

Interplay™

COLLECTION 1



EVERCADE

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ABOUT INTERPLAY

Since 1983, Interplay Entertainment has developed and published hundreds of highly regarded games and has produced and licensed titles for many of the most popular interactive entertainment software platforms in the action/arcade, adventure/RPG and strategy/puzzle categories. Interplay's portfolio of well-recognized titles includes Battle Chess, ClayFighter, Descent, Earthworm Jim, Freespace, Giants, Messiah, MDK, Run Like Hell, and Sacrifice. Interplay also holds rights to many former Virgin Interactive and Titus Interactive titles.

This collection brings together several favorites from the Interplay catalog. We hope you enjoy playing these games as much as it pleases us to bring them to you.

EARTHWORM JIM

CONTROLS DIAGRAM:



ABOUT THE GAME:

Earthworm Jim came up in a time when every gaming company had to have a mascot and the more "extreme" the better. What's more extreme than a space-faring earthworm with a laser gun and loads of attitude? A platformer with shooter mechanics, Earthworm Jim is a bodacious throwback to the 1990s video game era.

TIPS:

Don't fall to your demise while trying to avoid a projectile. Earthworm Jim might have a lot of shooter elements, but it is still a platformer at heart.



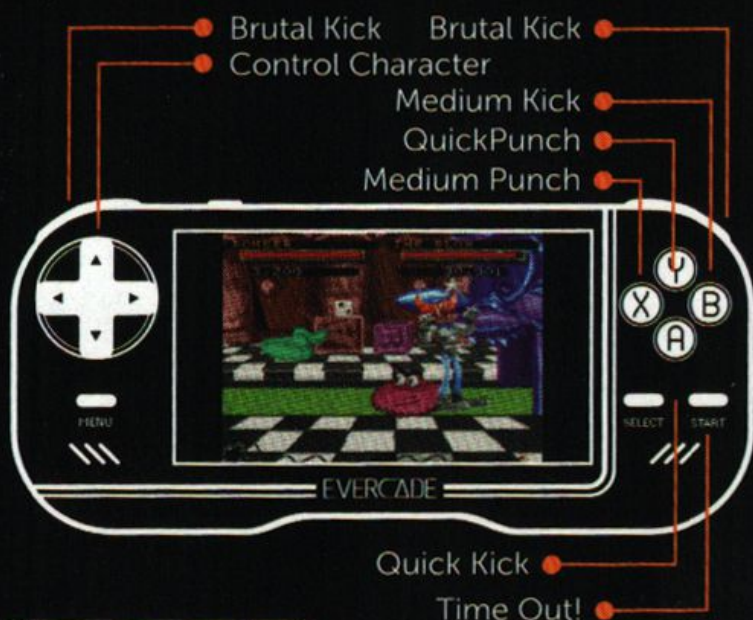
VERSION RELEASED: 1994
DEVELOPER: Shiny Entertainment
PUBLISHER: Interplay Entertainment
ORIGINAL DESIGNER: Doug TenNapel
ORIGINAL MUSIC BY: Tommy Tallarico
GENRE: Platform



“GROOVY”

ClayFighter

CONTROLS DIAGRAM:



ABOUT THE GAME:

Clay on clay violence is no less visceral than the motion-captured variety that other fighting game tournaments offer. Whether it is the snowman gone rogue Bad Mr. Frosty or the ooze like Blob, each fighter has a quirky character trait that shows up in their fighting style. Using both a unique graphical art style and a compelling fighting system, Visual Concepts' take on the massive popular arcade genre is memorable in more ways than one.

TIPS:

Try out different fighters and see which style works out best for you.



VERSION RELEASED: 1994
DEVELOPER: Visual Concepts
PUBLISHER: Interplay Productions
ORIGINAL DESIGNER: IKen Pontac
and David Bleiman
GENRE: Fighting



**“BEING A
‘HERO’ AIN’T
TOO SWEET”**

Battle Chess™

CONTROLS DIAGRAM:



ABOUT THE GAME:

Chess like you've never seen it before! Sporting animated sprites that mercilessly dispatch with their opponents, Battle Chess combines everyone's favorite ancient board game with the more modern sensibilities of a fighting game or action brawler. Don't worry - you'll only be playing by traditional rules here but that fresh coat of paint makes all the difference!

VERSION RELEASED: 1990

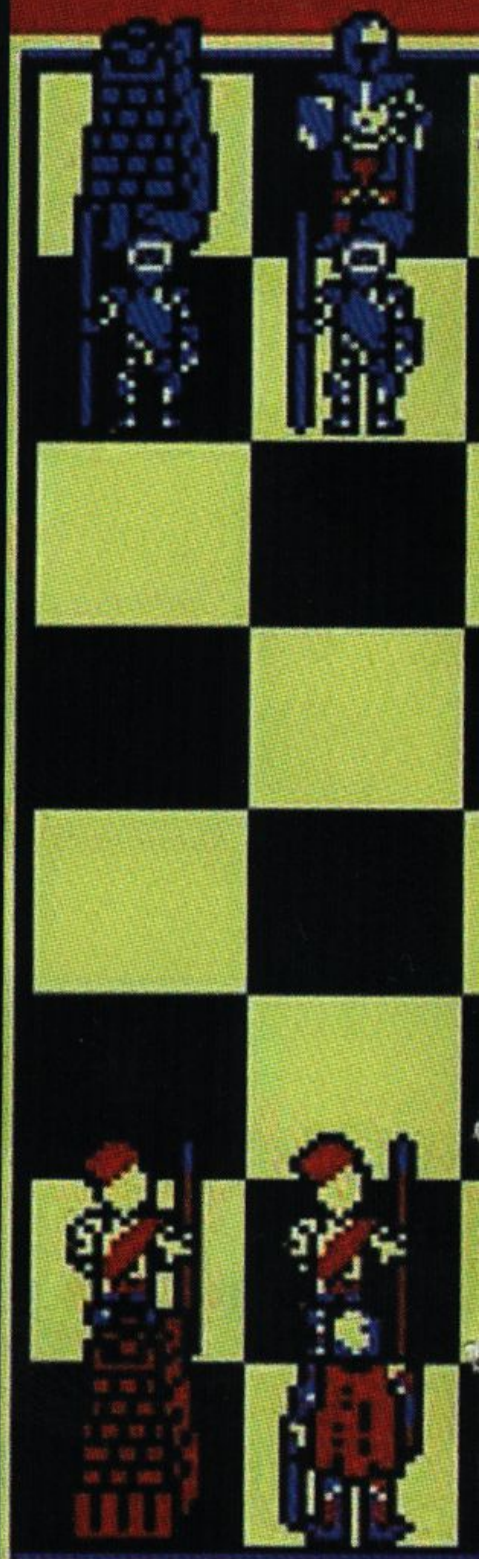
DEVELOPER: Interplay Productions

PUBLISHER: Interplay Productions

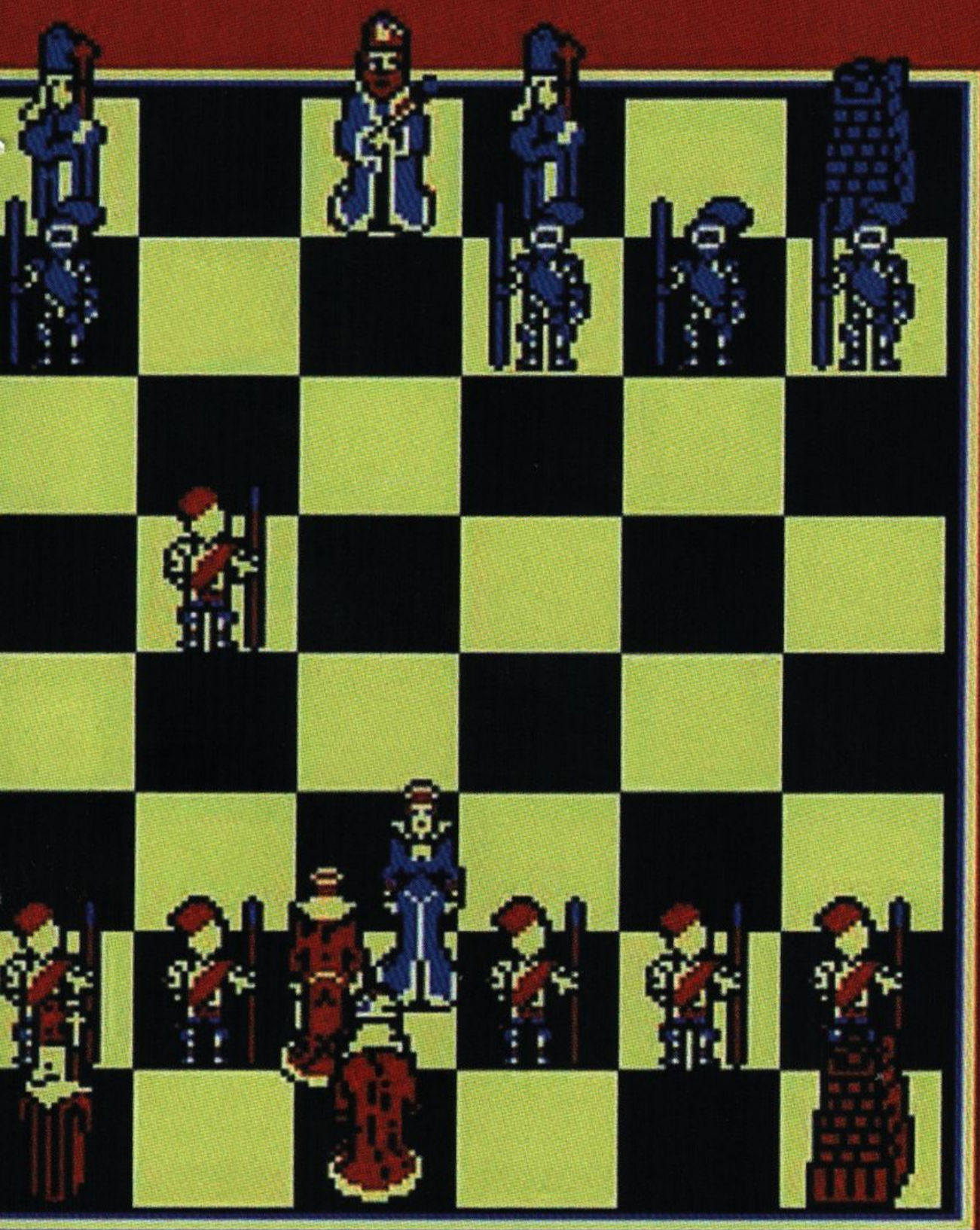
GENRE: Chess

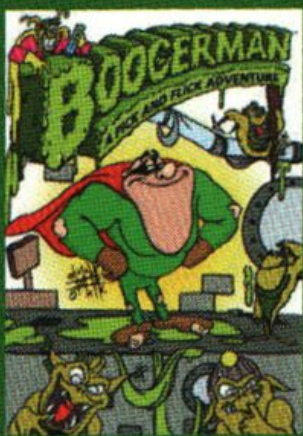


"GAME OF



KINGS™





ABOUT THE GAME:

The 1990s was a strange time when it came to mascot titles and Interplay's Boogerman is no stranger to that. Combining the decade's penchant for gross-out humor along with some solid platforming action, Boogerman is a really fun game that doesn't take itself too seriously but is pretty darn challenging nonetheless. You've got acrobatics, shooting mechanics, and phlegm-based antics - all in one game!

“TWO THUMBS
UP - TO THE
KNUCKLE!”



VERSION RELEASED: 1995

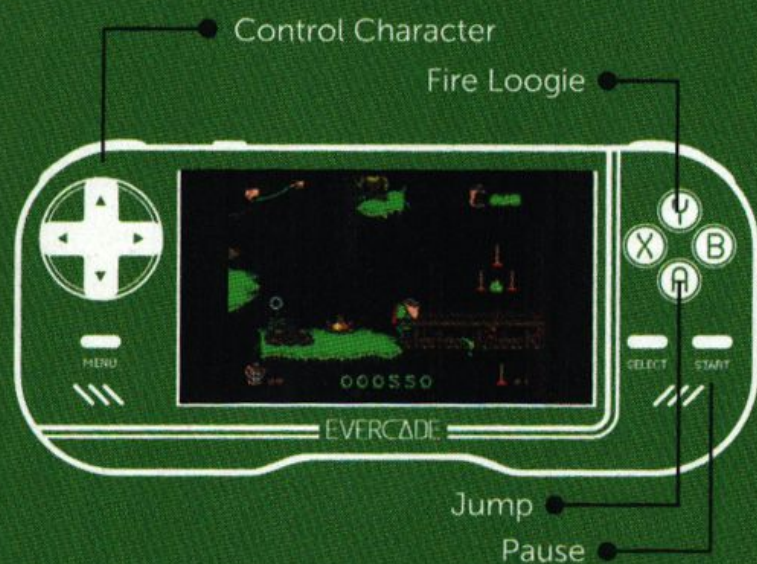
DEVELOPER: Interplay Productions

PUBLISHER: Interplay Productions

PUBLISHER: Michael Quarles, Jayesh
J. Patel, and Troy P. Worrell

GENRE: Platformer

CONTROLS DIAGRAM:



TIPS:

Use your powerups wisely because there will be moments where some are better than others and make the game a whole lot easier in the process.

Incantation

VERSION RELEASED: 1996

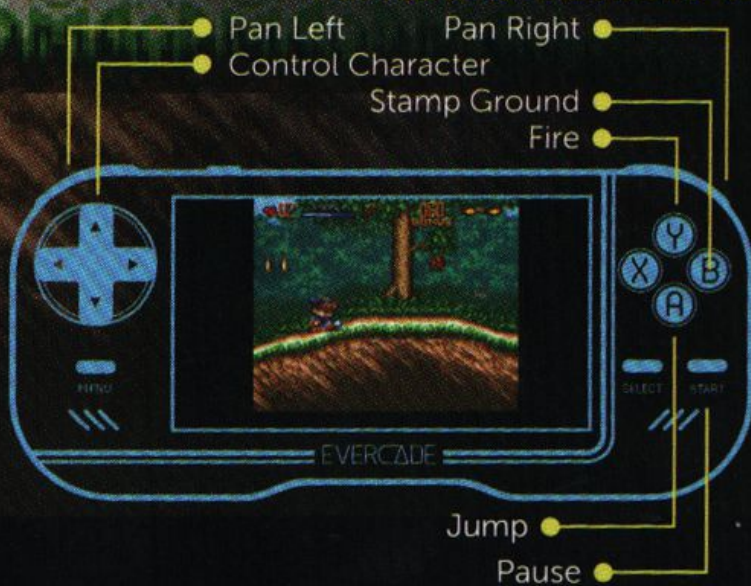
DEVELOPER: Titus France

PUBLISHER: Titus France

GENRE: Platformer



CONTROLS DIAGRAM:



ABOUT THE GAME:

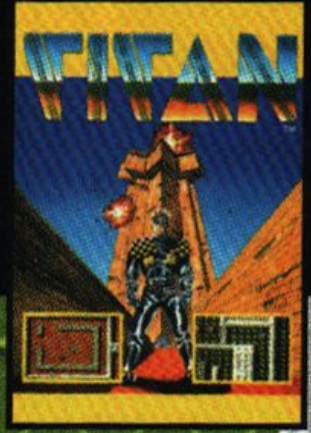
Incantation was released right at the end of the 16 bit era and primarily aimed at younger gamers. It offered simple controls that reflected the 8 bit days and had a familiar formula of collecting and battling end of level bosses throughout. You play as a very short Wizard who has to work through a number of levels to win. The best thing about the game is it's graphics which are detailed, varied and colourful as you progress.

TIPS:

Watch out for the Wizard's momentum, after you release the direction button he will continue moving a little further. This makes him tricky to control!

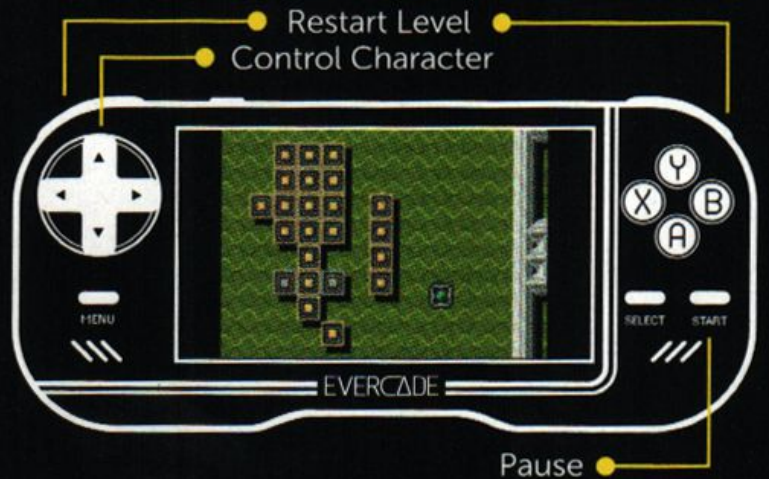
TITAN

TM



CONTROLS DIAGRAM:

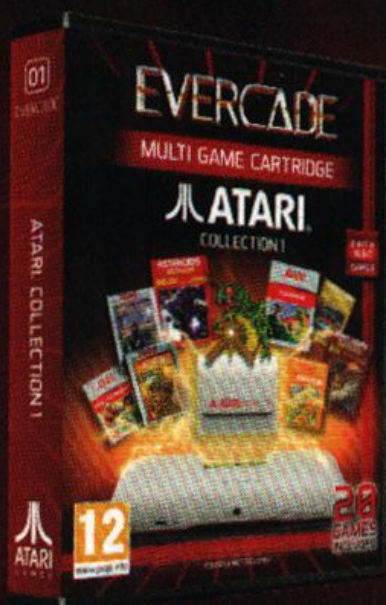
VERSION RELEASED: 1990
DEVELOPER: Titus France
PUBLISHER: Titus France
GENRE: Puzzle



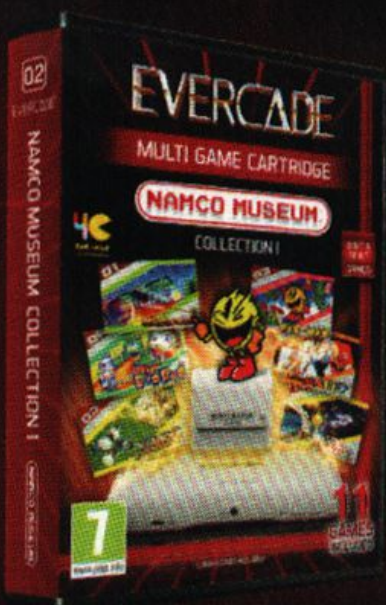
ABOUT THE GAME:

Surviving the mazes of Titan takes skills and quick reflexes as the game board shifts continuously. Classic arcade gaming with excellent pixel art and techno tunes, Titan lives up to its sci-fi bearing and stays true to its classic roots

MORE COLLECTIONS AVAILABLE



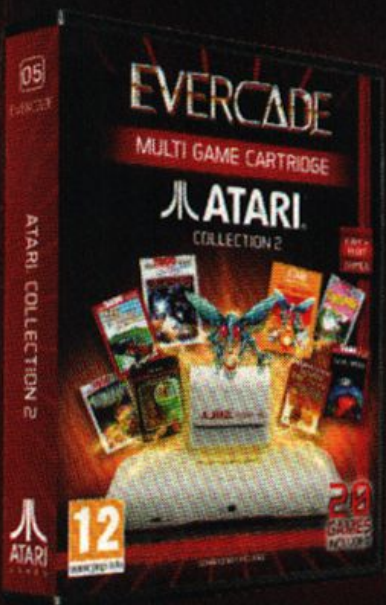
01 ATARI



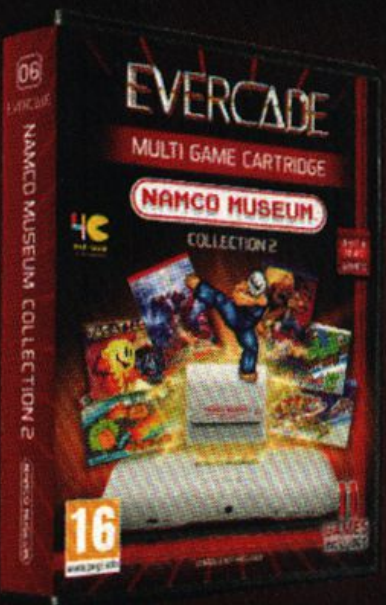
02 NAMCO MUSEUM



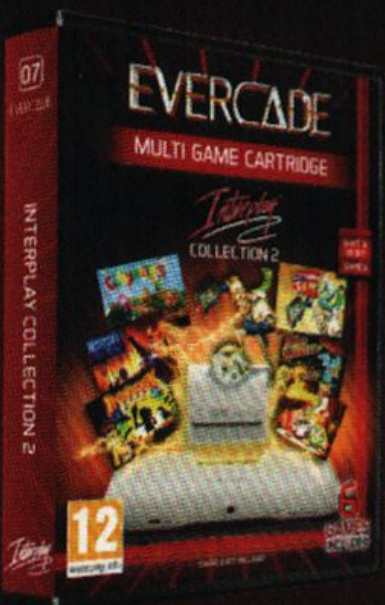
03 DATA EAST



05 ATARI



06 NAMCO MUSEUM



07

FOR MORE INFORMATION VISIT

EVERCADE.CO.UK



08 MEGA CAT STUDIOS

09 PIKO

10 TECHNOS
EMERIC S.V.S. NETWORK S

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

SONIC THE HEDGEHOG

KARATE CHAMP

EVERCADE
RETRO GAMES CONSOLE
CELEBRATE THE CLASSICS

THE GODS

7800 FIGHT

EVERCADE

SONIC THE HEDGEHOG
Sonic the Hedgehog
Sonic the Hedgehog
Sonic the Hedgehog
Sonic the Hedgehog

BOOGERMAN

ATARI

EVERCADE

EVERCADE

EVERCADE

ATARI 7800