

# DC DATA EAST™

## COLLECTION 1



EVERCADE

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All control information in this Manual relates to  
Firmware 1.2 and above.

Please visit <https://www.evercade.co.uk/support/>  
to update your Firmware to the latest version.

# ABOUT DATA EAST

Data East Corporation (sometimes abbreviated as DECO) was formed in 1976 originally making arcade hardware and releasing some of their own titles. During this period the company released 150 games with worldwide success. Classics like Burger Time, Bad Dudes and were arcade hits and led to successful home console ports during the 1980s.

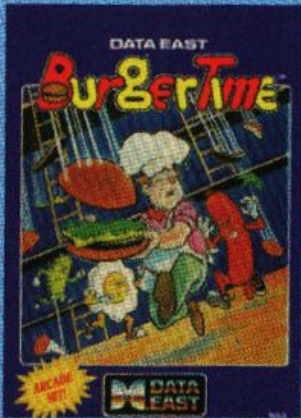
Outside of Video Games, Data East made Pinball machines and developed early mobile phone technology. As with many companies at the time, the highly competitive video games space pressured them to move away from games and eventually close in 2003.

*Data East left a legacy of great games and we are delighted to bring some of the best to the Evercade.*

# BurgerTime™

250

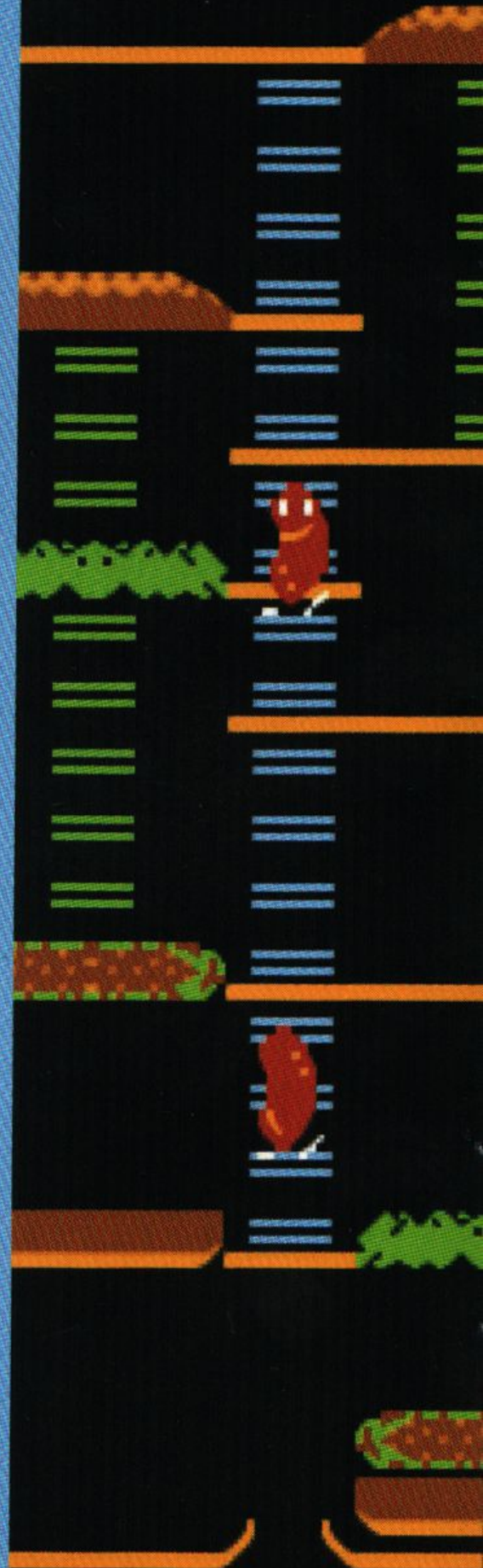
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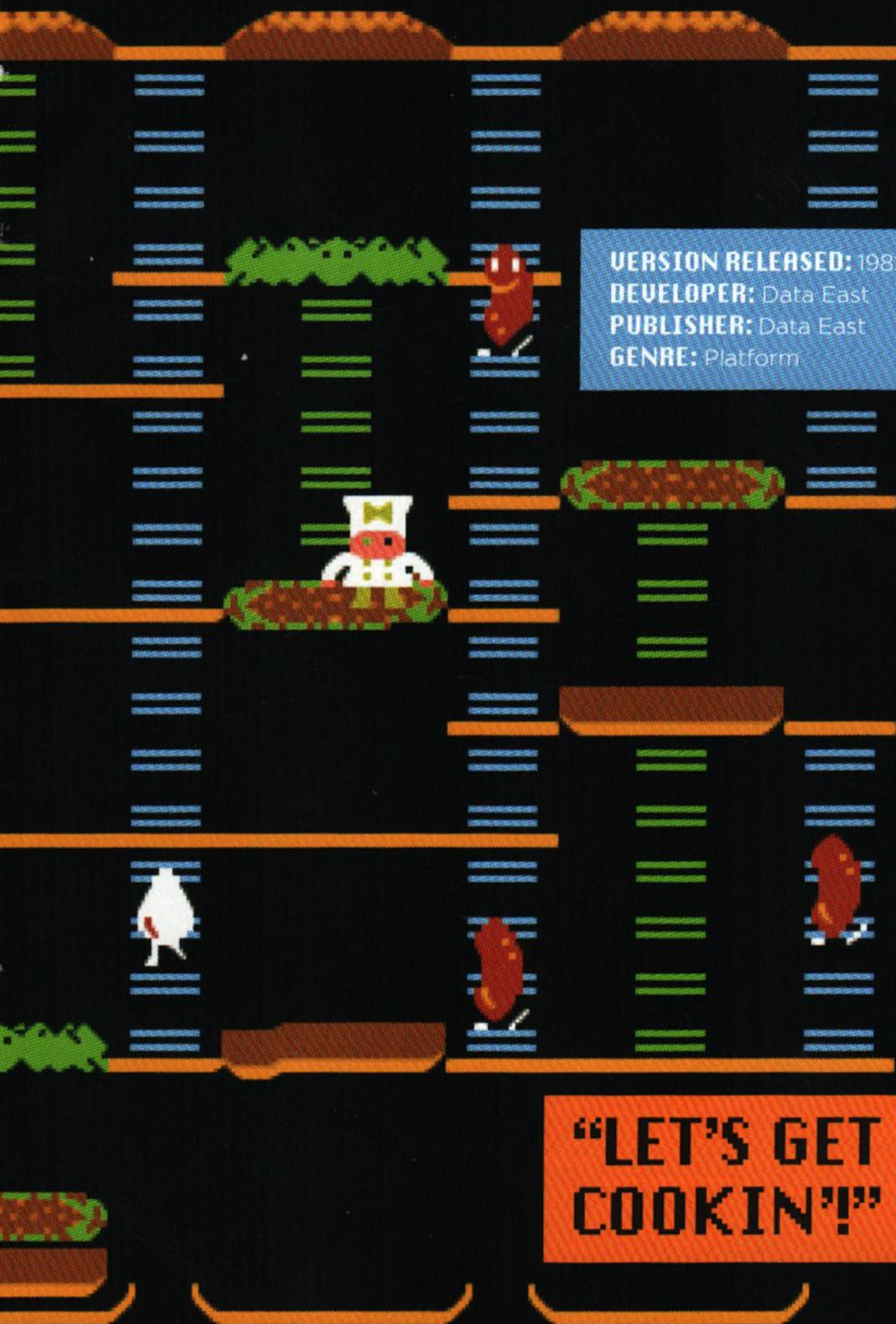
## ABOUT THE GAME:

A charming game with instantly recognizable enemies and our beloved hero, Burger Time is probably as stressful as working in an actual fast food restaurant if not marginally safer! Building burgers is the name of the game but avoiding obstacles is a secondary objective that plays more and more of a prominent role as you go along.

**TIPS:** Focus on the top bun of the burger and nothing else.



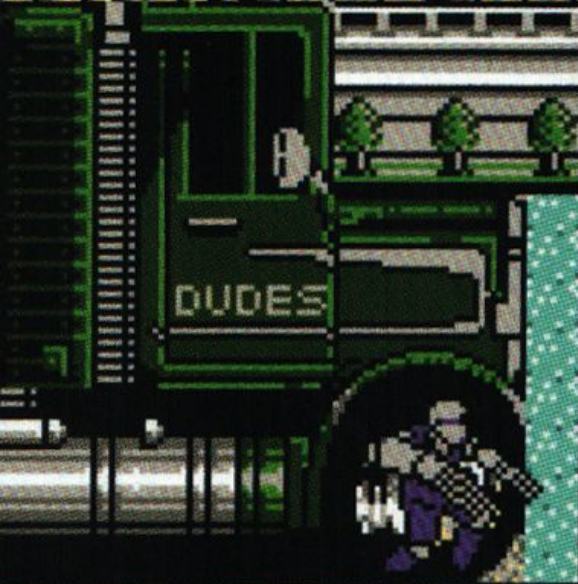
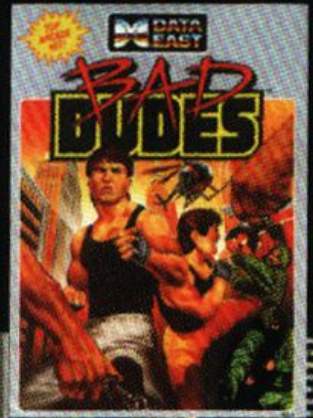
HI 20000 5 3



**VERSION RELEASED:** 1982  
**DEVELOPER:** Data East  
**PUBLISHER:** Data East  
**GENRE:** Platform

“LET'S GET COOKIN'!”

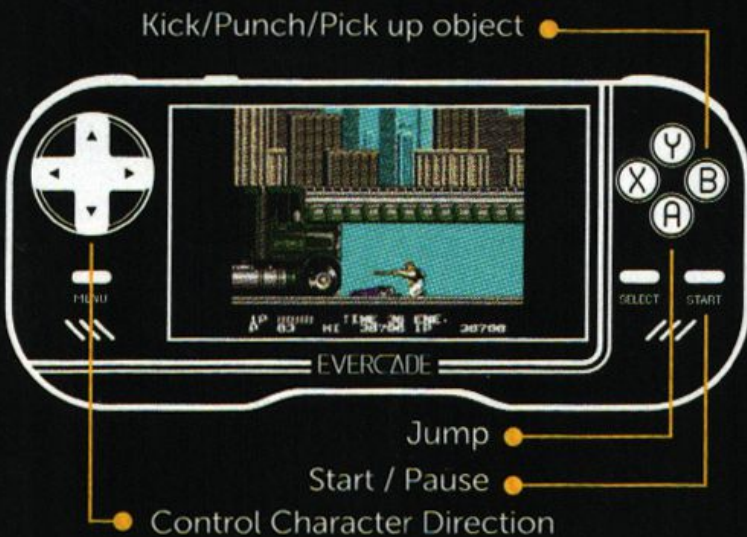
# BAD DUDES



## ABOUT THE GAME:

There's a lot going on here that might escape your eye at first glance. A brawler with ninja platforming elements, Bad Dudes feels so 80s it hurts, but in a good way. You have been tasked with rescuing "President Ronnie" from ninja kidnapers. Obviously only the baddest dudes can do this by battling through levels, dicing with death along the way. As you would expect, at the end of each level, a boss will await you. They are not nice people. We believe in you, the president's life is in your hands.

## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1988

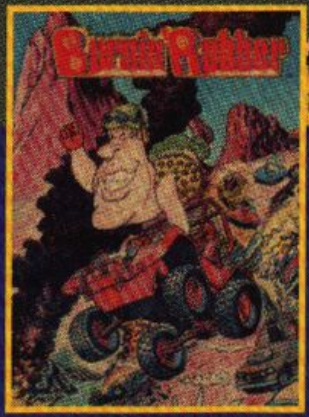
**DEVELOPER:** Data East

**PUBLISHER:** Data East

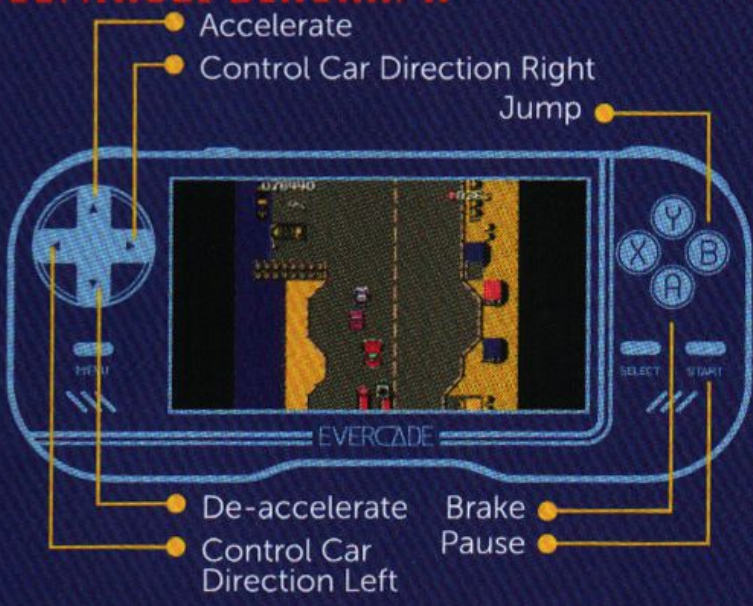
**GENRE:** Beat 'Em Up

**“HOW CAN  
SOMETHING  
THIS BAD BE  
SO GOOD?”**

# Burnin' Rubber



## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1982  
**DEVELOPER:** Data East  
**PUBLISHER:** Data East  
**GENRE:** Racing

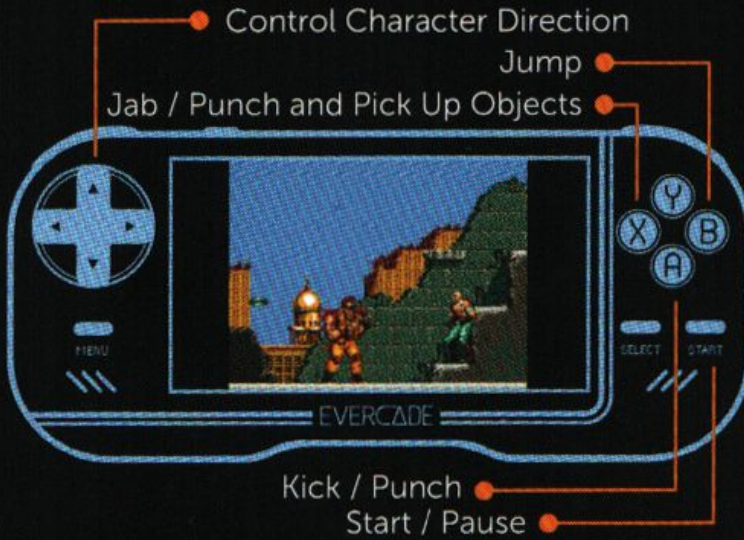
## ABOUT THE GAME:

A racing game that has kart like mechanics, Burnin' Rubber is a charming title that takes arcade mechanics and racing gameplay in a new direction. Anyone who enjoyed playing with toy cars back in the day will enjoy Burnin' Rubber and its really whimsical take on the racing genre.



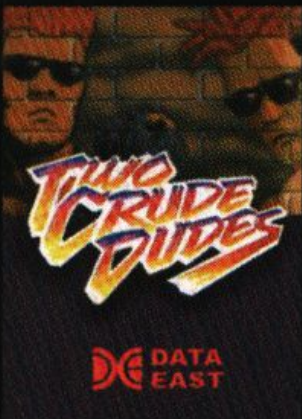
# TWO CRUDE DUDES

## CONTROLS DIAGRAM:



## ABOUT THE GAME:

A comic book-inspired brawler that sports bright pixel graphics and compelling gameplay, *Two Crude Dudes* has detailed graphics and huge sprites that clobber their enemies in comically brutal ways. If you enjoy brawlers but want something a little less earnest, *Two Crude Dudes* lives up to its tongue-in-cheek name.



**VERSION RELEASED:** 1991  
**DEVELOPER:** Data East  
**PUBLISHER:** Data East  
**GENRE:** Beat 'Em Up, Platform





**“CYBER-PUNK  
COUNTERSTRIKE!”**

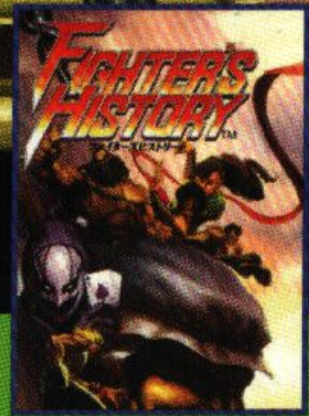


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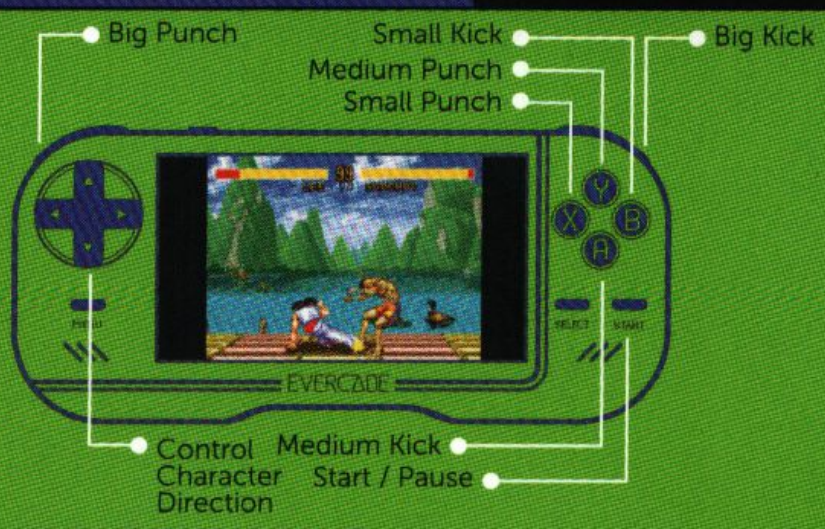
# FIGHTER'S HISTORY™

ROUND 1

FIGHT!



## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1993  
**DEVELOPER:** Data East  
**PUBLISHER:** Data East  
**GENRE:** Fighting

**TIPS:**  
 Standard fighting game inputs yield amazing results.

## ABOUT THE GAME:

The game that would be the king of fighting games, *Fighter's History* is a solid brawler with a familiar cast of characters and standard fighter inputs. Basically, if you've played any fighting game in the past twenty years, you'll be right at home here. While everything might seem familiar, even derivative of other fighters, you'll be amazed at how solid *Fighter's History* is on its own terms and also why it is such a cult classic today.

# KARATE CHAMP™

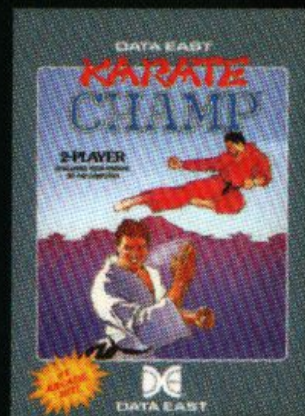
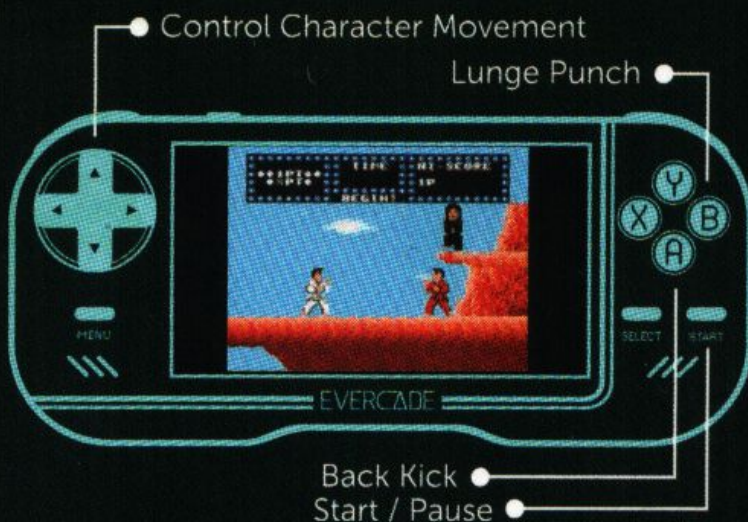
VERSION  
 RELEASED: 1984  
 PUBLISHER: Data East  
 GENRE: Fighting



## ABOUT THE GAME:

The original fighting brawler, Karate Champ is a points-based fighting game that mimics a traditional karate tournament. You have a selection of simple attacks as well as defensive positions. You'll often have to master both offense and defense to move forward in the game, but that's not an issue for players the more they game.

## CONTROLS DIAGRAM:





1PL 000400



# JOE & MAC 2 LOST IN THE TROPICS™

**VERSION RELEASED:** 1984  
**DEVELOPER:** Data East  
**PUBLISHER:** Data East  
**GENRE:** 2D Action Platformer



## ABOUT THE GAME:

Joe and Mac is a platforming duo on par with a pair of famous plumbers but their gig is set in the prehistoric era. No matter, that means we get to encounter dinosaurs and every other manner of enemy. Armed with power ups as well as their abilities to run and jump, Joe and Mac traverse the tropics, evading environmental hazards and dangers along the way. Graphically impressive and with an audio fidelity to match, Joe & Mac 2 is more of what you love and hours of platforming challenge.

# PRESS START



## CONTROLS DIAGRAM:



## TIPS:

Different hammer power ups have different advantages so choose wisely!

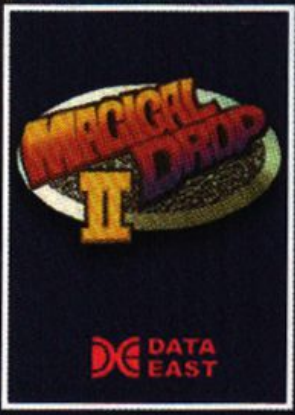
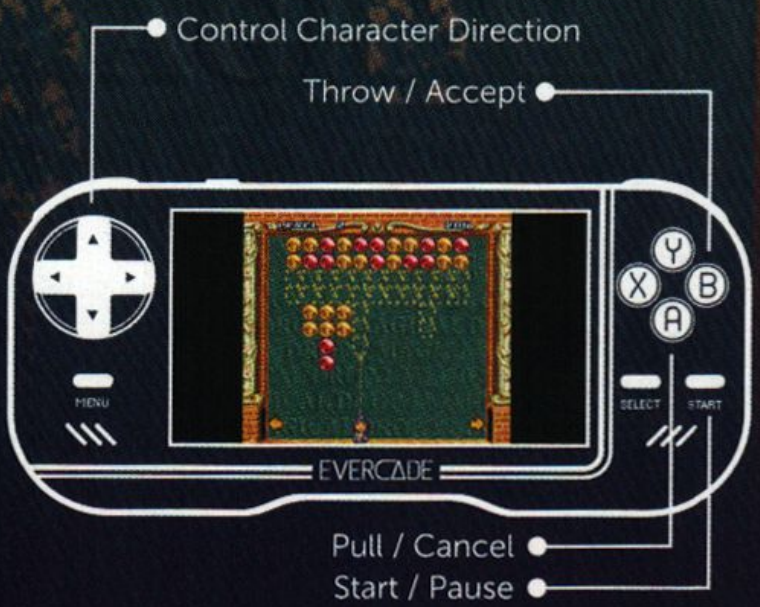
# MAGICAL DROP II

**VERSION RELEASED:** 1995  
**DEVELOPER:** Data East  
**PUBLISHER:** Data East  
**GENRE:** Puzzle

LEVEL 2 206



## CONTROLS DIAGRAM:



**ABOUT THE GAME:** Like Tetris but with colored bubbles and coming from the bottom up, Magical Drop 2 is a charming if somewhat familiar game that does enough on its own to set it apart from a crowded field. Chaining together colors and creating combos is the order of the day though you also have to manage screen real estate unless you fall victim to an encroaching tide of colored balloons. Like everything practice makes perfect and the more you play the more complex your chains and combos will become.

# MIDNIGHT RESISTANCE

MIDNIGHT  
RESISTANCE



## ABOUT THE GAME:

Midnight Resistance is about moving and shooting everything that gets in your way. Simple enough, right? Not exactly. You have a lot going on when you're crossing the screen and everything wants to end you - and quickly. More akin to a bullet hell than an action platformer, Midnight Resistance also has a pretty cool - if basic - storyline and central premise.

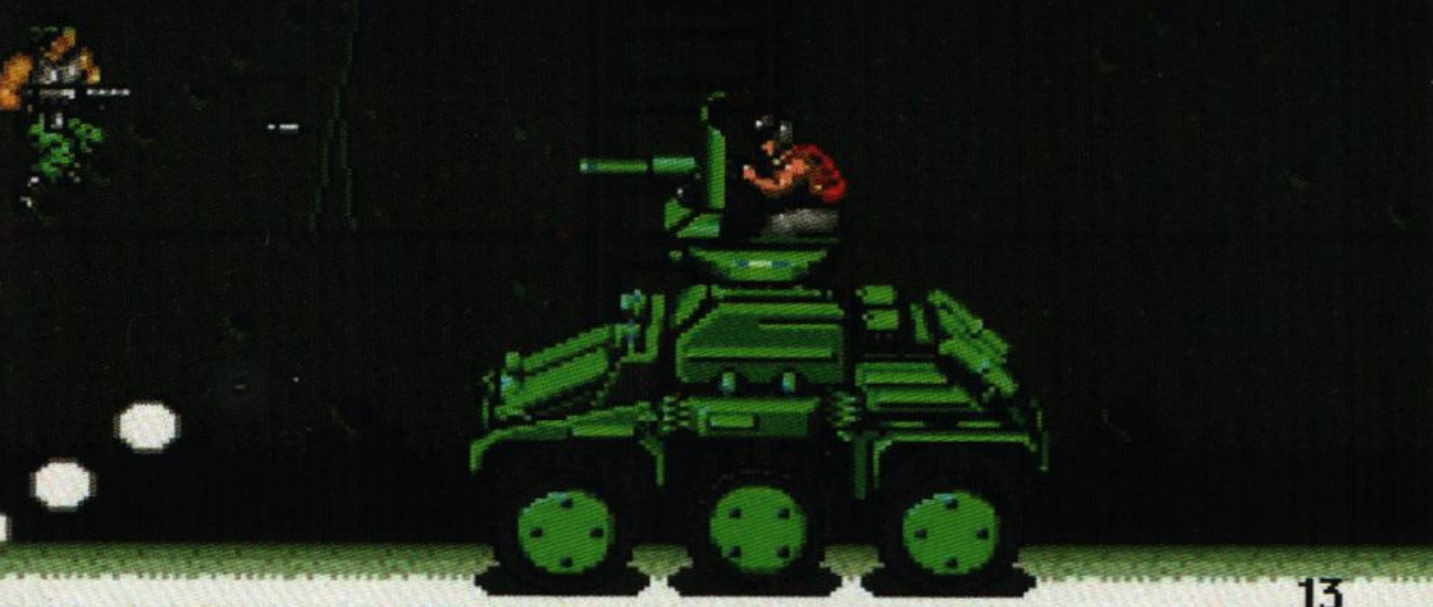
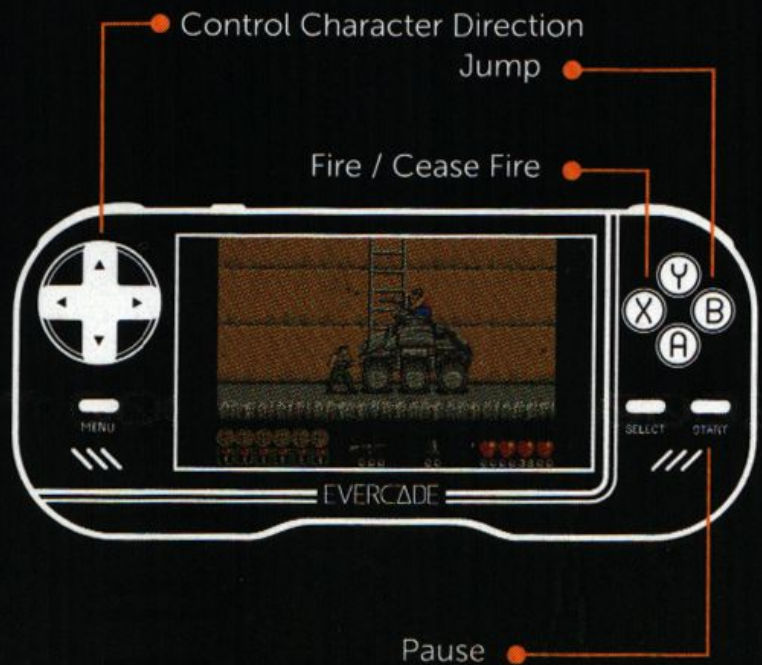
**VERSION RELEASED:** 1989

**DEVELOPER:** Data East

**PUBLISHER:** Data East

**GENRE:** Run and gun

## CONTROLS DIAGRAM:



# SIDE POCKET



MASSEI

NO

## ABOUT THE GAME:

Side Pocket was the finest Pool simulator of its time. Data East created a game with 3 city stages. In each city the stakes get higher and the challenges become tougher. Even seasoned sharks will struggle against the pressure. Los Angeles, New York and Atlantic City are the venues for some retro pool action. You want victory and you want it baaadd.

## TIPS:

Use the shoulder buttons to fine tune your shot, small movements can help you hit that tricky shot.



**VERSION RELEASED:** 1993

**DEVELOPER:** Data East

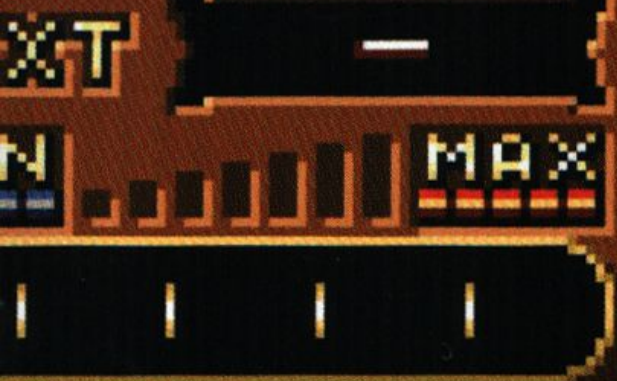
**PUBLISHER:** Data East

**GENRE:** Pool

NO

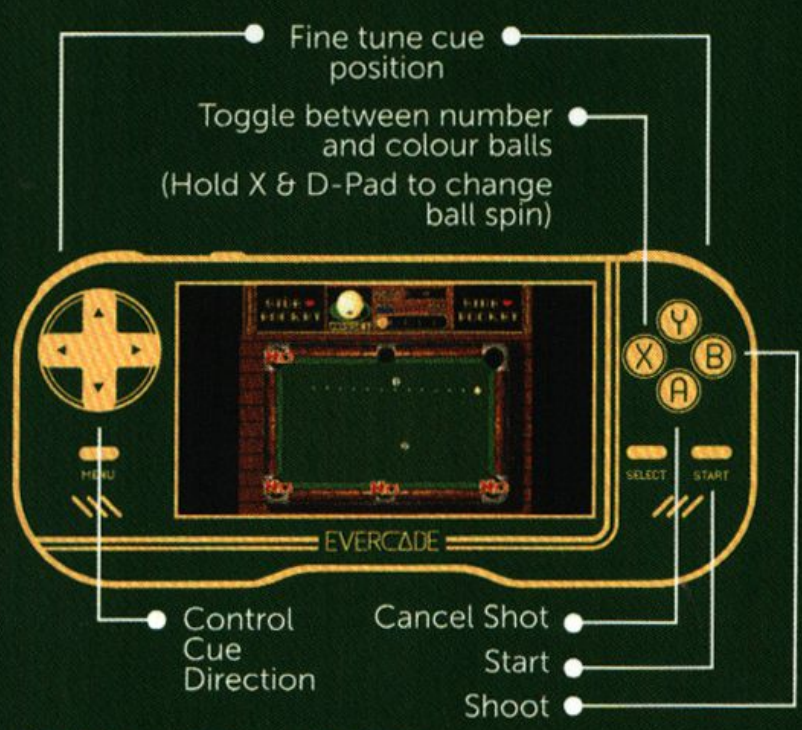
NO





# SIDE POCKET

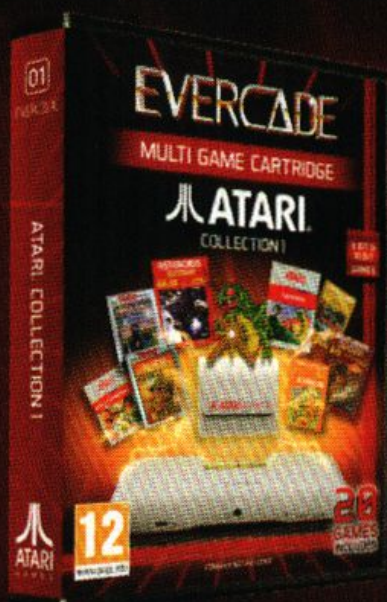
## CONTROLS DIAGRAM:



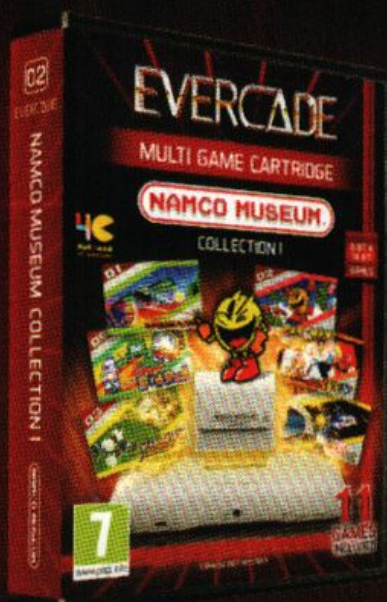
“REMEMBER,  
“RACK “N” ROLL.”



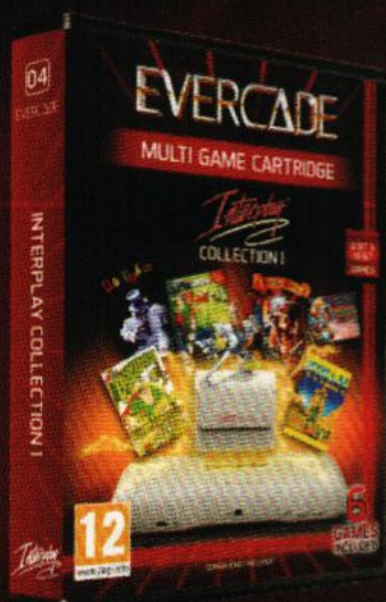
# MORE COLLECTIONS AVAILABLE



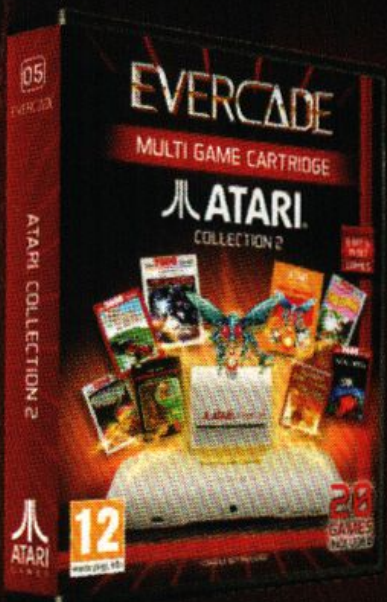
01 ATARI



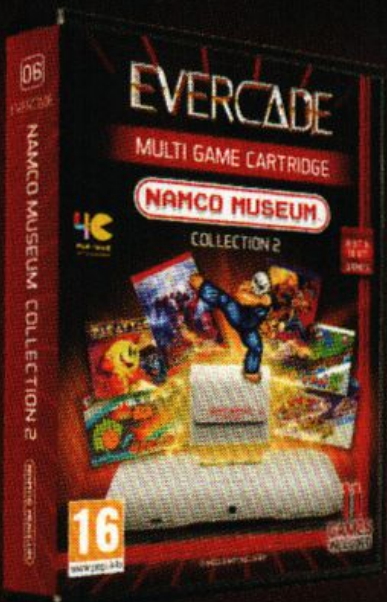
02 NAMCO MUSEUM



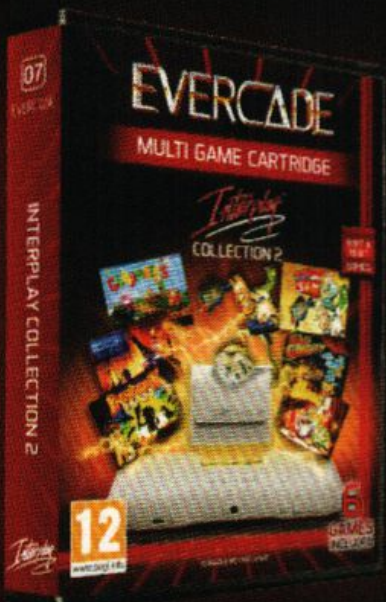
04 *Interplay*



05 ATARI



06 NAMCO MUSEUM



07 *Interplay*

FOR MORE INFORMATION VISIT  
**EVERCADE.CO.UK**



08 MEGA CAT STUDIOS

09 PIKO

10 TECHNOS  
THE ARCADE SYSTEM WORKS

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](http://BLAZERETRO.COM)

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