

ATARI®

COLLECTION 1



EVERCADE

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ABOUT ATARI

Atari, Inc., founded in Sunnyvale, California in 1972 by Nolan Bushnell and Ted Dabney. The company was a pioneer in arcade games, home video game consoles, and home computers. In 1977 Atari launched the legendary Atari 2600.

This was the first mass market home console and sold over 30 million units. Atari played a major role in shaping the electronic entertainment industry in the 1970s to the mid 1980s.

"Everyone who's ever taken a shower has an idea. It's the person who gets out of the shower, dries off and does something about it who makes a difference." – Nolan Bushnell

CENTIPEDE®



ABOUT THE GAME:

Released in June 1981, this vertical shooter hails from the arcades and is considered a cornerstone title of the golden age of early video games. Created by Ed Logg and pioneering female gaming programmer Dona Bailey, Centipede is a fantastical shooter that has addictive design and requires real skill to win.

205

CONTROLS DIAGRAM:



VERSION RELEASED: 2600 / 1982

DEVELOPER: Atari

PUBLISHER: Atari

ORIGINAL DESIGNER:

Dona Bailey, Ed Logg

GENRE: Fixed Shooter

NINJA GOLF



“Attention
ninja masters,
it’s tee off
time!”

SCORE
340

HEALTH

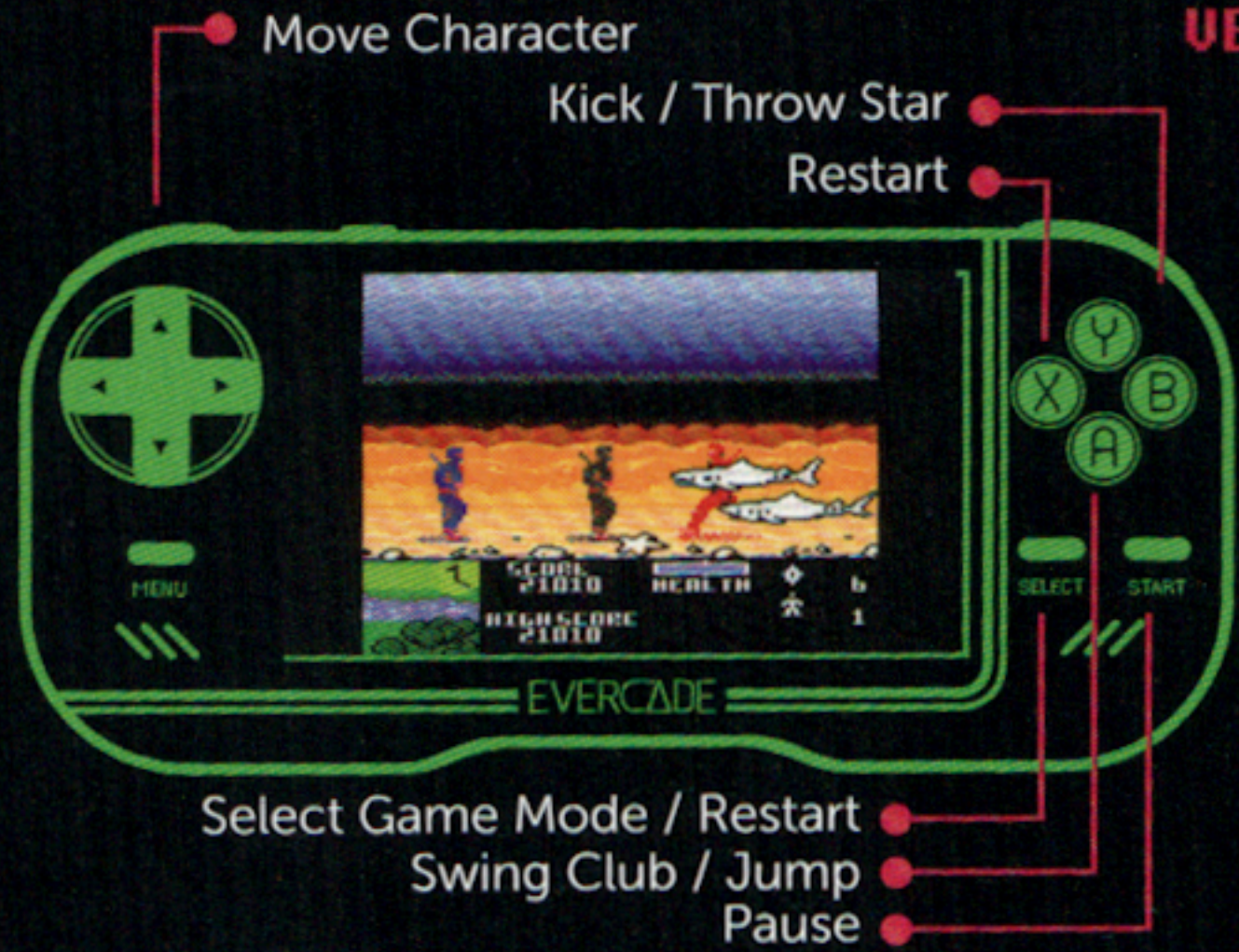


HIGH SCORE
1000

ABOUT THE GAME:

Probably one of the more unique games for Atari’s 7800, Ninja Golf combines two of the world’s most beloved things - ninjas and golf - into one belovedly bizarre package. The basics begin with golf but incorporate typical ninja activities such as dispatching with enemies on the way to your golf ball’s location. One of the more unique games to ever hit the 7800 but also a bit of a cult classic this many years later.

CONTROLS DIAGRAM:



VERSION RELEASED: 7800 / 1990

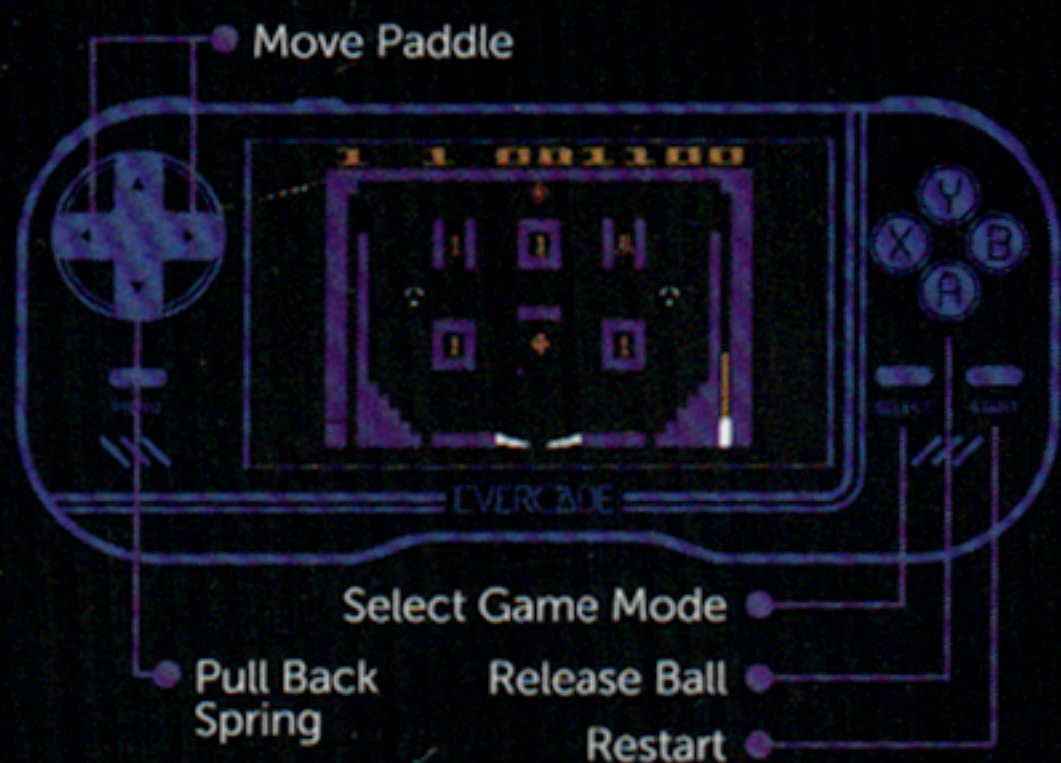
DEVELOPER: BlueSky Software

PUBLISHER: Atari

GENRE: Beat 'Em Up

VIDEO PINBALL™

CONTROLS DIAGRAM:

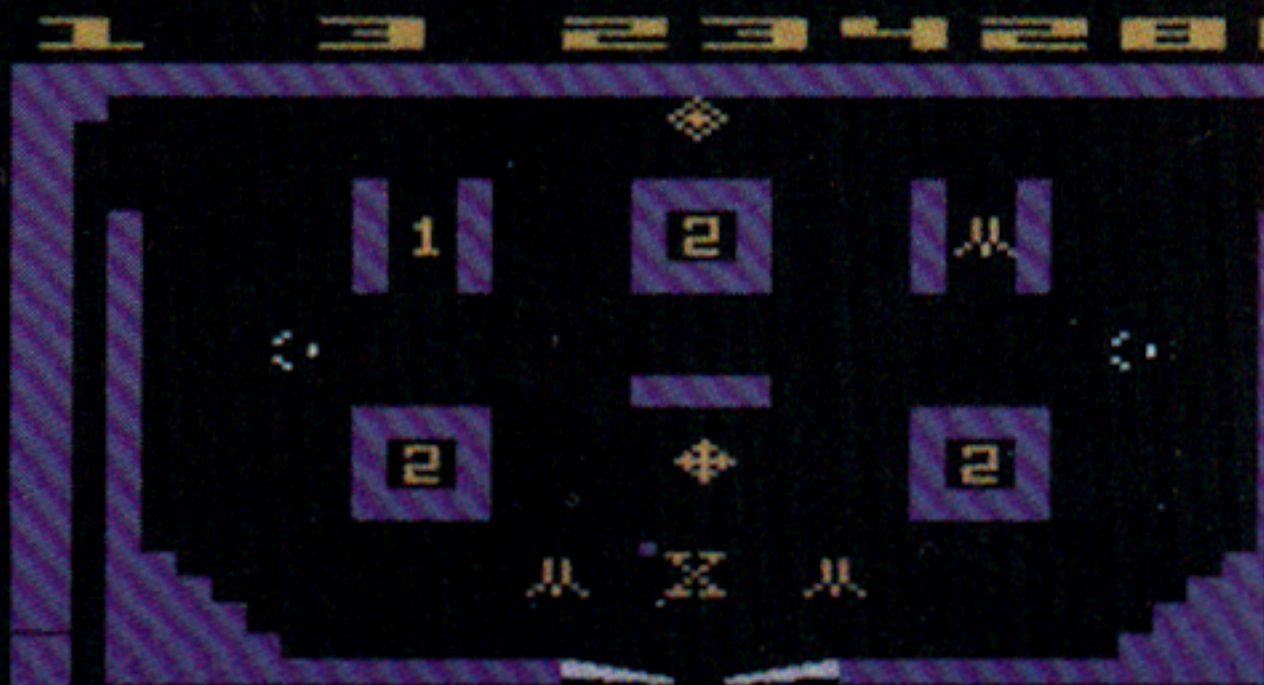


VERSION RELEASED: 2600/1980

DEVELOPER: Atari

PUBLISHER: Atari

GENRE: Pinball



ABOUT THE GAME:

Video Pinball is a platform more than anything with pinball at the center of the action. There are score counters, points, and all of the trappings of a physical pinball cabinet albeit in digital format.



1000



AQUAVENTURE

CONTROLS DIAGRAM:



ABOUT THE GAME:

A deep-diving adventure in which you guide a diver as he goes into a deep sea cave that has a treasure at its bottom. Aquaventure was an Atari prototype that was unreleased until 2005.

VERSION RELEASED: 2600 / 2005

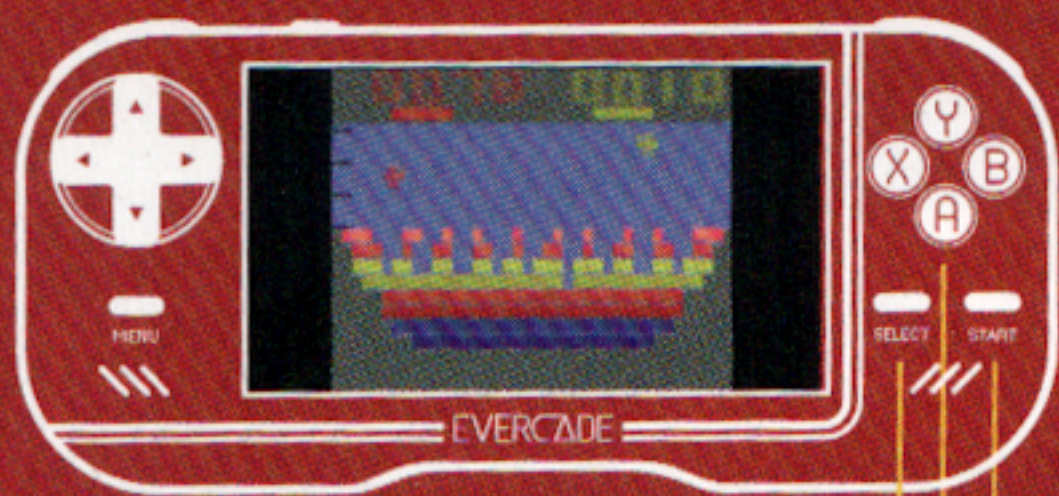
DEVELOPER: Atari

PUBLISHER: Atari

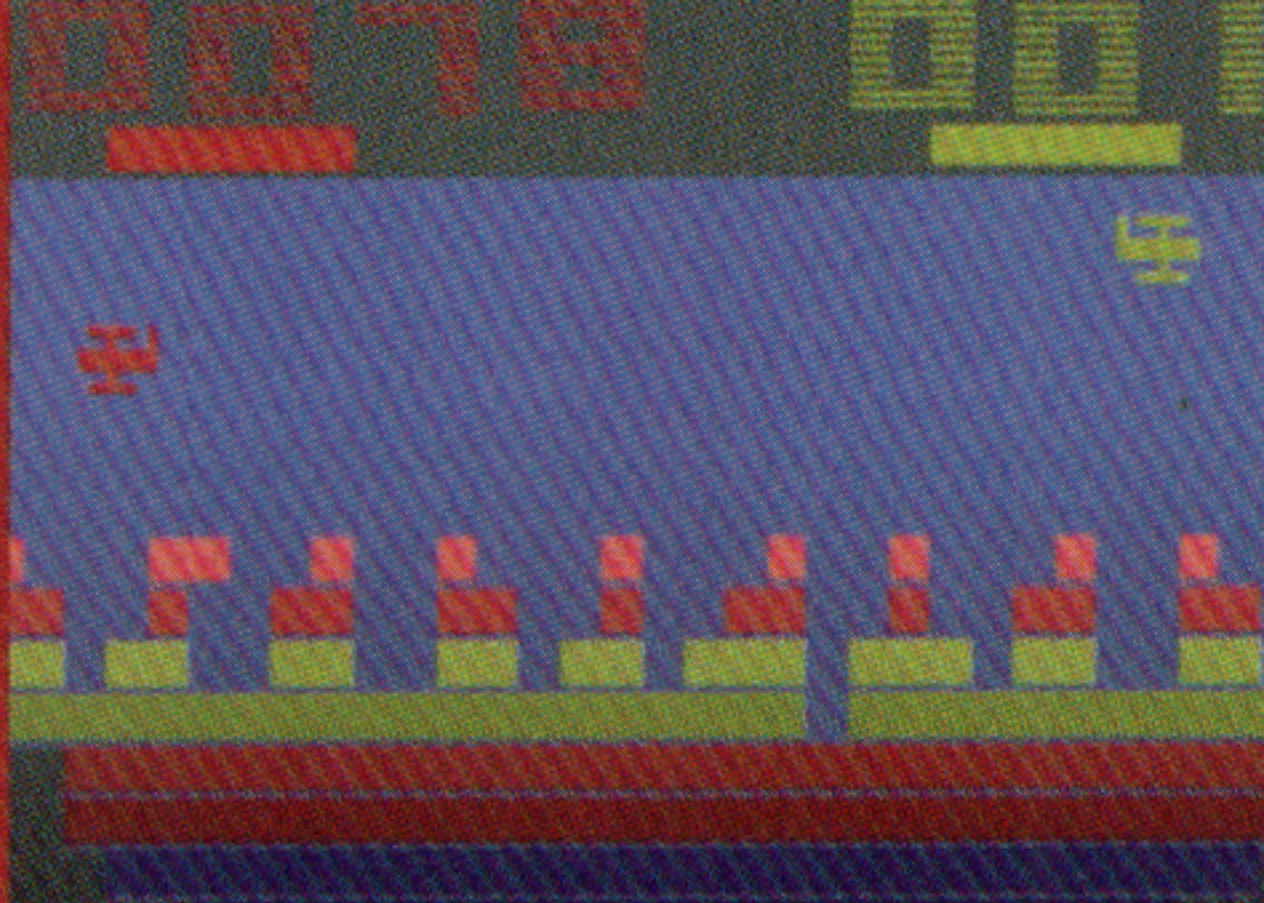
GENRE: Action-Adventure

CANYON BOMBER®

CONTROLS DIAGRAM:



- Select Game Mode ●
- Fire ●
- Restart ●



VERSION RELEASED: 2600 / 1978

DEVELOPER: Atari

PUBLISHER: Atari

ORIGINAL DESIGNER: Howard Delman

GENRE: Action

ABOUT THE GAME:

You and another player can fly a biplane or a blimp over rocky canyons below with the opportunity to level them with single bomb drop on each passing. A game of strategy and timing, Canyon Bomber is a game that forces you to think a couple of moves ahead and punishes you severely for not doing so.



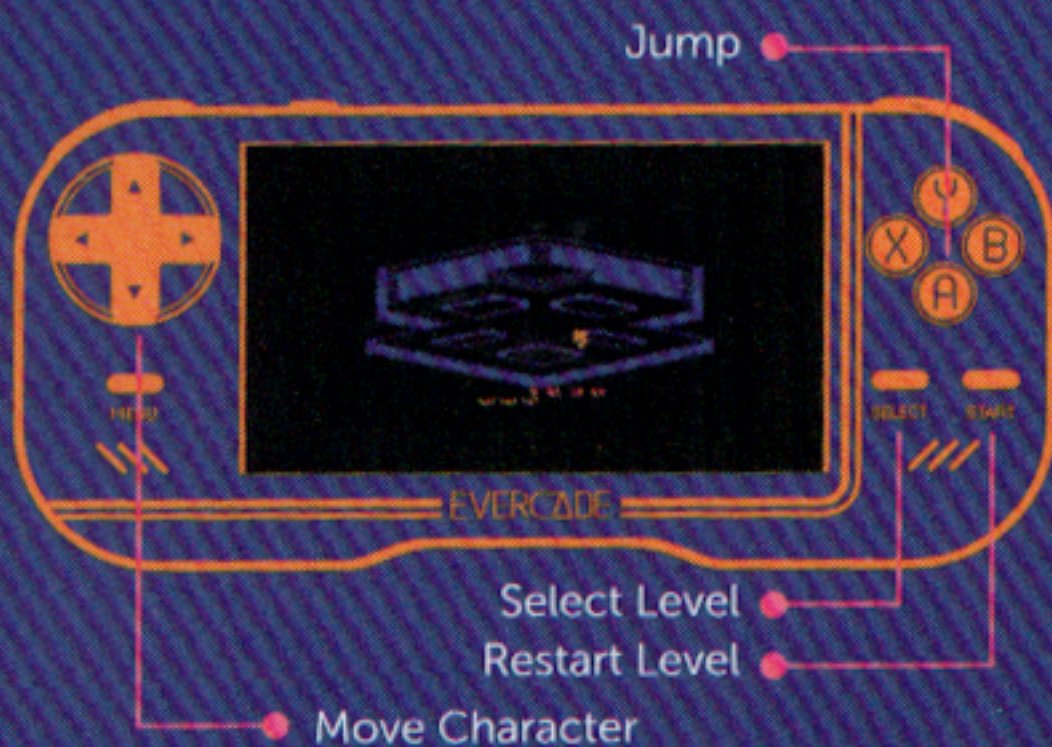
ABOUT THE GAME:

Players control Bentley Bear in one of the first games ever to have an ending. Crystal Castles consists of 9 levels with four castles within each level that challenge our hero to collect all of the gems within an isometric stage before moving on to the next one. The game featured warps, tricks, an ending, and even a largely passive gameplay style. Bentley Bear can jump over enemies or use in-stage obstacles to avoid them.



CRYSTAL CASTLES®

CONTROLS DIAGRAM:



VERSION RELEASED: 2600 / 1984

DEVELOPER: Atari

PUBLISHER: Atari

GENRE: Maze

ALIEN BRIGADE

VERSION RELEASED: 7800 / 1990

DEVELOPER: Ken Grant

PUBLISHER: Atari

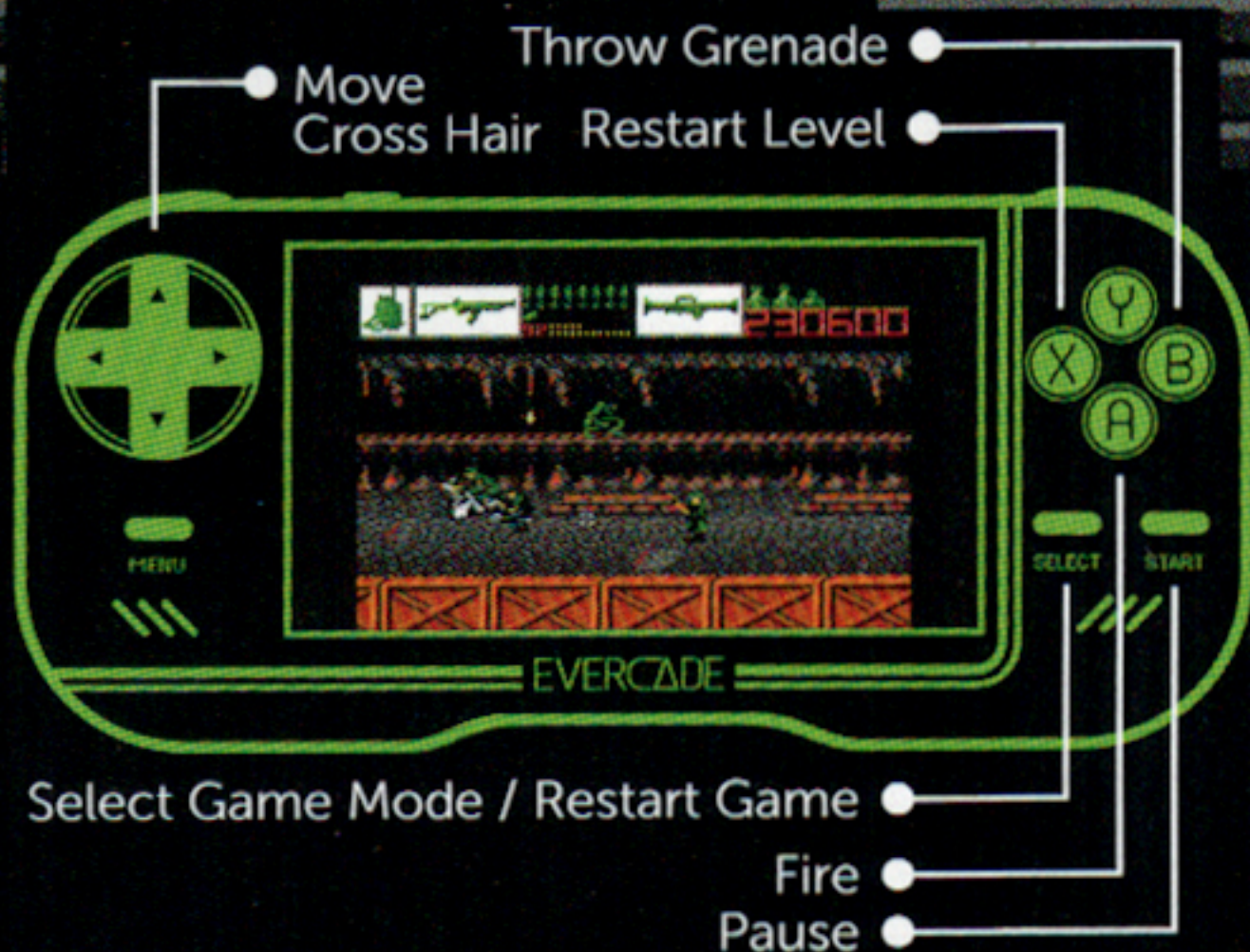
ORIGINAL DESIGNER: Ken Grant

ORIGINAL MUSIC BY: Ken Grant

GENRE: Rail Shooter



CONTROLS DIAGRAM:



ABOUT THE GAME:

A horizontal rail shooter that is reminiscent of arcade light gun games of the 1990s, Alien Brigade is an awesomely impressive game that came out in 1990. Drawing inspiration from games like Wolf Brigade, Alien Brigade features large, detailed sprites and challenging gameplay with multiple difficulty settings to select. One of the earliest games from the first-person perspective, Alien Brigade scrolls to the left and the right depending on the action on the screen.

ASTEROIDS[®]

20

4

VERSION RELEASED: 2600 / 1981

DEVELOPER: Atari

PUBLISHER: Atari

ORIGINAL DESIGNER: Lyle Rains, Ed Logg, Dominic Walsh

GENRE: Multidirectional Shooter

CONTROLS DIAGRAM:

- Rotate Spaceship Counterclockwise
- Thrust
- Rotate Spaceship Clockwise



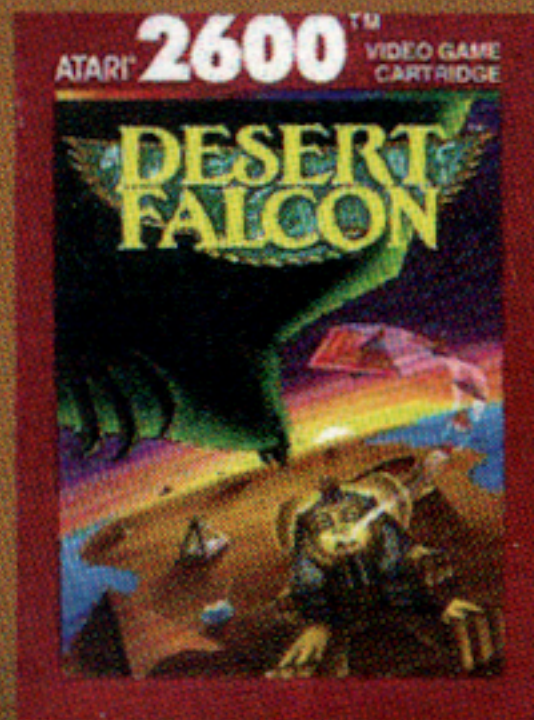
ABOUT THE GAME:

As a perfect capstone to the end of the early space age era, Asteroids is a multidirectional shooter that allows players to pilot a spaceship in an asteroid-filled void that is traversed by the occasional alien visitor. The player's job is to destroy the Asteroids and protect their ship from hostiles as they appear. An addictive classic, Asteroids is great fun.

DESERT FALCON

VERSION RELEASED: 2600 / 1987
DEVELOPER: Atari
PUBLISHER: Atari
GENRE: Action

CONTROLS DIAGRAM:



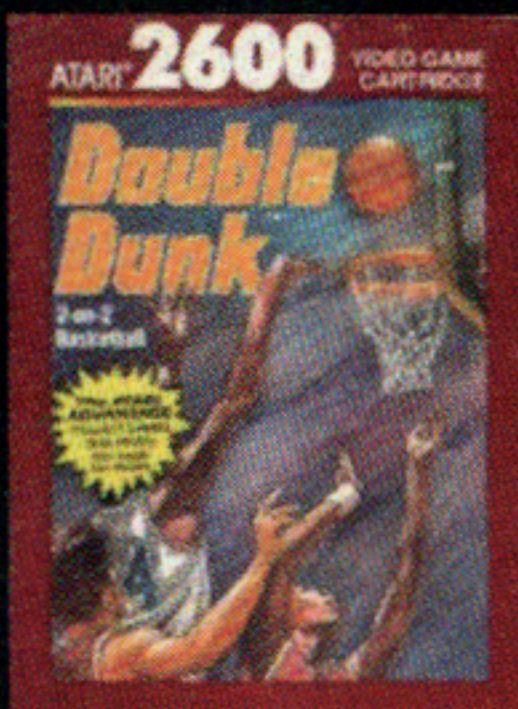
ABOUT THE GAME:

You fly through the deserts of Egypt seeking to loot the treasures of an ancient world long lost. Along the way, you have to defend yourself from vultures, warriors, and even sphinxes which try to stop you from achieving your goal. There are certain hieroglyphs scattered throughout the level that give you certain powers such as skipping to the end of a level or invincibility. Desert Falcon is a maddening race to "collect them all" while not dying from a stray projectile.



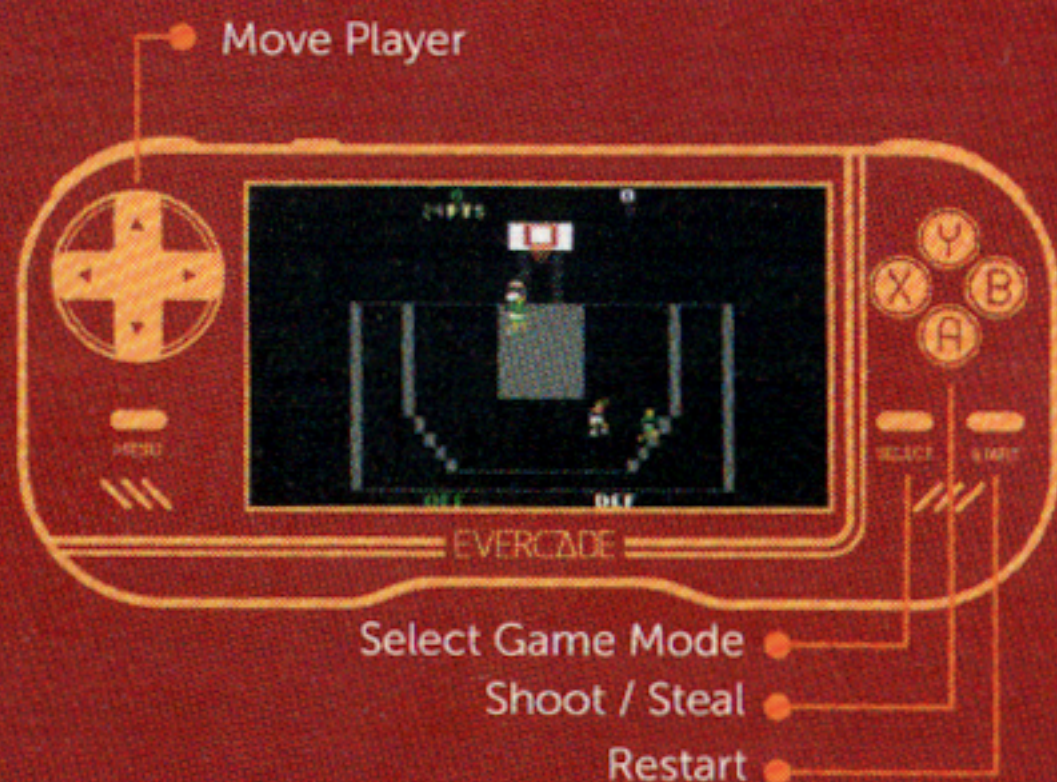
ABOUT THE GAME:

A two-on-two, half-court basketball game with one taller outside player and one shorter inside player as the components of the two teams, Double Dunk is a great arcade-driven basketball simulation game with a slew of options and play modes.



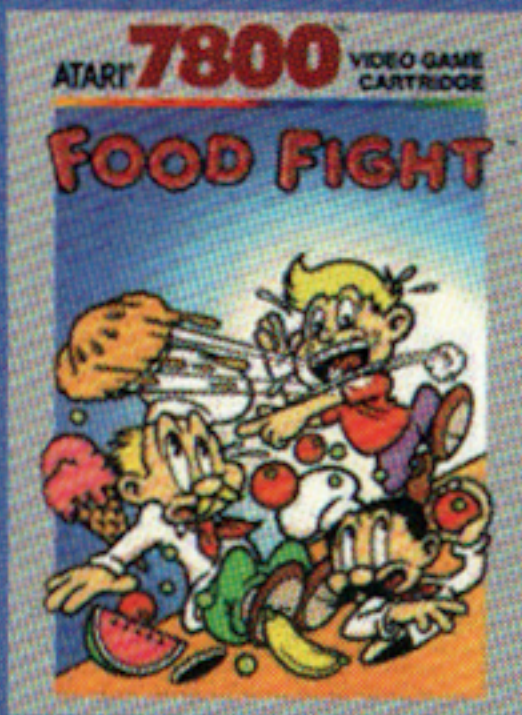
Double Dunk

CONTROLS DIAGRAM:

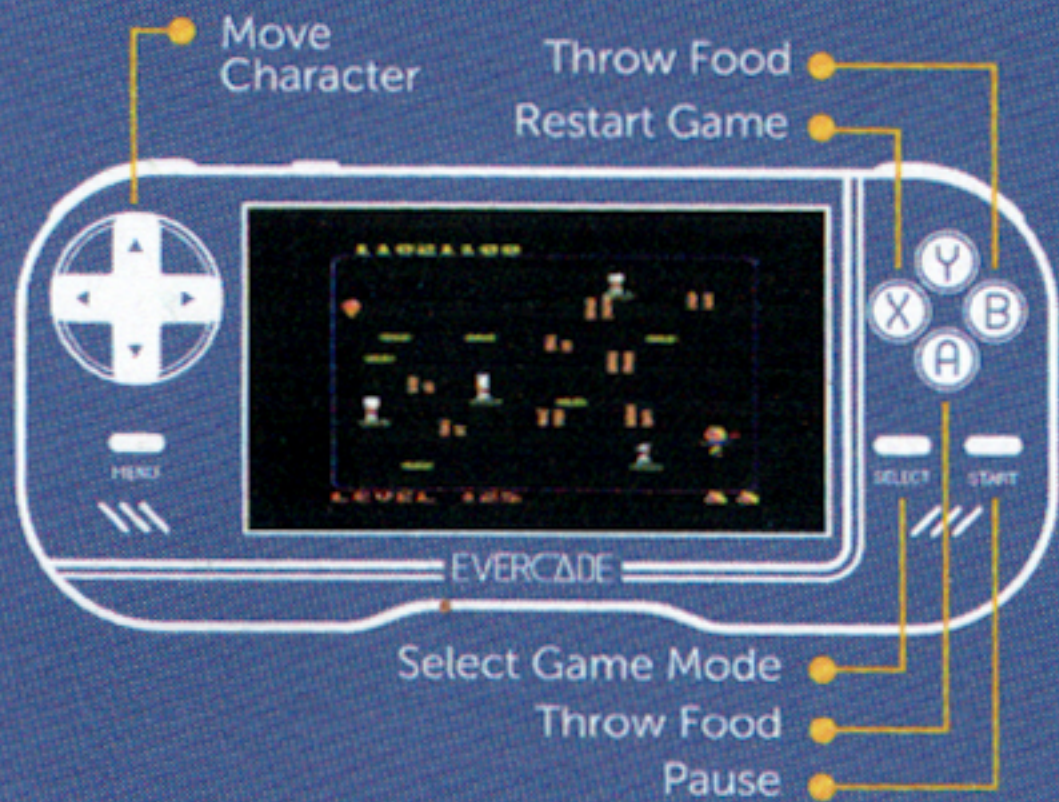


VERSION RELEASED: 2600 / 1989
DEVELOPER: Atari
PUBLISHER: Atari
GENRE: Basketball

FOOD FIGHT



CONTROLS DIAGRAM:



VERSION RELEASED: 7800 / 1983
DEVELOPER: General Computer Corporation
PUBLISHER: Atari
GENRE: Arcade

ABOUT THE GAME:

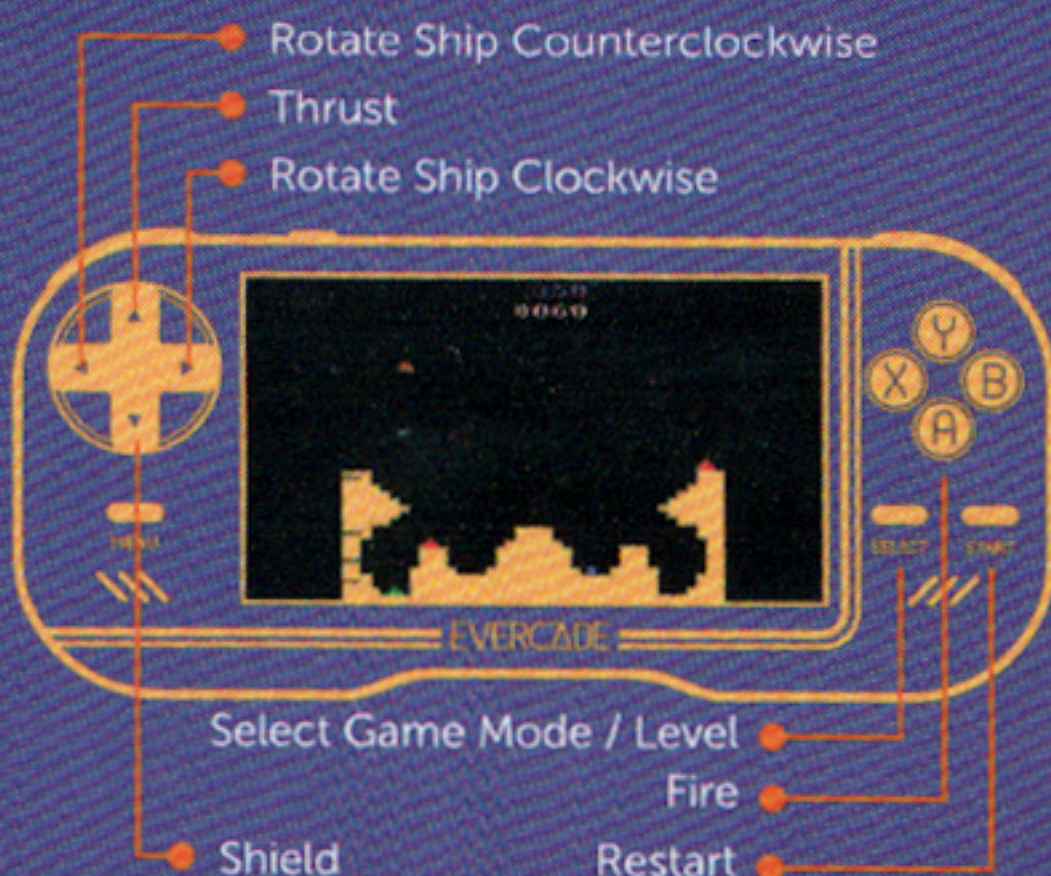
Like the name implies, you're going to have to struggle for your dinner - in this case, a nice scoop of ice cream in a cone. You're Charley Chuck, a restaurant patron that has drawn the ire of four chefs that do not want him getting his icy treat. And they'll use any means necessary to stop Charley. The basic premise is a maze game with obstacles that Charley has to avoid in order to succeed. Each level gets increasingly complex and the chefs become even more aggressive the more successful Charley finds himself.

350
8060



VERSION RELEASED: 2600 / 1983
DEVELOPER: Atari
PUBLISHER: Atari
GENRE: Multi-Directional Shooter

CONTROLS DIAGRAM:



ABOUT THE GAME:

A game that uses gravity and malevolent planets as its central inspirations cannot help but be interesting and Gravitar is one of the more quirky titles out there. The sun, planets and terrain will always pull you towards them and your job is to destroy your enemies without crashing. Tough, but rewarding, Gravitar is excellent fun.

MISSILE COMMAND®



100

"RED
ALERT!"



CONTROLS DIAGRAM:



VERSION RELEASED: 2600 / 1981

DEVELOPER: Atari

PUBLISHER: Atari

ORIGINAL DESIGNER: Dave Theurer

GENRE: Shoot 'em up

ABOUT THE GAME:

Very much a product of the Cold War, 1980's Missile Command puts you in control of a missile shield base defending some of the world's most prominent cities. Coming from the mind of Dave Theurer (of Tempest fame), Missile Command can be described as a fixed shooter in that you do not scroll along the bottom of the screen to target enemy missiles as they appear. Instead, you have to estimate their trajectory and attempt to destroy the missile by intercepting it at just the right time.

MOTORPSYCHO

ABOUT THE GAME:

There's nothing more intense than a racing game, and when you're racing around on motorcycles, everything becomes that much more intense. Motor Psycho is a motorcycle racing game with high and low gears but no brakes and very little customization. This is a race and pray game and it will have you on the edge of your seat.

03:50
1 MPH

LAP: 1
TIME: 56 L0

STRAIGHTEN: 20
TURN: 10



CONTROLS DIAGRAM:



VERSION RELEASED: 7800 / 1990

DEVELOPER: BlueSky Software

PUBLISHER: Atari

GENRE: Racing/Driving

NIGHT DRIVER



VERSION RELEASED:

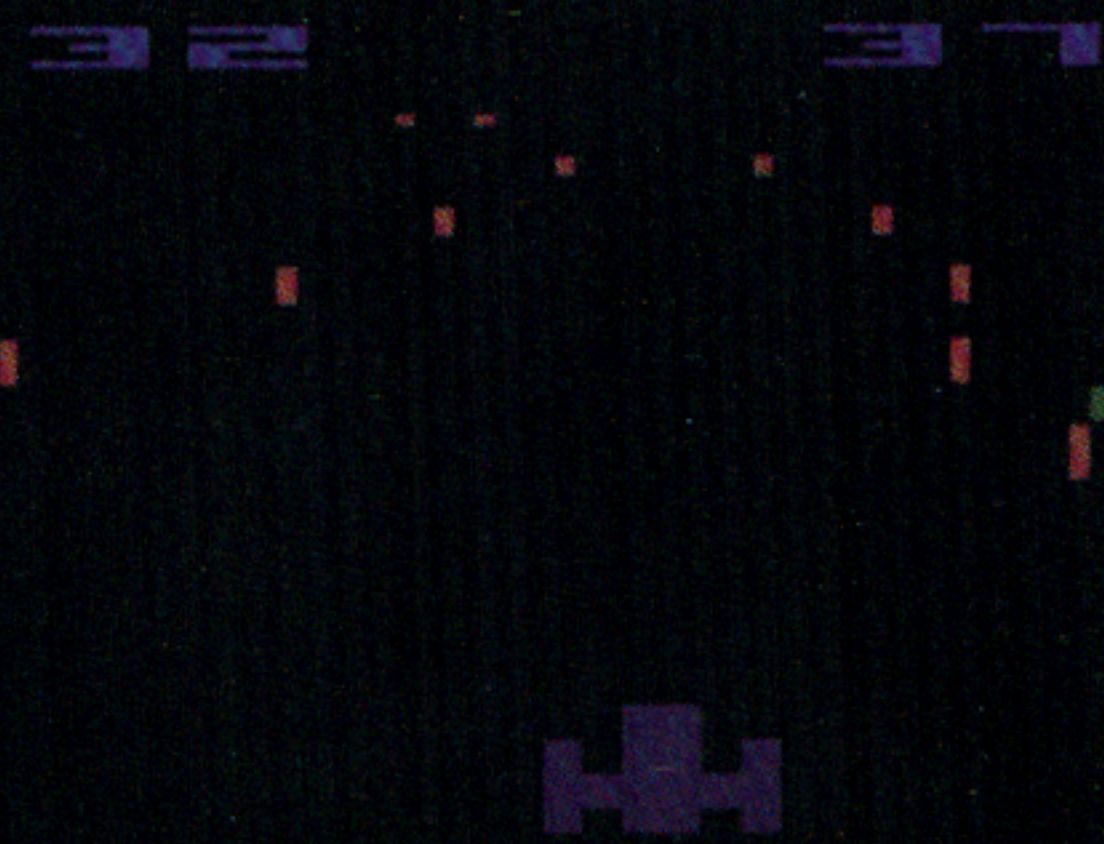
2600 / 1980

DEVELOPER: Atari

PUBLISHER: Atari

GENRE: Racing

CONTROLS DIAGRAM:



ABOUT THE GAME:

A first-person racing game that takes place at night and involves keeping your car on the road as the track becomes increasingly winding and treacherous. The only person you're competing with here is you!



ABOUT THE GAME:

Released in 1980 as one of the earliest sports simulation games, Steeplechase involves relatively basic mechanics but otherwise thrilling gameplay. You don't just guide your horse to a first-place finish, but also avoid obstacles in your path. As you do so, your horse gets a speed boost which is more than helpful in overtaking your opponents.

STEEPLECHASE

TELE-GAMES™
STEEPLECHASE

ACTION RACING • VARIED HURDLES
3 SKILL LEVELS



FOR 1 TO 4 PLAYERS
6 GAMES
CONTAINS ONE CARTRIDGE

VERSION RELEASED:

2600 / 1980

DEVELOPER: Atari

PUBLISHER: Atari

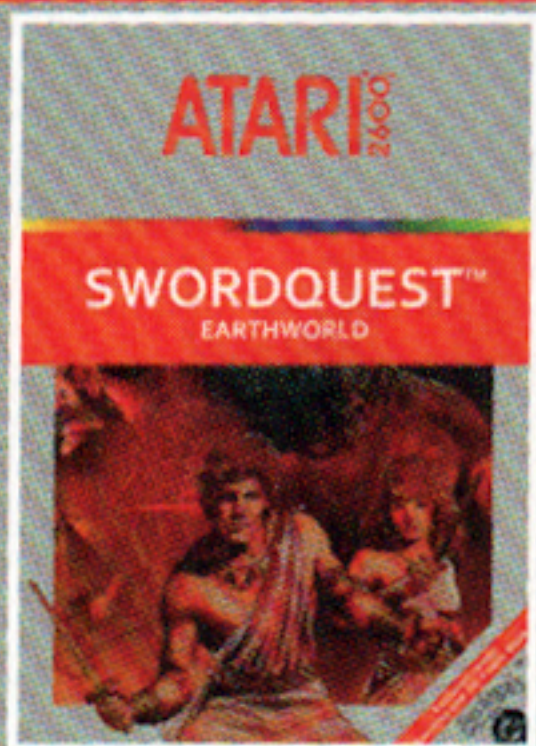
GENRE: Racing

CONTROLS DIAGRAM:

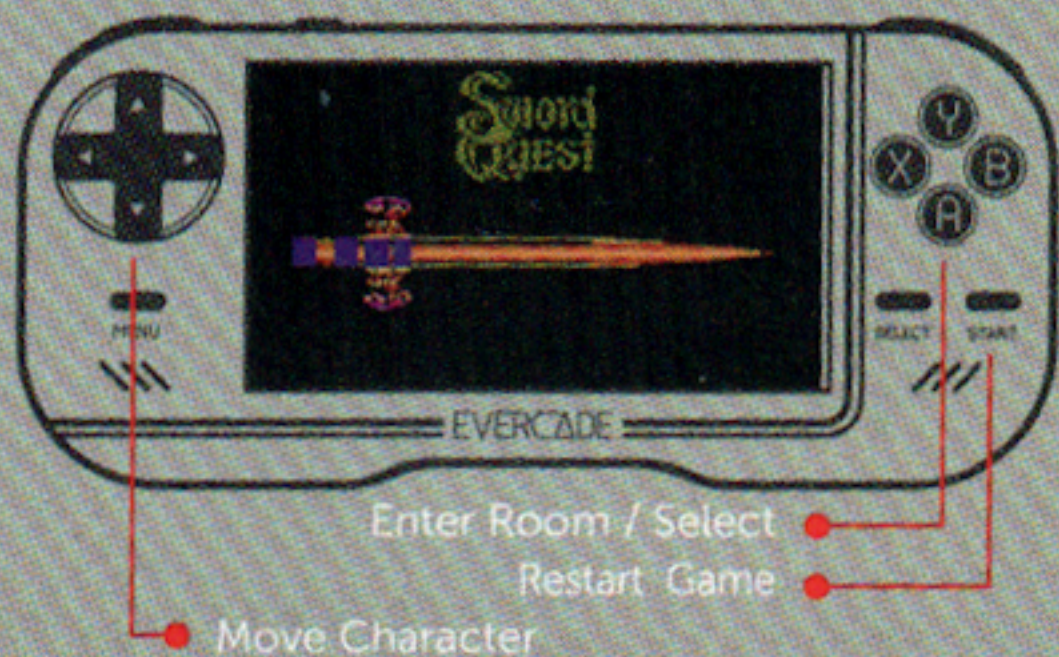


SWORDQUEST™

EARTH WORLD



CONTROLS DIAGRAM:



VERSION RELEASED: 2600 / 1982

DEVELOPER: Atari

PUBLISHER: Atari

GENRE: Action-Adventure

ABOUT THE GAME:

Consisting of a trio of games released as part of a contest - Earthworld, Fireworld, and Waterworld - Swordquest's Earthworld installment is an action adventure game is an early example of the later titles that would become popular on 8-bit systems. One of the central themes of Earthworld is to solve puzzles in order to advance the game.



VERSION RELEASED: 2600 / 2005

DEVELOPER: Atari

PUBLISHER: Atari

GENRE: Tube Shooter

ABOUT THE GAME:

Tempest on the Atari 2600 was a prototype that was not released when developed. The arcade classic was designed with a 3D perspective and Atari programmers attempted to recreate this on the 2600. The results were not good enough for publishing, but this version serves as a curio in video game history.

TEMPEST®



CONTROLS DIAGRAM:



ADVENTURE

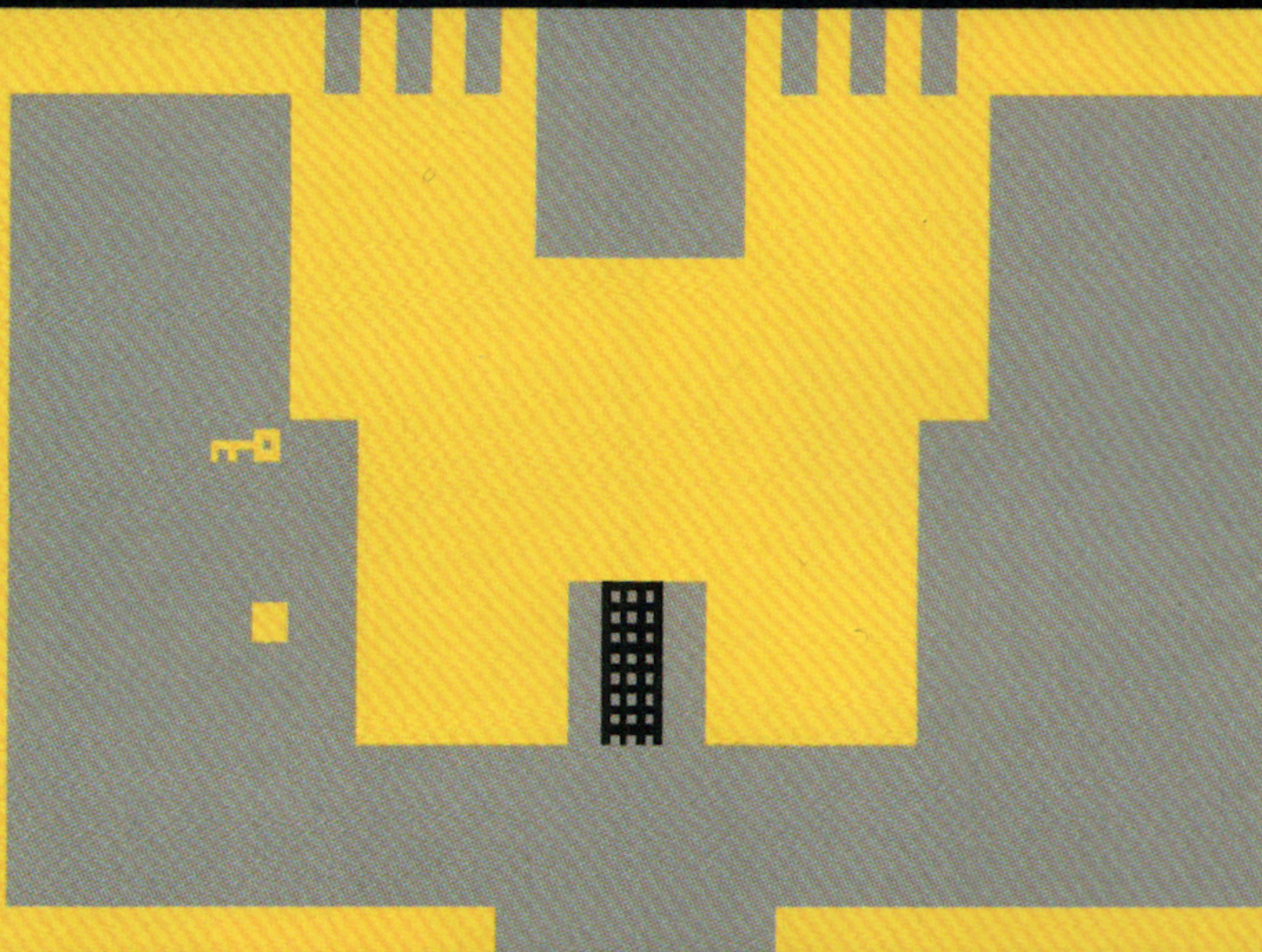
VERSION RELEASED: 2600 / 1979

DEVELOPER: Atari

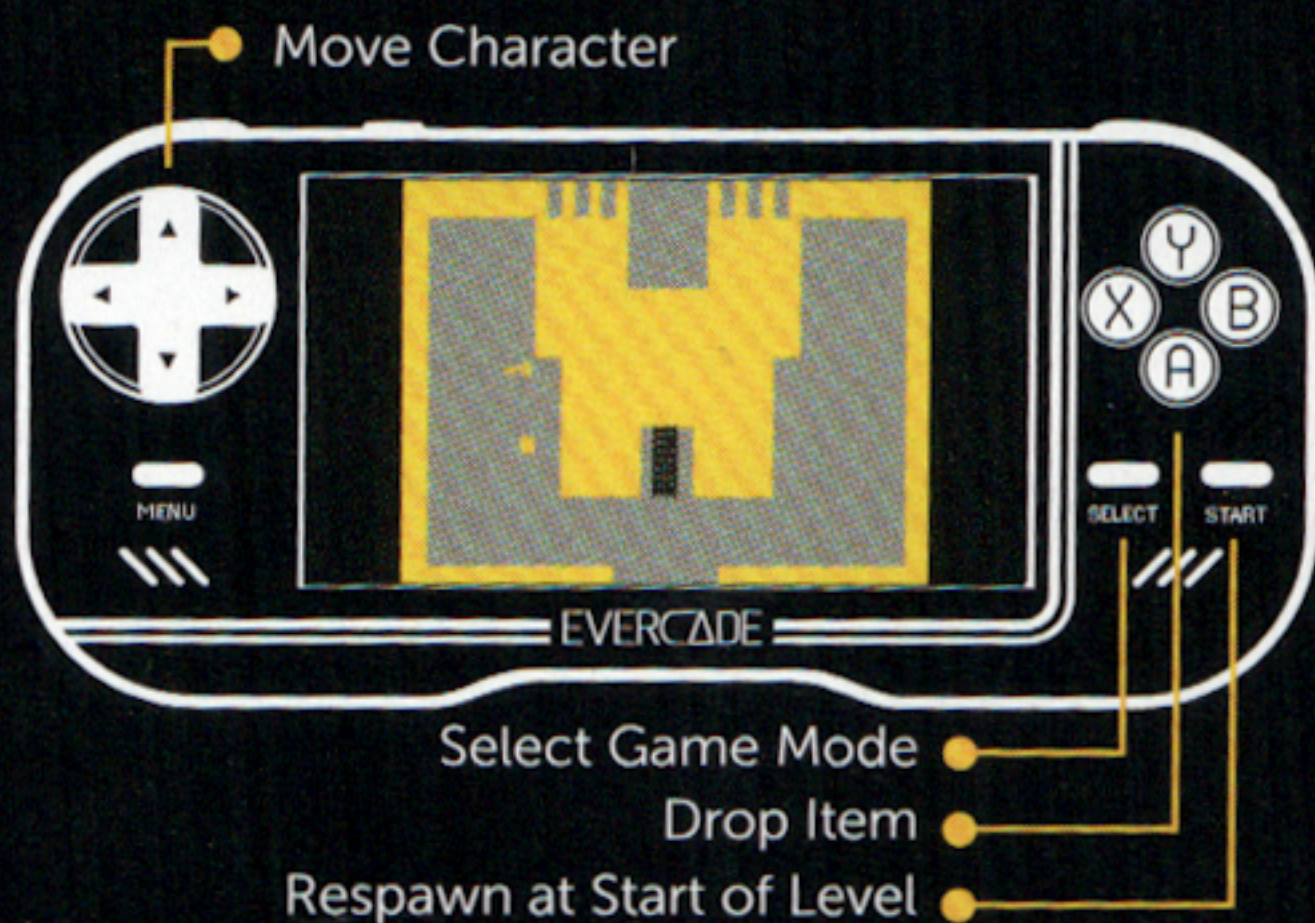
PUBLISHER: Atari

ORIGINAL DESIGNER: Warren Robinett

GENRE: Action-Adventure, Graphic Adventure



CONTROLS DIAGRAM:



ABOUT THE GAME:

The game that started it all when it comes to open-ended role-playing games set in vast worlds, Adventure is the original exploration and adventure title and its charms have not faded with time.

YARS' RETURN



ABOUT THE GAME:

Yars' Return was produced as a follow up of the classic Yars' Revenge. It was a modified version of the original and released some years later.

CONTROLS DIAGRAM:



VERSION RELEASED:

2600 / 2005

DEVELOPER: Atari

PUBLISHER: Atari

GENRE: Multidirectional
Shooter

MORE COLLECTIONS AVAILABLE



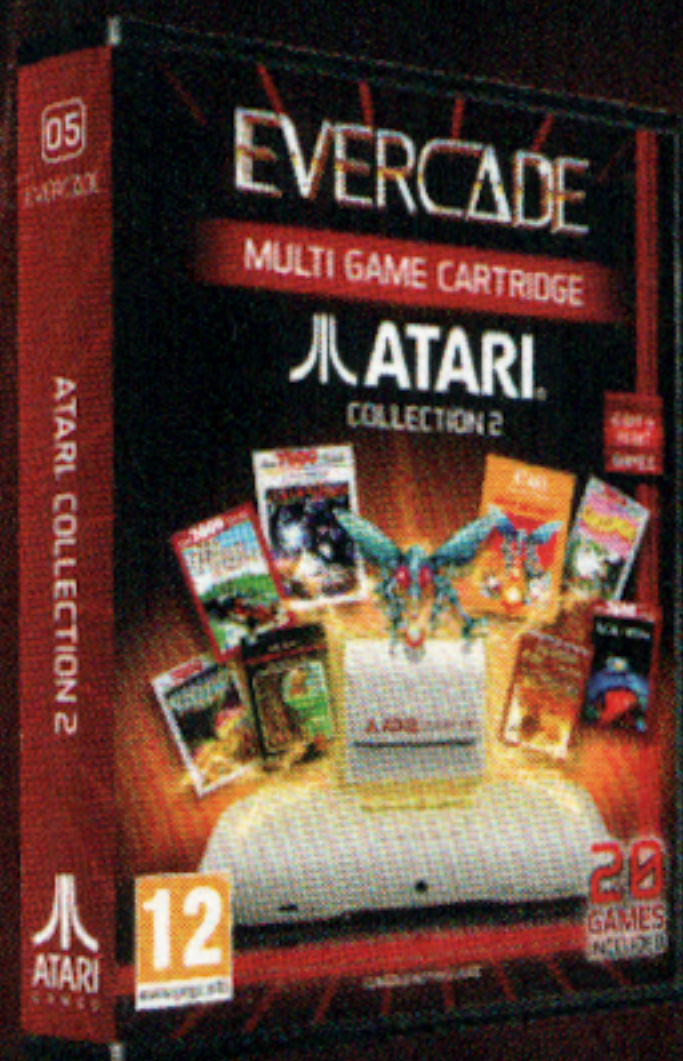
02 **NAMCO MUSEUM.**



03 **DATA EAST.**



04 *Interplay*



05 **ATARI.**

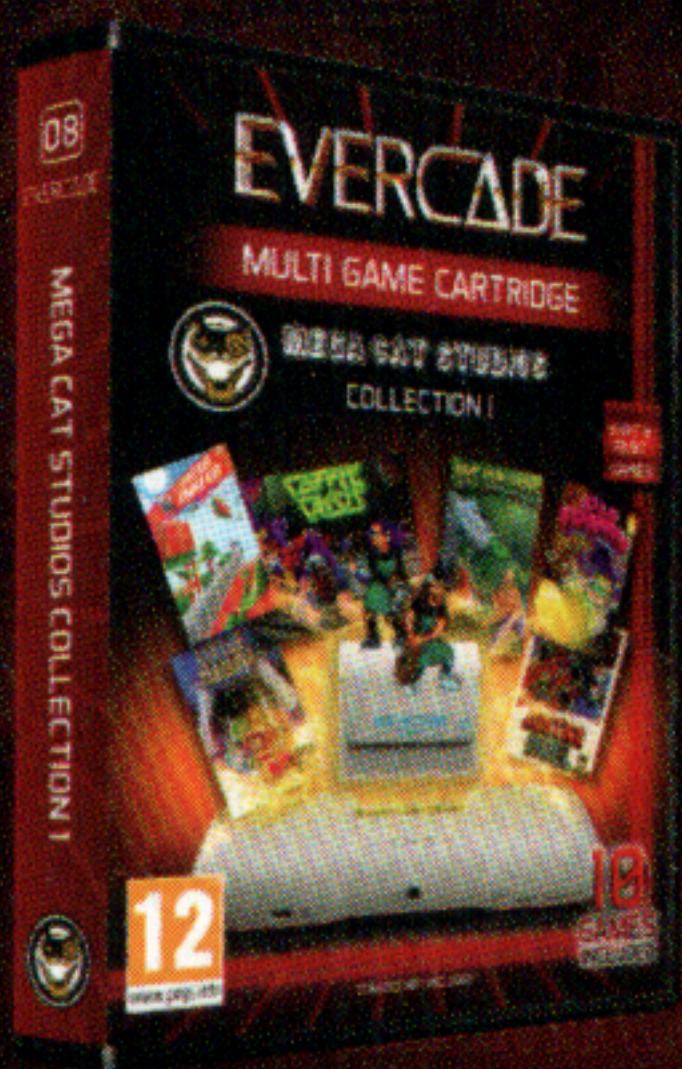


06 **NAMCO MUSEUM.**



07 *Interplay*

FOR MORE INFORMATION VISIT
EVERCADE.CO.UK



08 MEGA CAT STUDIOS

09 PIKO

10 TECHNOS




GAME OVER

BLAZE ENTERTAINMENT | EVERCADE

MADE IN CHINA. DESIGNED IN THE UK.

BLAZE ENTERTAINMENT, VENTURE HOUSE, LETCHWORTH, SG6 2HW, UK

FOR MORE INFORMATION VISIT BLAZERETRO.COM

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Millipede

PAC-MAN

SPERMAC
BEST THINGS

KARATE
CHAMP

Galaga

EVERCADE

RETRO GAMES CONSOLE
CELEBRATE THE CLASSICS

THE
BAD
DUDES

ATARI
7800

FIGHT

EVERCADE

ATARI

EVERCADE

EVERCADE

EVERCADE

ATARI

7800