasores do Brejo	026340	1995	-	107				
Sapo Xulé: S.O.S. Lagoa Poluida	023510	1996	-	106				
Sapo Xulé O Mestre do Kung Fu	023500	1995	-	106				
Schtroumpfs, Les	027380	1996	-	78				
Scramble Spirits		-	-	107				
Sega Chess		-	-	108				
Sega World Tournament Golf	024420	-	-	135				
Shadow Dancer: The Secret of Shinobi		1991	-	108				
Shadow of the Beast	025270	1992	-	109				
Shinobi	026090	-	-	109				
Simpsons, The: Bart vs. the Space Mutants		1992	6	32				
Simpsons, The: Bart vs. The World	027210	1993	6	32				
Sítio do Picapau Amarelo	028710	1998	5	110				
Slap Shot	024430	-	-	110				
Sonic Spinball	030030	1997	5	111				
Sonic the Hedgehog		-	-	111				
Sonic the Hedgehog 2	028120	1992	-	112				
Sonic the Hedgehog Chaos	028320	1993	-	112				
Space Harrier		-	-	113				
Space Harrier 3-D		-	-	113				
SpellCaster		-	-	114				
Spider-Man	025290	1992	-	115				
Spider-Man: Return of the Sinister Six	026290	1993	-	115				
Spy vs. Spy	023320	-	-	116				
Star Wars	028260	-	-	116				
Street Fighter II'	030010	1997	5	116				
Streets of Rage	028190	-	-	117				
Streets of Rage II	028300	1995	-	117				
Strider		1991	-	117				
Strider II	026250	-	-	118				
Submarine Attack		1992	5	118				
Summer Games		1994	-	118				
Super Kick Off	026110	-	2	119				
Super Monaco GP	025310	-	-	120				

Game Title	Game-ID	Rel	R	Pg	C	I	B	S
Superman: The Man of Steel	027190	1993	-	119				
Taz in Escape From Mars	028620	1997	7	122				
Taz-Mania	027150	-	-	122				
Teddy Boy	021060	-	-	123				
Tennis Ace		-	-	123				
Terminator, The	027320	-	-	124				
Thunder Blade		-	-	125				
Time Soldiers		-	-	125				
Tom and Jerry: The Movie	026150	1992	-	125				
Transbot	021050	1992	-	126				
Turma da Monica em: O Resgate	026260	1993	3	126				
Ultima IV		-	-	128				
Ultimate Soccer	024440	-	-	128				
Vigilante	026160	-	-	129				
Virtua Fighter Animation	030020	1997	-	129				
Wanted		-	-	130				
Where in the World is Carmen Sandiego?	023450	1994	-	130				
Wimbledon	024390	-	-	131				
Winter Olympics	028350	-	-	131				
Wolfchild	027300	1993	-	132				
Wonder Boy		-	-	132				
World Class Leader Board		-	-	133				
World Cup Italia '90	023340	-	-	134				
World Cup USA '94	028430	1994	-	134				
World Games		-	-	134				
World Grand Prix		-	-	135				
World Soccer		-	-	135				
WWF WrestleMania: Steel Cage Challenge	026270	1993	-	136				
X-Men - Mojo World	028740	1996	-	137				
Y's: The Vanished Omens		-	-	138				
Zaxxon 3-D		-	-	139				
Zillion		-	-	139				
Zillion 2: The Tri Formation		-	-	139				
20 em 1		-	-	20				

Variants

Game Title	Variant Description	Game-ID	Rel	R	Pg	C	I	B	S
Altered Beast	blue box	025.020	-	-	25				
Gangster Town	blue box		-	5	58				
Ghouls 'n Ghosts	blue box		-	5	62				
Indiana Jones Last Crusade	blue box	027.070	-	-	71				
Phantasy Star	blue box	029.010	-	-	94				
Sapo Xulé vs Os Invasores	“Stink Inside!” sticker		-	-	107				
Super Tennis	box w/ alternate box folding		-	-	121				

Japanese Checklist

by Tears of OmarCornut@smspower.org

The Japanese Sega Master System included a Yamaha YM2413 FM synthesis chip along with the standard PSG sound. Many games, some of which were never even released in Japan, contain extra FM sound and music. Sega Master System was introduced in Japan with Out Run (G-1326), the first game supporting FM. Earlier games only have the “Mark III” mention, while later games have both “Mark III” and “Master System” mentions.

The Japanese system is backwards compatible with earlier SG-1000 titles. As well as the standard cartridge slot, it has a built-in slot for “Sega Cards”, which are physically identical to the cards for the Sega SG-1000 “Card Catcher” add-on.

Sega Master System game cartridges released outside Japan have a different shape and pin configuration to the Japanese Master System/Mark III cartridges. This may be seen as a form of regional lockout.

Neither the Japanese Mark III nor the Sega Master System were commercially successful, due to strong competition from the Nintendo Famicom, which held the 95% of the market share there.

The last licensed release in Japan was Bomber Raid, released by Sega in 1989.

Note: Games listed with a “(!)” means it is not the same game, but a variation of said game.

Game Title	English Title	Game-ID	Rel	R	Pg	C	I	B	S
The Castle	-	G-1046	1986	9	-				
Fantasy Zone	Fantasy Zone	G-1301	1986	4	53				
Gokuaku Doumei Dump M.	Pro Wrestling	G-1302	1986	-	97				
Hokuto no Ken	Black Belt (!)	G-1303	1986	7	34				
The Circuit	World Grand Prix	G-1304	1986	-	135				
Action Fighter	Action Fighter	G-1305	1986	-	21				
Alex Kidd Miracle World	Alex Kidd in Miracle World	G-1306	1986	5	23				
Ashura	Rambo - First Blood Part II	G-1307	1986	-	100				
The Ninja	The Ninja	G-1308	1986	-	89				
High School! Kimengumi	-	G-1309	1986	-	143				
Space Harrier	Space Harrier	G-1310	1986	-	113				
Astro Warrior	Astro Warrior	G-1312	1986	3	29				
Great Golf	-	G-1313	1986	-	143				
Double Target	Quartet	G-1314	1987	-	99				
Loretta no Shouzou	-	G-1315	1987	9	144				
Super Wonder Boy	Wonder Boy	G-1316	1987	-	132				
Great Volleyball	Great Volleyball	G-1317	1987	-	67				
Sukeban Deka II	-	G-1318	1987	-	147				
Rocky	Rocky	G-1319	1987	-	104				
Great Basketball	Great Basketball	G-1320	1987	-	65				
Great Football	Great Football	G-1321	1987	-	65				
Enduro Racer	Enduro Racer (!)	G-1322	1987	5	52				
Pro Yakyuu Pennant Race	-	G-1323	1987	-	145				

Game Title	English Title	Game-ID	Rel	R	Pg	C	I	B	S
Makai Retsuden	Kung Fu Kid	G-1324	1987	-	76				
Akai Koudan Zillion	Zillion	G-1325	1987	-	139				
Out Run	Out Run	G-1326	1987	-	91				
World Soccer	World Soccer	G-1327	1987	-	135				
Anmitsu Hime	Alex Kidd: High-Tech (!)	G-1328	1987	5	141				
Fantasy Zone II	Fantasy Zone II	G-1329	1987	5	54				
BMX Trial - Alex Kidd	-	G-1330	1987	8	141				
Haja no Fuuin	Miracle Warriors	G-1331	1987	-	84				
Masters Golf	Great Golf	G-1332	1987	-	66				
Doki Doki Penguin Land	Penguin Land	G-1334	1987	-	94				
Nazca '88	Aztec Adventure	G-1335	1987	3	29				
Zaxxon 3D	Zaxxon 3-D	G-1336	1987	-	139				
Mahjong Sengoku Jidai	-	G-1337	1987	-	148				
SDI	Global Defense	G-1338	1987	4	62				
Alien Syndrome	Alien Syndrome	G-1339	1987	5	25				
After Burner	After Burner	G-1340	1987	-	22				
Phantasy Star	Phantasy Star	G-1341	1987	-	94				
Family Games	Parlour Games	G-1342	1987	-	93				
Opa Opa	Fantasy Zone: The Maze	G-1343	1987	5	54				
Tri Formation	Zillion II: Tri Formation	G-1344	1987	-	139				
Maze Walker	Maze Hunter 3-D	G-1345	1988	-	83				
S. Wonder Boy Monster W.	Wonder Boy Monster Land	G-1346	1988	-	132				
Alex Kidd: The Lost Stars	Alex Kidd: The Lost Stars	G-1347	1988	6	24				
Galactic Protector	-	G-1348	1988	6	142				
Space Harrier 3D	Space Harrier 3-D	G-1349	1988	-	113				
Blade Eagle	Blade Eagle 3-D	G-1351	1988	3	34				
Aleste	Power Strike	G-1352	1988	-	96				
Shinobi	Shinobi	G-1353	1988	-	109				
Hoshi Wo Sagashite...	-	G-1354	1988	-	144				
Tensai Bakabon	-	G-1355	1988	-	147				
Captain Silver	Captain Silver	G-1356	1988	4	38				
Super Racing	-	G-1357	1988	7	147				
Kenseiden	Kenseiden	G-1358	1988	-	75				
Megumi Rescue	-	G-1359	1988	-	144				
Thunder Blade	Thunder Blade	G-1360	1988	-	125				
Lord of Sword	Lord of The Sword	G-1361	1988	-	79				
Final Bubble Bobble	Bubble Bobble	G-1362	1988	-	36				
Maou Golvellius	Golvellius - Valley of Doom	G-1363	1988	5	64				
R-Type	R-Type	G-1364	1988	-	105				
Sports Pad Soccer	-	G-1365	1988	-	146				
Kujakuou	SpellCaster	G-1366	1988	-	114				
Nekkyuu Koushien	-	G-1367	1988	-	145				
Double Dragon	Double Dragon	G-1369	1988	-	47				
Ys	Y's: The Vanished Omens	G-1370	1988	-	138				
Chouon Senshi Borgman	Cyborg Hunter	G-1371	1988	8	44				
Bomber Raid	Bomber Raid	G-1373	1989	9	35				

Silver Cartridges

Argos no juujiken	-	S-001	1988	5	142				
Solomon no Kagi	-	S-002	1988	-	146				

Special Cartridges

Great Ice Hockey	Great Ice Hockey	-	1987	10	66				
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My Cards

Teddy Boy Blues	Teddy Boy	C-501	1985	-	132				
Hang On	Hang On	C-502	1985	-	68				
Astro Flash	TransBot	C-503	1985	-	126				
Great Soccer	Great Soccer	C-504	1985	-	66				
Great Baseball	-	C-505	1985	9	143				
Satellite 7	-	C-506	1985	-	146				
Fushigi no Oshiro Pit Pot	Astro Warrior / Pit Pot	C-507	1985	-	29				
F-16 Fighting Falcon	F-16 Fighter	C-508	1985	4	53				
Seishun Scandal	My Hero	C-510	1986	-	87				
Comical Machine Gun Joe	-	C-511	1986	9	142				
Ghost House	Ghost House	C-512	1986	8	61				
Spy vs Spy	Spy vs Spy	C-514	1986	-	116				
Great Tennis / Super Tennis	Super Tennis	C-515	1985	-	121				
Woody Pop	-	C-519	1987	-	148				

Screen shots from Atari ST version.



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Asian Checklist

This list contains games released in Asian countries, mostly South Korea. Games listed here are both unlicensed and licensed games. The list must be by far incomplete. The rarity is also left blank as I found no information on the rarity on unlicensed games.

Country Code

KR South Kore
TW Taiwan
HK Hong Kong

I used for help segaretro.org in making this list.

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Action Fighter	KR	GB-1305	-		21				
Action Fighter	TW	G-1305	-		21				
Air Rescue	KR	GB2018JG	-		22				
Alex Kidd in Miracle World	KR	GB-1306-KS	-		23				
Alex Kidd in Miracle World	TW	G-1306	1987		23				
Alex Kidd: The Lost Stars	KR	GB-2347	-		24				
Ali Baba and 40 Thieves	KR		1989		149				
Alien Storm		GB-2008	-		25				
Alien Syndrome	KR	GB-2339	-		25				
Astro Warrior	KR	GB-1312	-		29				
Ayrton Senna's Super Monaco GP II	KR		-		120				
Black Belt	KR	GB-1005	-		34				
Black Belt	TW	G-1303	-		34				
Blade Eagle	KR	GB-1351	-		34				
Block Hole	KR		1990		150				
Bomber Raid	KR	GB-2373	-		35				
Bonanza Bros.	KR	GB2007JG	-		35				
Bubble Bobble	KR	GB-2362	-		36				
California Games II	KR	GB93006JG	-		38				
Captain Silver	KR	GB-2356	-		38				
Castle of Illusion Starring Mickey Mouse	KR	GB2003JG	-		39				
Columns	KR	GB-1001	-		42				
Comic Bakery	KR		-		150				
Comical Machine Gun Joe	TW	K-317	-		142				
Cyborg Z	KR		1991		151				
Dallyeora Pigu-Wang	KR		1995		151				
The Dinosaur Dooley	KR		1991		151				
Disney's Aladdin	KR	GB94001JG	-		22				
Double Dragon	KR	GB-1369	-		47				
Dr. Hello	KR		1991		152				
Drol	KR		-		152				
Eagles 5	KR		1990		152				
Enduro Racer	KR	GB-2322	-		52				
F-1 Spirit: The Way to Formula-1	KR		1987		153				
F-16 Fighter	KR	G-29	-		53				
F-16 Fighter	TW	K-313	-		53				
FA Tetris	KR		1990		153				
Fantasy Zone	KR	GB-1301	-		53				

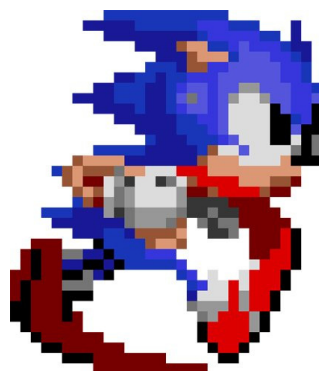
Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
Fantasy Zone	TW	G-1301	-		53				
Fantasy Zone II: The Tears of Opa-Opa	KR	GB-2329	-		54				
Fantasy Zone: The Maze	KR	GB-1343	-		54				
Flash Point	KR		-		154				
Flicky	KR	SG50C	-		154				
Forgotten Worlds	KR	GB2005JG	-		56				
G-LOC: Air Battle	KR	GB2009JG	-		63				
Gaegujangi Kkachi	KR	GB-4001	1993		154				
Galaxian	KR		-		155				
Game Box Série Corridas	KR	GB95002JG	1995		59				
Game Box Série Lutas	KR	GB95001JG	1995		60				
Gangcheol RoboCop	KR	SI-3131G	1992		155				
Ghost House	KR		-		61				
Ghost House	TW	K-319	-		61				
Ghostbusters	KR	GB1024JG	-		61				
Ghouls'n Ghosts	KR	GB-2006	-		62				
Golden Axe	KR		-		63				
The Goonies	KR	G-65	-		155				
Great Baseball	KR	GB-1400	-		65				
Great Baseball	TW	K-309	-		65				
Great Golf	KR	GB-1313	-		66				
Great Golf	TW	G-1313	-		66				
Great Ice Hockey	HK	5062	-		66				
Great Soccer	TW	K-307	-		66				
Great Volleyball	KR	GB-1006	-		67				
Gun.Smoke	KR		1990		156				
Hang-On	TW	K-303	-		68				
Hang-On / Safari Hunt	KR	GB1015KS	-		68				
High School! Kimengumi	TW	G-1309	-		143				
Hong Kil Dong	KR		1991		156				
Jang Pung 3	KR	SI-0104G	1994		157				
Jang Pung II	KR	SI-0103G	1993		157				
Janggun-ui Adeul	KR		1992		157				
Kenseiden	KR	GB-2358	-		75				
King & Balloon	KR		-		158				
Kung Fu Kid	KR	GB-1324	-		76				
Land of Illusion Starring Mickey Mouse	KR	GB4031JG	-		77				
Lemmings	KR	GB2032JG	-		78				
Line of Fire	KR	GB-4011	-		79				
Magical Tree	KR	SG71C	-		158				
Mahjong Sengoku Jidai	HK	5083	-		148				
Maze Hunter 3D	KR		-		83				
Michael Jackson's Moonwalker	KR	GB2004JG	-		86				
The Micro Xevious	KR		1990		158				
Monaco GP	KR		-		159				
Mopiranger	KR		-		159				

Game Title	C	Game-ID	Rel	R	Pg	C	I	B	S
My Hero	KR	G-37	-		87				
My Hero	TW	K-315	-		87				
Nemesis	KR		1987		159				
Nemesis 2	KR		1987		160				
New Boggle Boggle 2	KR		1989		160				
Ninja Gaiden	KR	GB2019JG	-		89				
The Ninja	KR		-		89				
The Ninja	TW	G-1308	-		89				
Olympic Gold	KR		-		90				
OutRun	KR	GB-2326	-		91				
Parlour Games	KR	GB-1342	-		93				
Penguin Adventure	KR		-		160				
Penguin Land	KR	GB-1334	-		94				
Phantasy Star	KR	GB4014KS	-		94				
Pit Pot	TW	K-311	-		145				
Power Strike	KR	GB-1004	-		96				
Pro Wrestling	TW	G-1302	1987		97				
Pro Yagu	KR	S-84	-		161				
Psycho Fox	KR		-		98				
Putt & Putter	KR	GB1017JG	-		98				
Puznic	KR		1990		161				
Quartet	KR	GB-1314	-		99				
Quartet	TW	G-1314	-		99				
R-Type	KR	GB-4364	-		105				
Rambo III	KR	GB-7015	-		100				
Rocky	KR	GB-2319	-		104				
Sangokushi 3	KR		1994		162				
SDI: Strategic Defense Initiative	KR	GB-1338	-		62				
Secret Command / Rambo: First Blood II	KR	GB-1401	-		100				
Secret Command / Rambo: First Blood II	TW	G-1307	-		107				
Sega World Tournament Golf	KR	GB2038JG	-		135				
Sega-Galaga	KR	SG1C	-		162				
Shadow Dancer	KR	GB4010JG	-		108				
Shinnyuushain Tooru-Kun	KR		-		162				
Shinobi	KR	GB-2353	-		109				
Sky Jaguar	KR		-		163				
Sonic the Hedgehog	KR	GB-2012	-		111				
Sonic the Hedgehog 2	KR	GB4030JG	-		112				
Space Harrier	KR	GB-2310	-		113				
Space Harrier	TW	G-1310	-		113				
Special Criminal Investigation	KR		-		113				
Spy vs Spy	KR	S-15	-		116				
Spy vs Spy	TW	K-321	-		116				
Street Master	KR		1992		163				
Streets of Rage	KR		-		117				
Streets of Rage 2	KR		-		117				

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Strider	KR	GB4028JG	-		117				
Super Bioman I	KR		1992		163				
Super Boy 3	KR		1991		164				
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Super Boy II	KR		1989		164				
Super Drink	KR	S-80	-		165				
Super Racing	KR	GB-2357	-		147				
Super Tetris	KR		-		165				
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Taz-Mania	KR		-		122				
Teddy Boy Blues	KR	SG43C	-		123				
Teddy Boy Blues	TW	K-301	-		123				
The Three Dragon Story	KR		1989		166				
Thunder Blade	KR	GB-2360	-		125				
Toto World 3	KR	DS-G301	1993		166				
TransBot	TW	K-305	-		126				
Wimbledon II	KR		-		131				
Wonder Boy	KR	GB-1316	-		132				
Wonder Boy III: The Dragon's Trap	KR		-		133				
Wonder Boy in Monster Land	KR		-		132				
Wonder Boy in Monster World	KR	GM8017JG	-		133				
Wonsiin	KR		1991		-				
World Grand Prix	KR	GB-1304	-		135				
World Grand Prix	TW	G-1304	-		135				
World Soccer	KR	GB-1327	-		135				
Zaxxon 3D	KR	GB-1336	-		139				
Zillion II: The Tri Formation	KR	GB-1344	-		139				

My Cards

Champion Pro Wrestling	KR		-		150				
Gulkave	KR		-		156				
My Hero	KR	SG37C	-		87				
Road Fighter	KR	SG66C	-		161				



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