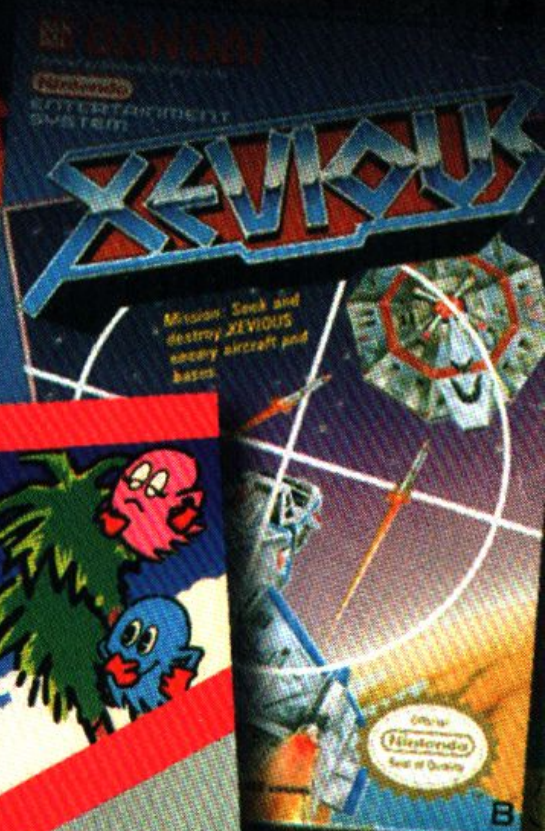
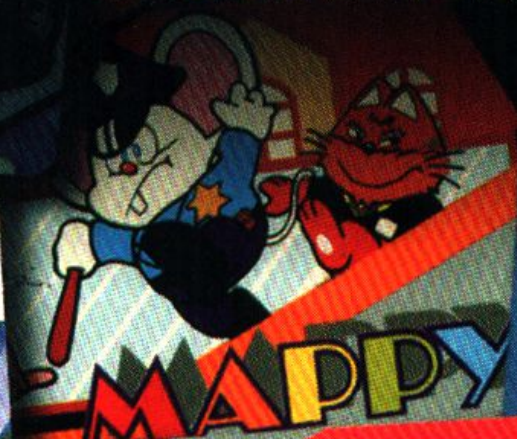


# NAMCO MUSEUM™

## COLLECTION 1



EVERCADE



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# ABOUT NAMCO

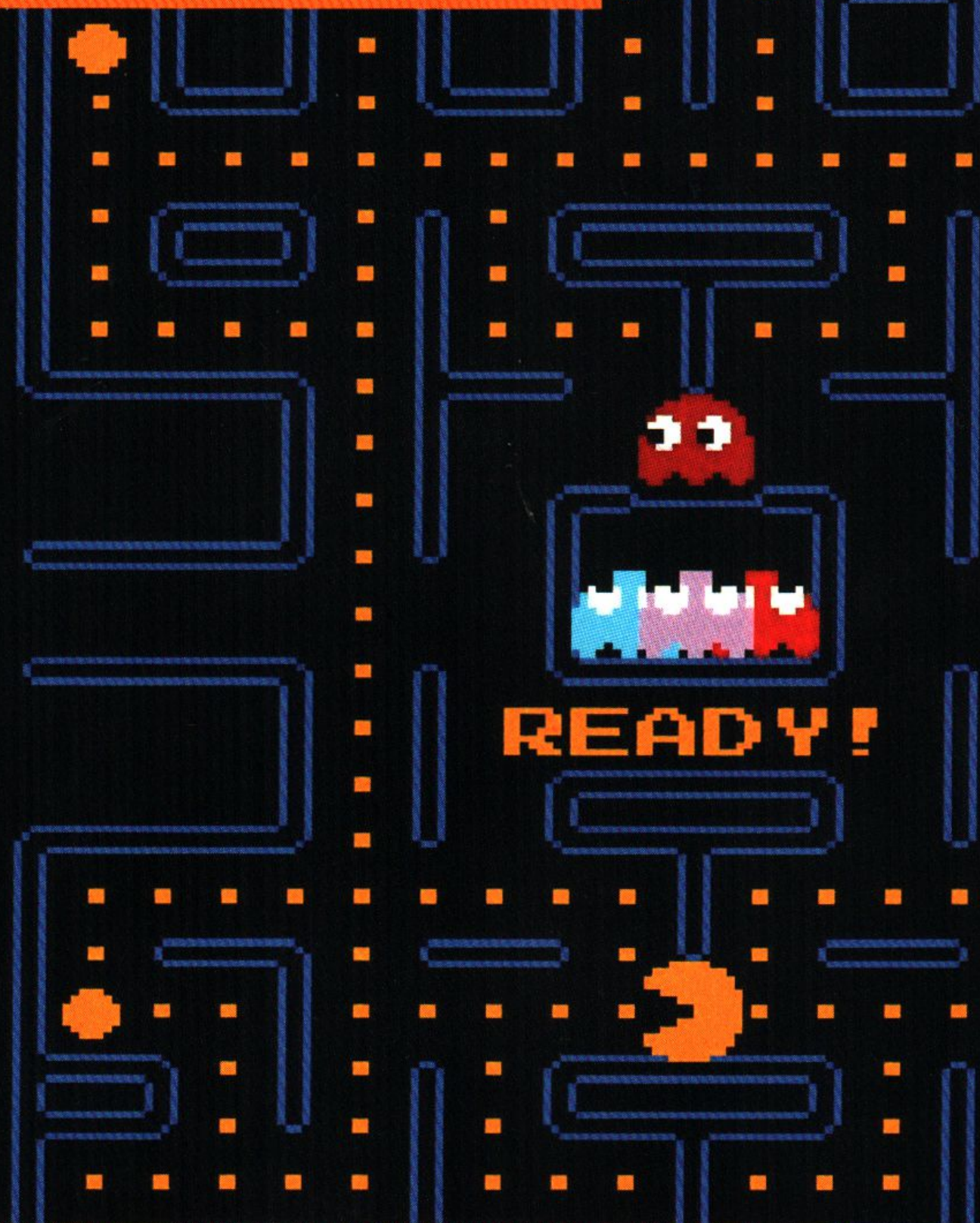
NAMCO (currently BANDAI NAMCO Entertainment Inc.) was founded in 1955 by Masaya Nakamura and Nakamura Seisakusho, originally a producer of coin-operated amusement rides throughout Japan. This business continued until they purchased the Japanese division of Atari in 1974. NAMCO quickly became one of the leading game companies in Asia and this led to a raft of NAMCO developed titles. The first of these was GEE BEE™, followed by the first major hit, GALAXIAN™ in 1979 and followed quickly by PAC-MAN™ in 1980. PAC-MAN™ became the most successful arcade game of all time.

NAMCO games been ported to many consoles from 8bit to current generations, but the heart and design of those original games is evident throughout. NAMCO MUSEUM Collection 1 combines some of the finest games NAMCO created and were ported to home consoles.

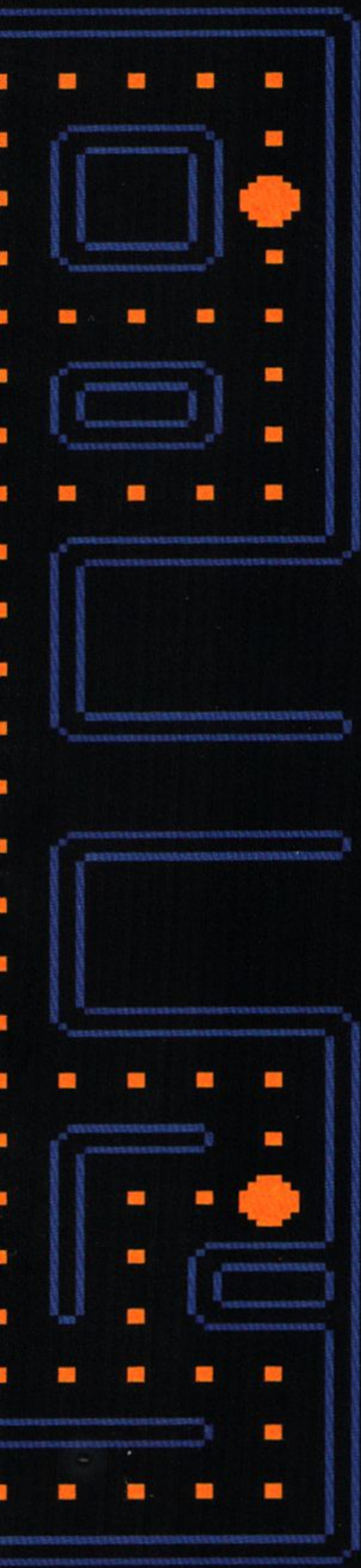
*"For game designers, the knowledge acquired in school is not so helpful. I want people who think in unusual ways, whose curiosity runs way with them, fun-loving renegades,"*

Masaya Nakamura, 1983.

**VERSION RELEASED:** Japan 1984 / USA 1993  
**PUBLISHER:** BANDAI NAMCO Entertainment Inc.  
(previously NAMCO)  
**GENRE:** Maze



“WAKKA, WAKKA, WAKKA,  
WAKKA, WAKKA” - PAC-MAN™



# PAC-MAN™

TM

## CONTROLS DIAGRAM:

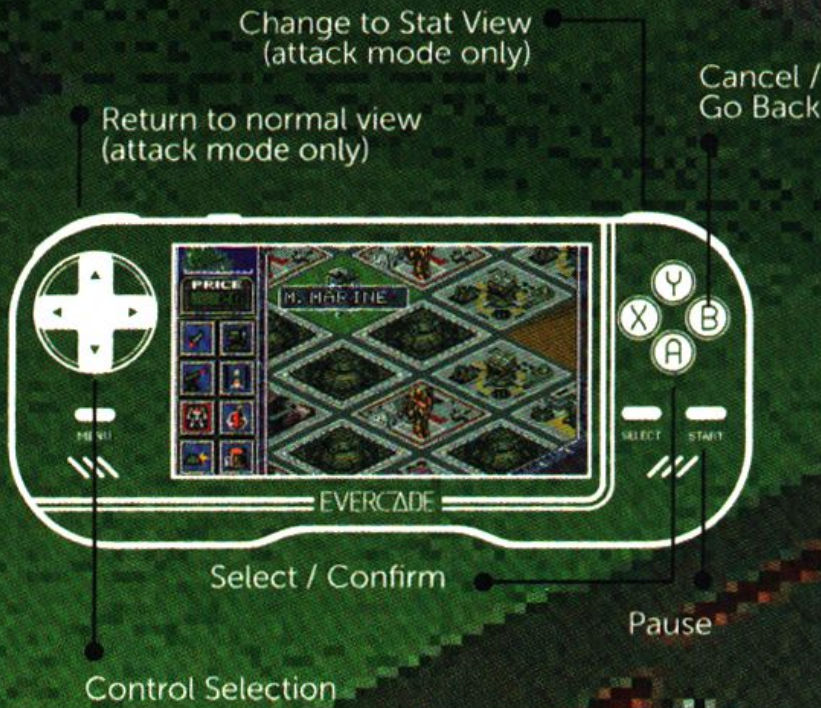


**ABOUT THE GAME:** PAC-MAN™ is a pop culture phenomenon. Developed in Japan in 1980, PAC-MAN™ quickly became one of the most popular games of all time. It was designed by Tōru Iwatani to be an antidote to the aggressive space shooters that dominated the market at the time. PAC-MAN™ involves moving around a maze and eating the “PAC-DOTS” scoring points as you progress, eating all available dots to move to the next level. Watch out for the 4 ghosts who chase you around the maze, if they catch you, a life will be lost!

**TIPS:** Remember, PAC-MAN™ is slower when eating pellets and the lowest row of the maze has few escape routes making it the most dangerous part of the maze to clear.

# METAL MARINES™

## CONTROLS DIAGRAM:



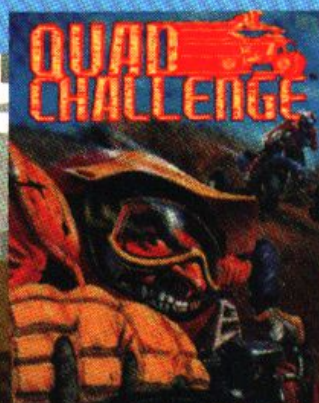
**ABOUT THE GAME:** The world has been decimated by war and divided up into many islands. Your job is to defeat the evil Zorgeuf who is trying to take over the world. You lead a military force whose main unit is the Metal Marine: a 50ft tall Mecha. Manage your resources and build up your army. The world is depending on you...



**VERSION RELEASED:** 1993  
**PUBLISHER:** BANDAI NAMCO  
Entertainment Inc.  
(previously NAMCO)  
**GENRE:** Strategy

# QUAD CHALLENGE™

# TIMER 67



**VERSION RELEASED:** 1991

**PUBLISHER:** BANDAI NAMCO

Entertainment Inc.

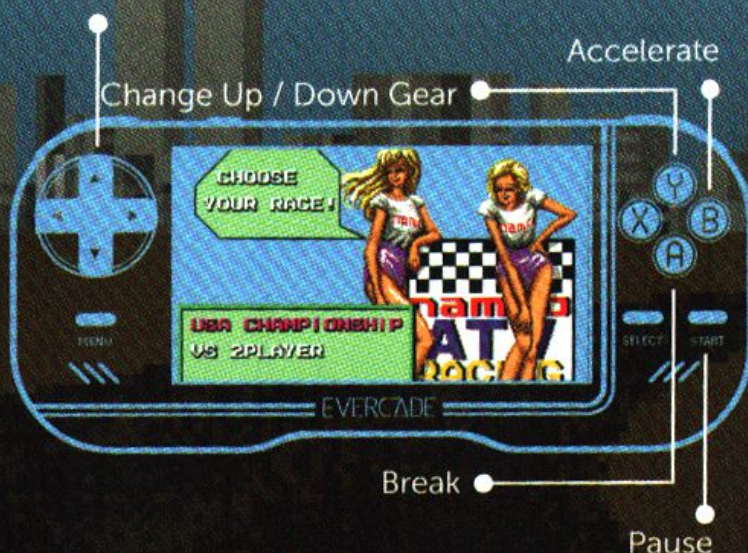
(previously NAMCO)

**GENRE:** Racing

**ABOUT THE GAME:** Ready for some adrenaline soaked Split scene racing action? Rev your engine, pull your throttle, and hit the dirt with QUAD CHALLENGE™. Race one of four different high-powered Quad bikes on sixteen different mud soaked tracks.

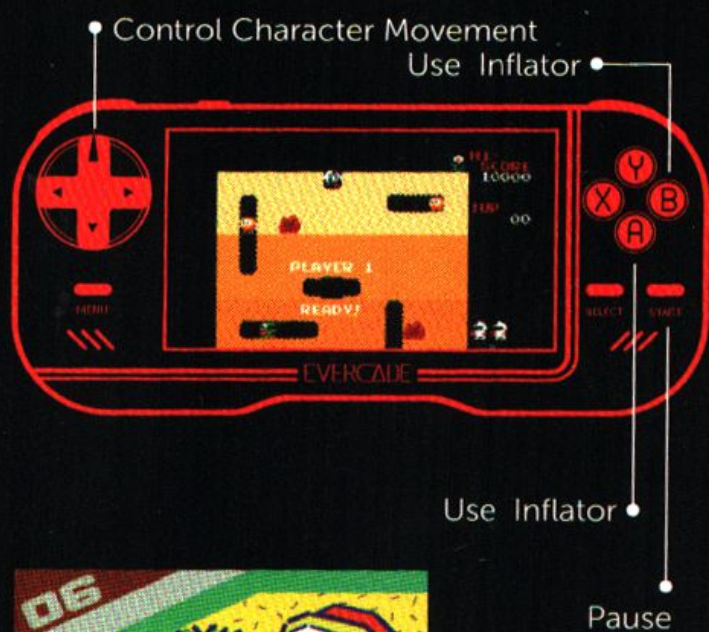
## CONTROLS DIAGRAM:

Control Quad Bike Movement



# DIG DUG™

## CONTROLS DIAGRAM:

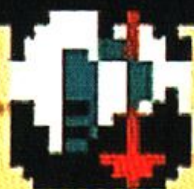


**ABOUT THE GAME:** DIG DUG™ brought colour and humour to a period heavily black screened games about space ships and battles. DIG DUG™ is a digging game that involves moving around the play area inflating your enemies until they pop or crushing them under rocks.

**TRIVIA:** The main character DIG DUG™ was later named as "Taizo Hori" in the arcade game "Mr. Driller" (1999). ("Horitai zo" means "I want to dig")



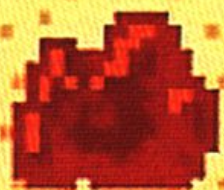




**VERSION RELEASED:** 1985

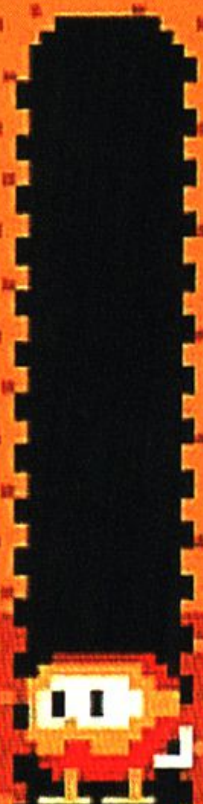
**PUBLISHER:** BANDAI NAMCO Entertainment Inc.  
(previously NAMCO)

**GENRE:** Maze



PLAYER 1

READY!

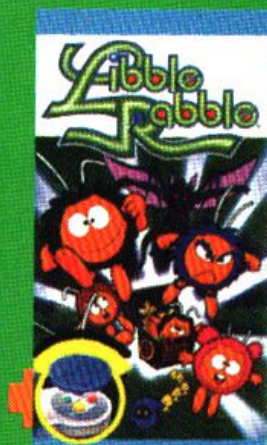
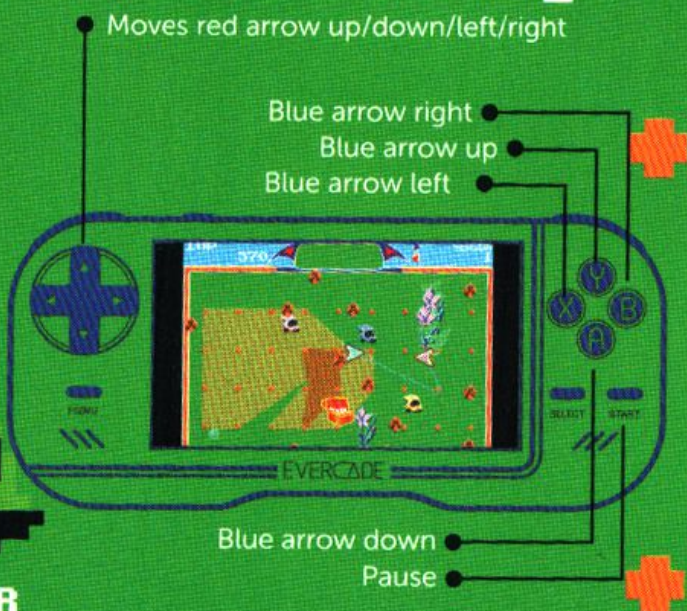


# Libble Rabble™



**ABOUT THE GAME:** LIBBLE RABBLE™ was one of the few games that genius designer, Toru Iwatani designed after PAC-MAN™. It is an action puzzler that involves using the two arrows to surround the "Mushlin" characters. Once all poles have been enclosed they are "harvested" and the player can progress. There are a number of enemy characters that will try and stop you which can also be defeated by closing the loop around them. Bonus stages involve surrounding chests with the loop to collect loot. The unique control scheme uses the D-Pad to control one arrow and the X/Y/A/B is used as a quasi D-Pad to control the other arrow. This can be a bit of a head scratcher initially, but you will soon get used to it.

## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1994  
**PUBLISHER:** BANDAI NAMCO  
Entertainment Inc.  
(previously NAMCO)  
**GENRE:** Action Puzzler

# MAPPY™

## VERSION

RELEASED: 1984

PUBLISHER: BANDAI NAMCO

Entertainment Inc.

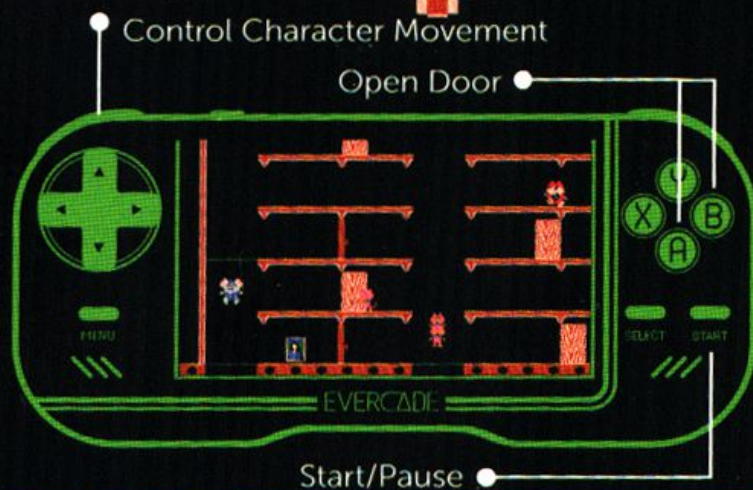
(previously NAMCO)

GENRE: Platformer



**ABOUT THE GAME:** MAPPY™ is a police-mouse who seems to be obsessed with collecting valuables in a house before a gang of Meowkies can catch you. Obviously the way to move around the house is by trampoline. Points are scored by recovering the valuable items, bouncing on a trampoline, putting cats in an impact wave (originally called 'microwave') and hitting cats with doors. MAPPY™ was one of the first games to include side scrolling action.

## CONTROLS DIAGRAM:



1UP

00

HI-SCORE

50



# Galaxian™



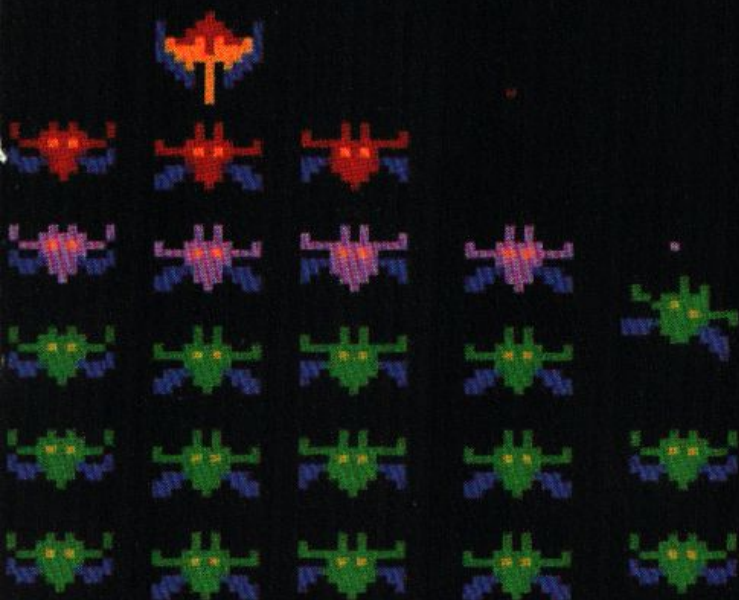
**ABOUT THE GAME:** GALAXIAN™ was one of the innovators in the established space shooter formula pioneered by Taito's Space Invaders. It was designed to give the players the feeling of being in a space war with fast moving attacks and a starfield background. Much like the games before it your ship faces alien enemies and your job is to shoot them out of the sky. GALAXIAN™ came before GALAGA™ and was always seen as the less sophisticated but more challenging of the two.

ORE  
OO

**VERSION RELEASED:** 1984

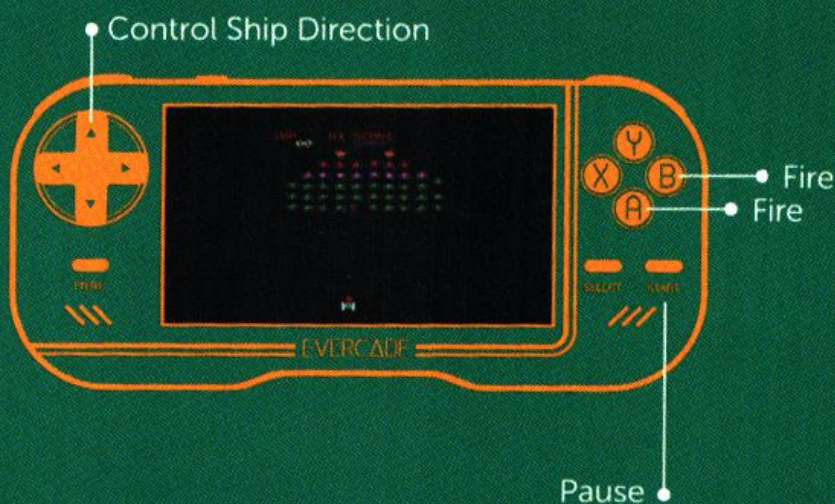
**PUBLISHER:** BANDAI NAMCO Entertainment Inc.  
(previously NAMCO)

**GENRE:** Space Shooter



**“THE ULTIMATE  
SPACE ADVENTURE  
AWAITS YOU!”**

### CONTROLS DIAGRAM:



# BATTLE CARS™



**VERSION RELEASED:** 1993  
**PUBLISHER:** BANDAI NAMCO Entertainment Inc. (previously NAMCO)  
**GENRE:** Racing

## ABOUT THE GAME:

The game is set in a post-apocalyptic world in which the sport of choice is a violent auto race called "BATTLE CARSTM." You chose from three different vehicles and race across different zones. Upgrades can be purchased as you progress. Fire missiles, grenades and spinning discs to eliminate your enemies.

## "SPEED KILLS"



Slow Turn (L+R to jump)

Brake  
Shoot

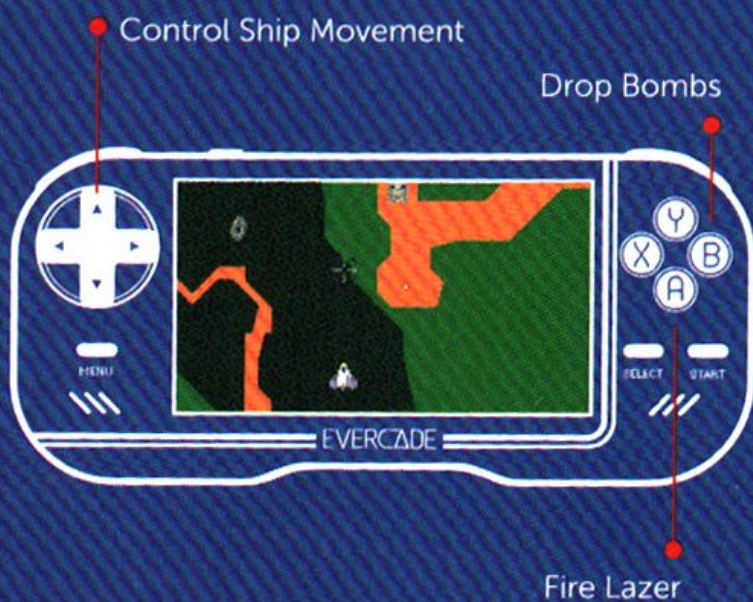
Slow Turn (L+R to jump)  
Change Weapon

## CONTROLS DIAGRAM:

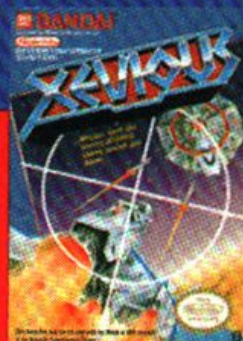


# XEVIIOUS™

## CONTROLS DIAGRAM:



**ABOUT THE GAME:** XEVIIOUS™ was hugely popular in Japan where it was one of the first games to feature a boss fight and have an overarching storyline. The game was originally designed to have a helicopter theme, but due to the science fiction boom at the time it was changed to be a space theme instead. You play as a starship known as the "Solvalou" and attempt to destroy the Xevian forces.



**VERSION RELEASED:** 1984

**PUBLISHER:** BANDAI

NAMCO Entertainment Inc.

(previously NAMCO)

**GENRE:** Shooter

**TRIVIA:** XEVIIOUS™ success led to the creation of several sequels and spin-offs, strategy guides, literature, soundtrack albums, and even an animated feature film!

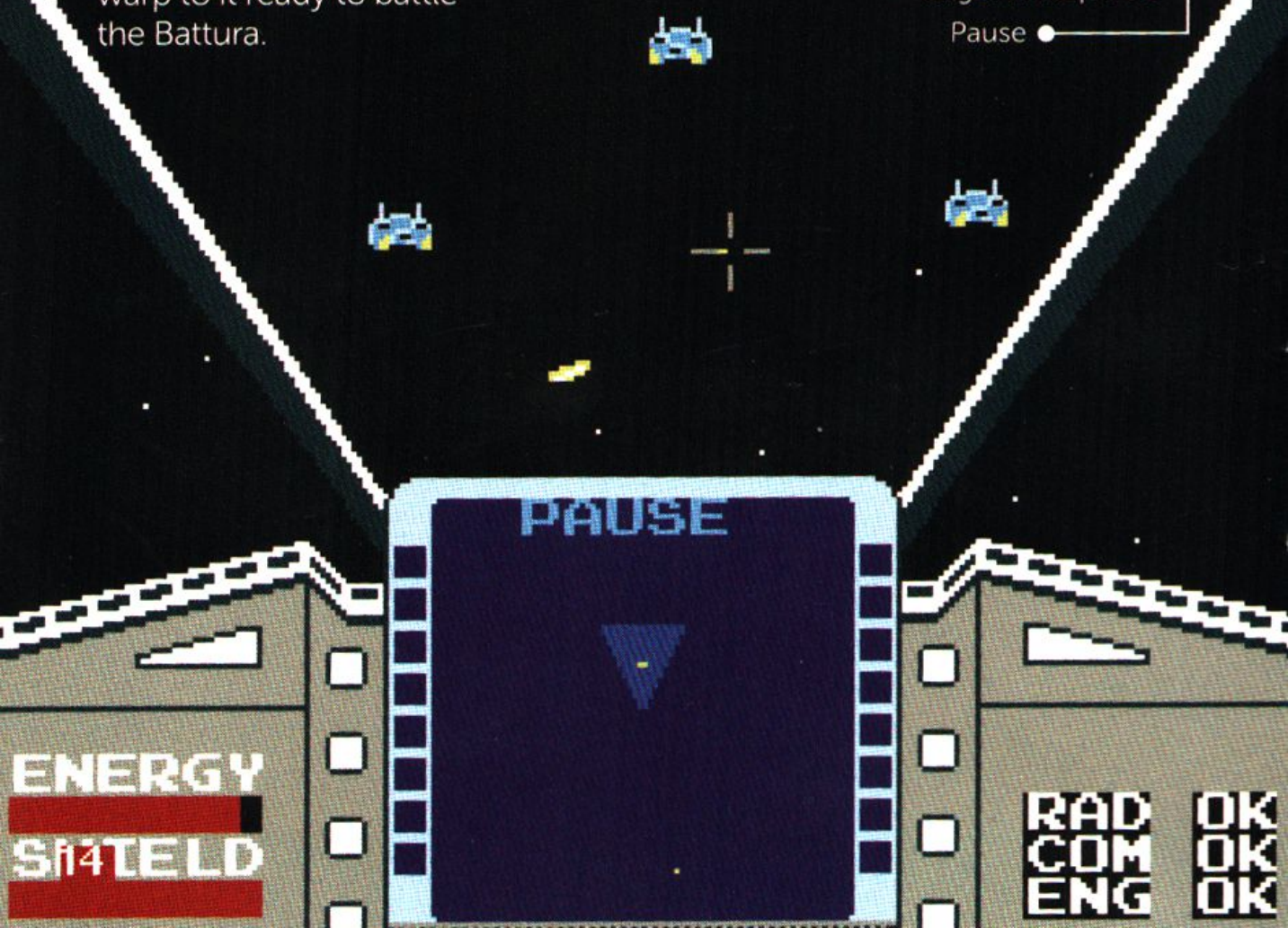
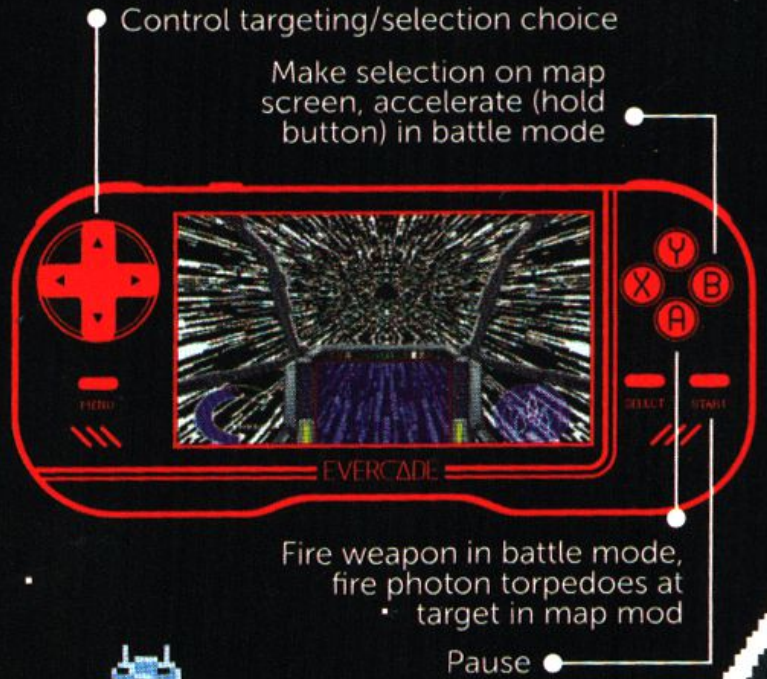
# STAR LUSTER™

**VERSION RELEASED:** 1985  
**PUBLISHER:** BANDAI NAMCO Entertainment Inc. (previously NAMCO)  
**GENRE:** Space Simulator



**ABOUT THE GAME:**  
STAR LUSTER™ is a space warfare simulator. You will control Dan Heinick, a pilot of the starfighter Gaia. Your mission is to fight the evil being Battura and its minions, who are trying to conquer the Universe. The game is played from an inside the cockpit view, one of the first games to take this approach. Players select a location on their interplanetary map and warp to it ready to battle the Battura.

## CONTROLS DIAGRAM:





**VERSION**

**RELEASED:** 1989

**PUBLISHER:** BANDAI  
NAMCO Entertainment Inc.  
(previously NAMCO)

**GENRE:** Platformer

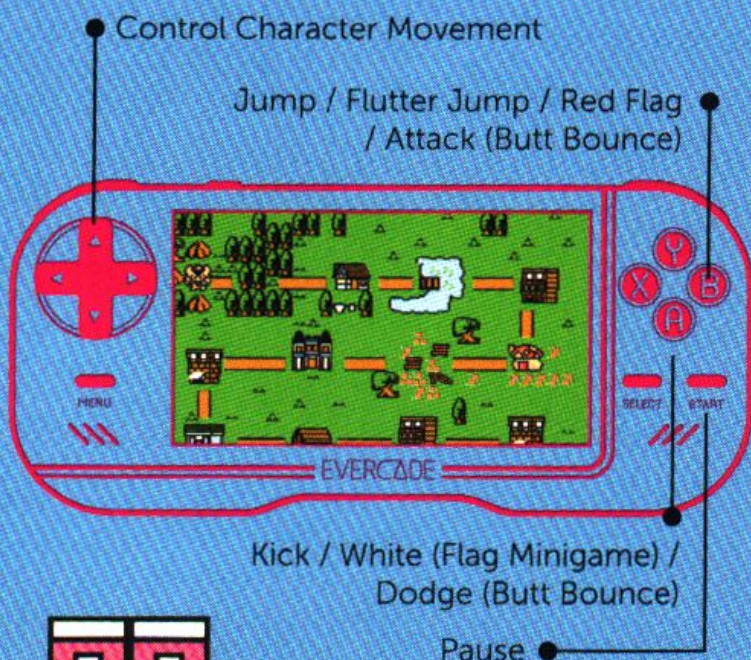


**ABOUT THE GAME:**

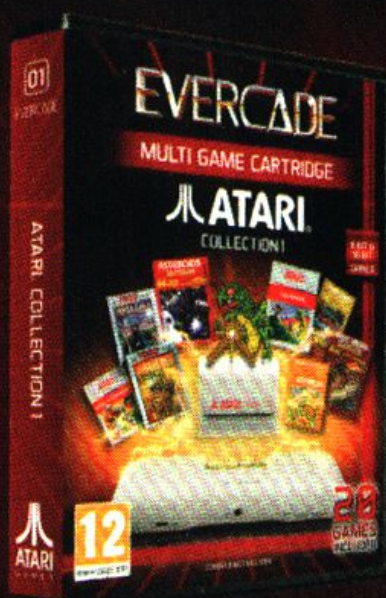
You play as the son of MAPPY™, desperate to get a wife, but only able to if you are able to provide for your family. MAPPY KIDSTM™ features platforming action and mini games along the way. Littered throughout the levels are chests and coins to help you accumulate a small fortune to please your would be spouse. Once money is accumulated, you can buy furniture from the store to fill your house. Buying these items will prove that you are worth marrying.

MAPPY KIDSTM™ was originally only released in Japan. We bring the first ever official English translation to the Evercade console.

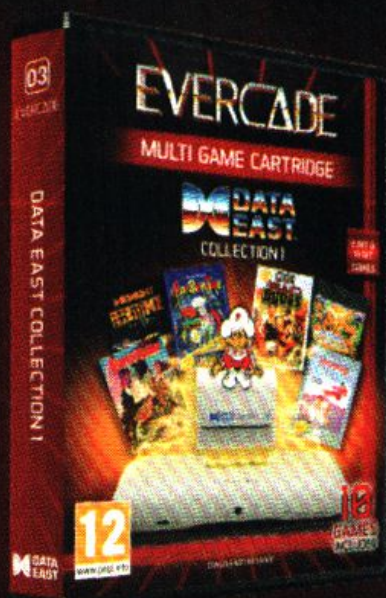
**CONTROLS DIAGRAM:**



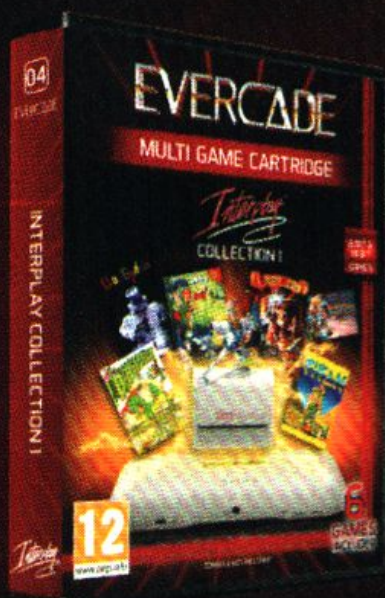
# MORE COLLECTIONS AVAILABLE



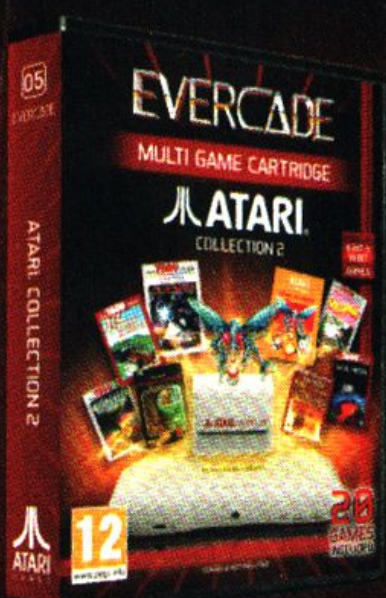
01 ATARI



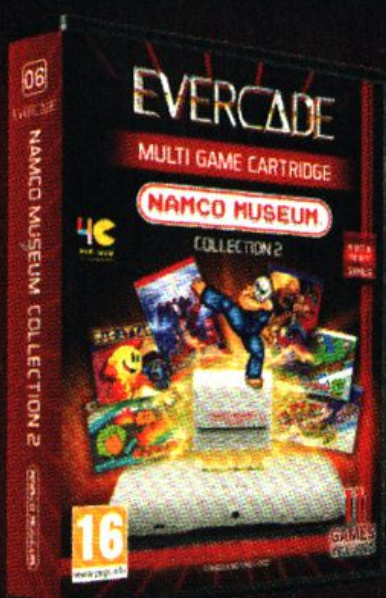
03 DATA EAST



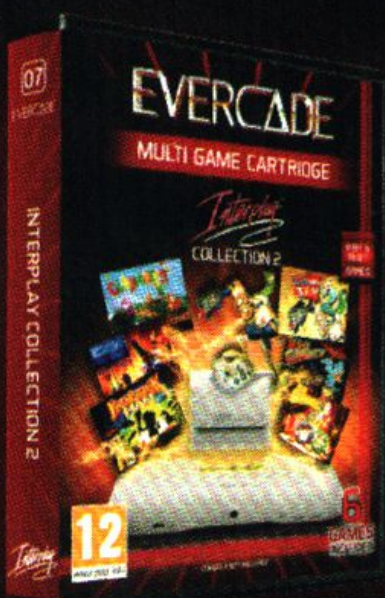
04 Interplay



05 ATARI



06 NAMCO MUSEUM



07 Interplay

FOR MORE INFORMATION VISIT  
[EVERCADE.CO.UK](http://EVERCADE.CO.UK)



08 MEGA CAT STUDIOS

09 PIKO

10 TECHNOS



GAME  
OVER

**BLAZE** | EVERCADE  
ENTERTAINMENT

MADE IN CHINA. DESIGNED IN THE UK.

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

FOR MORE INFORMATION VISIT [BLAZERETRO.COM](http://BLAZERETRO.COM)

 /evercaderetro  evercaderetro  @evercaderetro

**NAMCO MUSEUM**

GALAXIAN™, PAC-MAN™, XEVIIOUS™, MAPPY™, DIG DUG™, STAR LUSTER™,  
LIBBLE RABBLE™, QUAD CHALLENGE™, METAL MARINES™, BATTLE CARS™,  
MAPPY KIDS™

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