

# NAMCO MUSEUM

## COLLECTION 2



EVERCADE

HOUSE OF THE DEAD

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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 2 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:** 1993

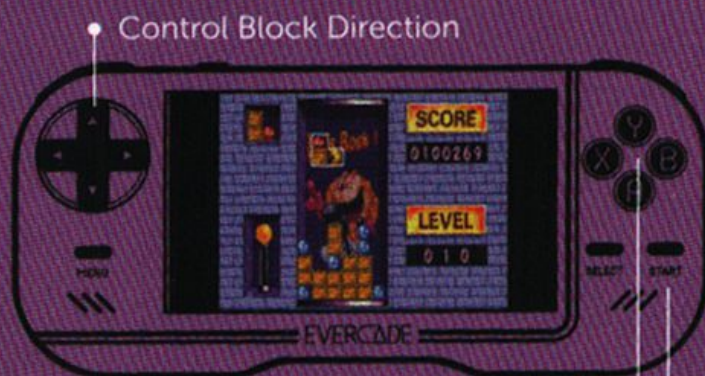
**PUBLISHER:** BANDAI NAMCO Entertainment Inc.  
(previously NAMCO)

**GENRE:** Puzzle



# PAC-ATTACK™

## CONTROLS DIAGRAM:



Rotate Cluster (press X,Y,A or B)

Pause



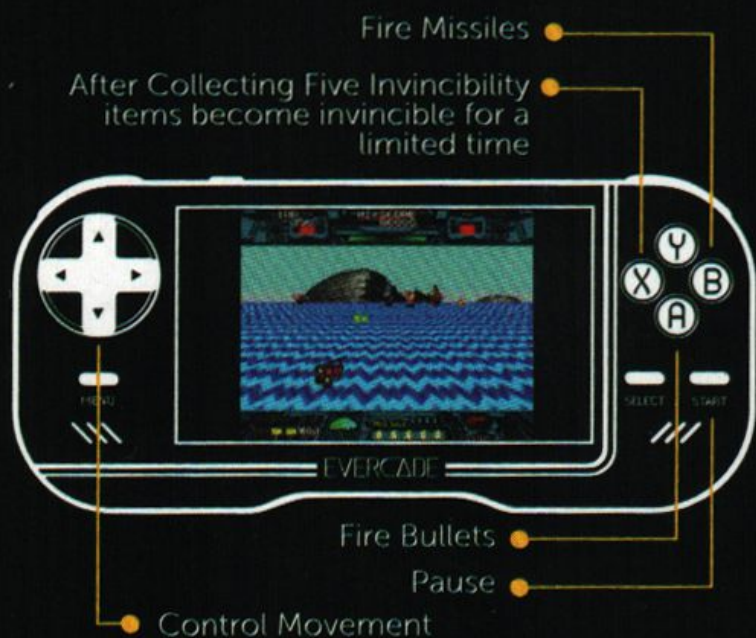
## ABOUT THE GAME:

A PAC-MAN™ puzzle game that takes the rudiments of Tetris and throws in the PAC-MAN universe and its characters. What more could you want? While it takes puzzle game elements in a decidedly PAC-MAN™-themed direction, this game is first and foremost a puzzler so be sure to learn its ins and outs. To promote the game's release, a contest was held in GameFan magazine that awarded cash prizes to players who submitted their highest scores.

**TIPS:** Pay attention to what direction PAC-MAN™ is facing at all times.

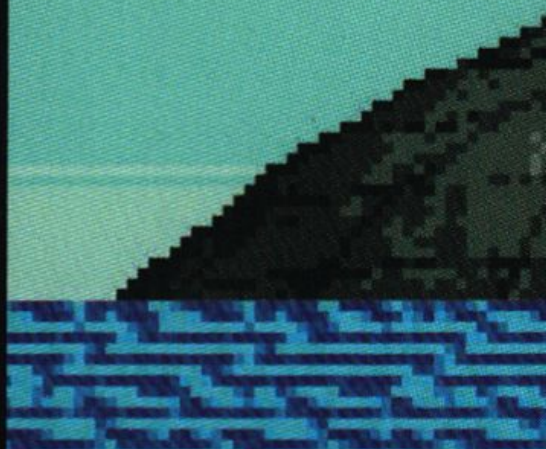
# BURNING FORCE™

## CONTROLS DIAGRAM:



## ABOUT THE GAME:

This Space Harrier-inspired game is a trippy shooter that combines graphical presentation with a tight gameplay structure that seals the deal. Perspective plays a huge role in the challenge here as you have to manage enemies both near and far in order to make it through to the end. The trippy visuals were ahead of their time back in the day, but they're equally compelling now and help make BURNING FORCE™ stand out as a title of immense production quality.



**VERSION RELEASED:** 1990

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

**GENRE:** 3D Shooter



## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1989  
**PUBLISHER:** BANDAI NAMCO Entertainment Inc. (previously NAMCO)  
**GENRE:** Scrolling Shooter

## TIPS:

Remember that the more heads you have, the more firepower you have but the more vulnerable you are.

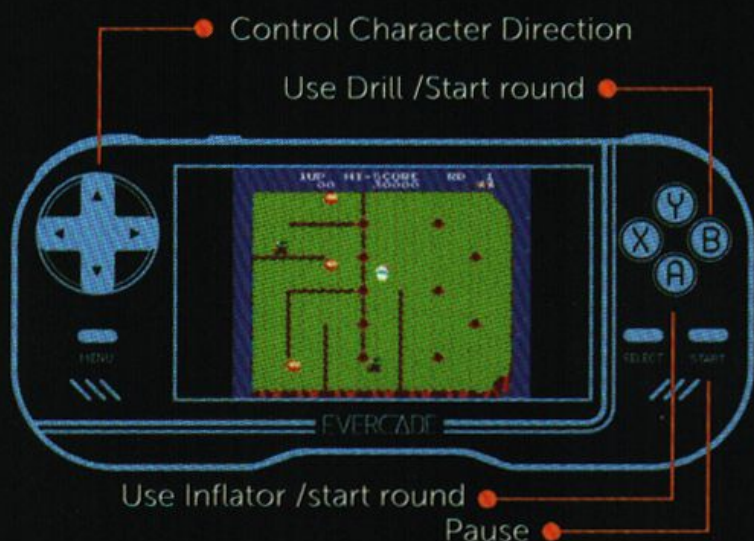
## ABOUT THE GAME:

A game with mechanics similar to XEVIOUS™, DRAGON SPIRIT™ THE NEW LEGEND is all about strategy and mastery of its often deceptively complex controls. Like most overhead shooters, environmental hazards make up as much of an obstacle success as enemies that are attacking you do.



# DIG DUG II

## CONTROLS DIAGRAM:



## ABOUT THE GAME:

The island-based sequel to the arcade smash, DIG DUG™ II has a simple core objective and many ways to achieve. Clear out all of the enemies while staying alive. Based on the same arcade board as that which ran PAC-MAN™, DIG DUG™ II is a unique utilization of the former game's mechanics with a few new tweaks that add a lot of depth to the gameplay.

## TIPS:

Don't dig too deep or you could end up drowning.



**VERSION RELEASED:** 1986

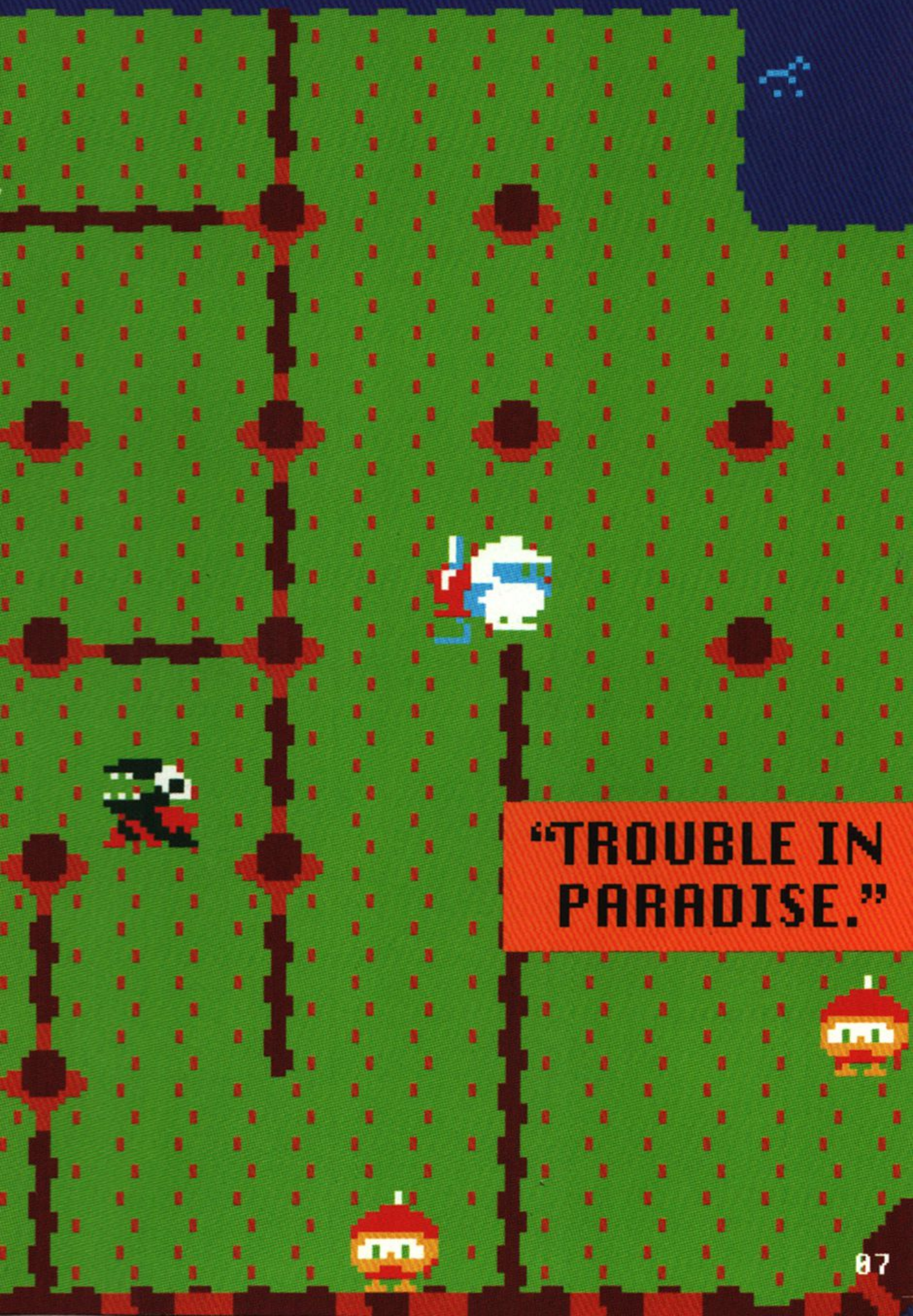
**PUBLISHER:** BANDAI NAMCO Entertainment Inc.  
(previously NAMCO)

**GENRE:** Action



LUP  
400

HI-SCORE  
30000



**“TROUBLE IN  
PARADISE.”**

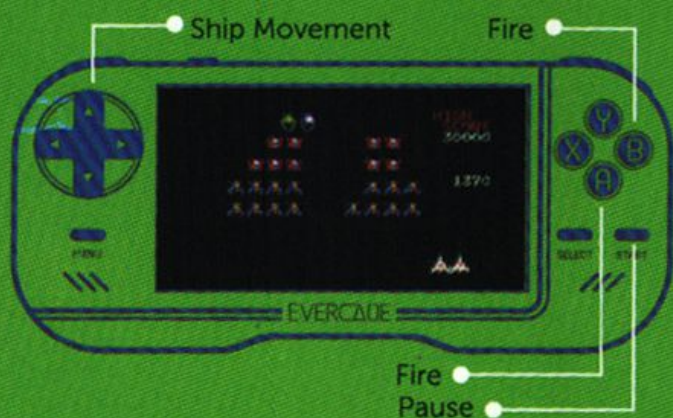
# Galaga™

HIGH  
SCORE  
30000

1UP  
7530



## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1985

**PUBLISHER:** BANDAI NAMCO

Entertainment Inc.

(previously NAMCO)

**GENRE:** Fixed Shooter

## ABOUT THE GAME:

It's all about points with GALAGATM and you might need to use some innovative strategies to get the highest score possible. One technique is to use the enemy's weapons against it - such as the tractor beam. Be careful, however, as GALAGATM is less than forgiving and will punish you with endless death. That's part of the fun and a huge challenge for many new players. It is widely regarded as a classic of the golden age of video games and one of the greatest video games of all time.



**VERSION**

**RELEASED:** 1990

**PUBLISHER:** BANDAI NAMCO

Entertainment Inc.

(previously NAMCO)

**GENRE:** Vertical Scrolling Shooter

### ABOUT THE GAME:

This Greek mythology-themed game is your basic vertical scrolling shooter with a slathering of salacious artwork and challenging game play. Don't worry about staying alive for too long, however, as PHELIOS™ is a game that makes you master its mechanics before you proceed any further. That means you're going to bite the dust a lot in the beginning.

### CONTROLS DIAGRAM:



SCORE

44

**"IT BEGINS AGAIN!"**

**VERSION RELEASED:** 1992

**PUBLISHER:** BANDAI NAMCO

Entertainment Inc.

(previously NAMCO)

**GENRE:** Beat 'Em Up, Horror

A pixelated character with a green body and a yellow mask, possibly a demon or enemy, is shown in a dark, pixelated environment.

# SPLATTERHOUSE™ PART 2



## **ABOUT THE GAME:**

A demon fighting demons, SPLATTERHOUSE™ PART 2 takes the gore normally associated with Hollywood slashers and combines it with a beat 'em up game that lets you use weapons and your feet and fists to pound demonic beings into a bloody mess. What makes SPLATTERHOUSE™ PART 2 so unique is that it doesn't use an urban setting or street gangs as its premise but it has a lot of mechanics in common with those types of games. The horror element not only makes it creepy but also weird in a good way that sets its art style and overall direction as iconically different from the rest.



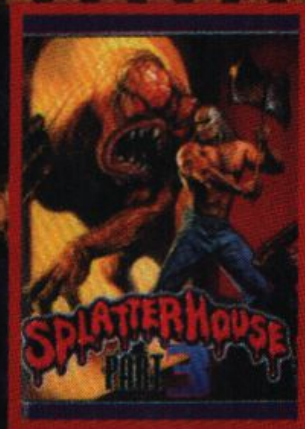
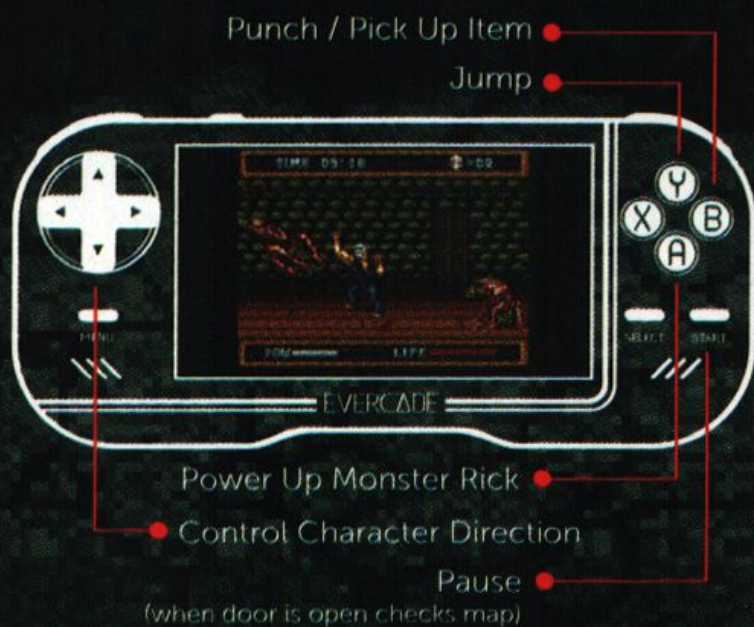
## CONTROLS DIAGRAM:



# SPLATTERHOUSE™ PART 3

**ABOUT THE GAME:** Considered by many to be one of the best brawlers of the 16-bit era, SPLATTERHOUSE™ 3 continues the slasher and gore theme of the previous games and adds more enemies, options, and abilities than ever before. Basically, SPLATTERHOUSE™ 3 gives you a slew of more ways to end someone - and quick. Everything about this third game is upgraded from the first two, beginning with sound and graphics. Though the others were great games in their own right, SPLATTERHOUSE™ 3 represents almost a decade of perfect the game's core formula.

## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1993  
**PUBLISHER:** BANDAI NAMCO  
Entertainment Inc.  
(previously NAMCO)  
**GENRE:** Beat 'Em Up, Horror



**"HE'S BACK!"**

LIFE

# THE TOWER OF DRUAGA



## CONTROLS DIAGRAM:

Control Character Direction  
Attack/Use Item



Pause

## ABOUT THE GAME:

A challenging game by any standard, the THE TOWER OF DRUAGA™ makes up for a steep climb in difficulty with hours upon hours of addictive, compelling gameplay. Offering 60 levels of a maddeningly challenging maze, THE TOWER OF DRUAGA™ rewards players for both exploration and perseverance. In many ways, it will remind modern gamers of a roguelike RPG or even one of those uber-difficult RPG action games from Japan. The point is that a lot of THE TOWER OF DRUAGA™ appeal is the challenge and how it changes with each playthrough.



**VERSION RELEASED:** 1985

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

**GENRE:** Maze Action Role-  
Playing Game

# WARP MAN™

I- 00 HI- 30000



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

**GENRE:** Multidirectional Shooter

## ABOUT THE GAME:

A multidirectional shooter that makes you utilize the full map in order to get the most out of your game. WARP MAN™ is great as either a quick pick-up-and-play or a long session of gaming. WARP MAN™ has to keep enemies from getting to the center of the screen and he does this by firing his gun in any direction they appear. As they circle around, the action gets even more hectic and frantic.

## TIPS:

You get awarded points based upon what part of the map the aliens are killed within.

## CONTROLS DIAGRAM:

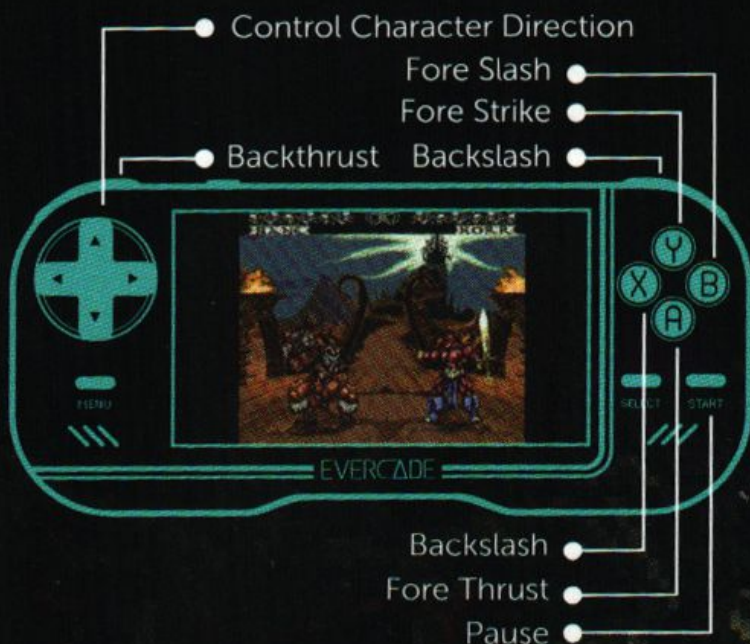


# “The Challenge of Two Worlds.”



# WEAPONLORD™

## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1995

**PUBLISHER:** BANDAI NAMCO

Entertainment Inc.  
(previously NAMCO)

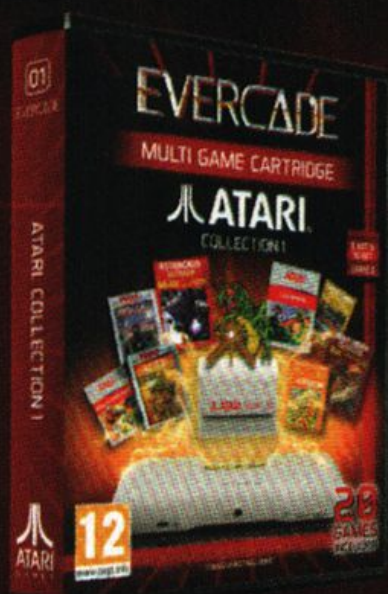
**GENRE:** Fighting


## ABOUT THE GAME:

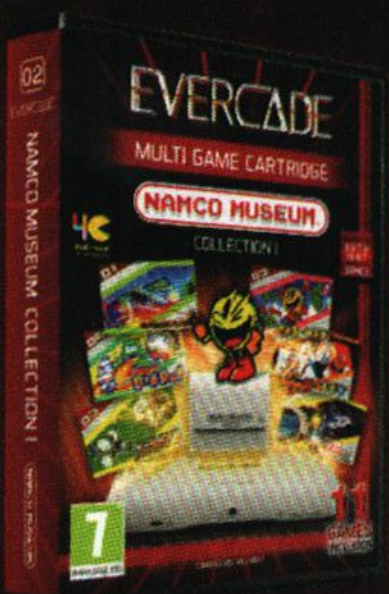
WEAPON LORD™ takes full advantage of its nordic theme in what can only be called one of the more innovative (and gory) fighters out there. Outside of that conceit, WEAPON LORD™ is a solid weapons-based brawler that boasts a level of realism when it comes to inflicting injuries or superficial wounds on your opponent.


“Combat with  
a cutting edge”

# MORE COLLECTIONS AVAILABLE




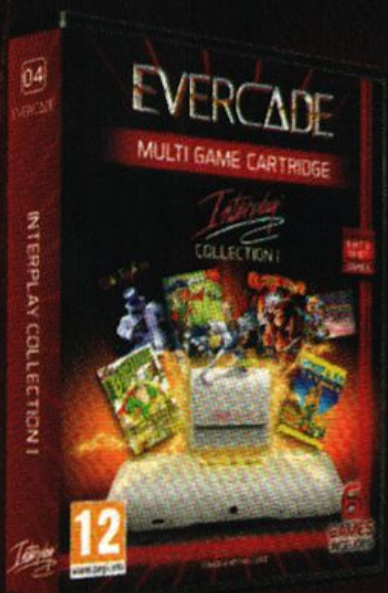
01  ATARI



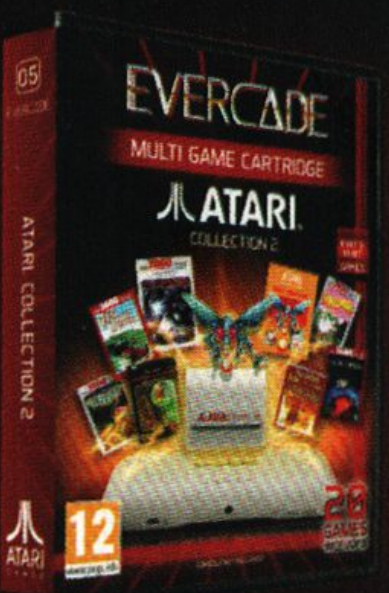
02  NAMCO MUSEUM



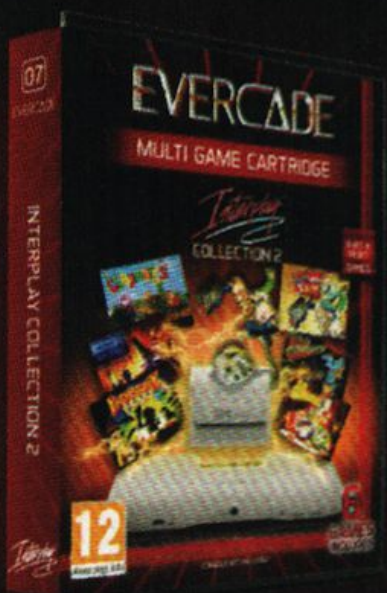
03  DATA EAST



04  INTERPLAY



05  ATARI



07  INTERPLAY

FOR MORE INFORMATION VISIT

[EVERCADE.CO.UK](http://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](http://BLAZERETRO.COM)

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**NAMCO MUSEUM**

BURNING FORCE™, DIG DUG™II, DRAGON SPIRIT™ THE NEW LEGEND, GALAGA™, PAC-ATTACK™, PHELIOS™, SPLATTERHOUSE™ PART 2, SPLATTERHOUSE™ 3, THE TOWER OF DRUAGA™, WARP MAN™ &

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WEAPON LORD™&©BANDAI NAMCO Entertainment America Inc.

