



COLLECTION 1



CONTENTS:

- 01 INTRODUCTION TO PIKO INTERACTIVE
- 02 BRAVE BATTLE SAGA
- 03 IRON COMMANDO
- 04 CANON / DRAGON VIEW
- 05 DRAKKHEN / JIM POWER
- 06 DORKE & YMP
- 07 POWER PUNCH II
- 08 MAGIC GIRL / NIGHTSHADE
- 09 POWER PIGGS / RADICAL REX
- 10 SWITCHBLADE
- 11 TOP RACER
- 12 THE HUMANS / THE IMMORTAL
- 13 TINHEAD / WATER MARGIN
- 14 WAY OF EXPLODING FIST
- 15 8 EYES
- 16 ALSO AVAILABLE

ABOUT PIKO

Piko Interactive was founded in 2013 by Eli Galindo. Piko collect and develop unique and interesting games from IP owners and release these games to new audiences. Many were unfinished or not released in English language and have been carefully finished and translated. Piko Interactive brings 20 of their best titles to the Evercade, giving gamers a chance to play a wide variety of genres on one console.

"Bringing old games back to life is our passion. Seeing people rediscover classics and discover our games for the first time is an amazing experience" - Eli Galindo

BRAVE BATTLE SAGA

Legend of the MAGIC WARRIOR



ABOUT THE GAME:

Developed by Chuanpu for the Sega Genesis in the Taiwanese market back in 1996, Brave Battle Saga is a mixture of the best of the era and sports an epic, 40-hour-long story as well as an interesting battle system.

CONTROLS DIAGRAM:



VERSION RELEASED: 1996

DEVELOPER: Chuanpu

PUBLISHER: Piko Interactive

GENRE: RPG



PIKO

ERIK



ABOUT THE GAME:

Kung-fu master Chang Li and soldier Jack are the main components of the Iron Commando team. They are so tough that they can punch a car to death. You must make your way across 10 stages of beat 'em up action, overcoming the masses of enemies sent your way in the form of punk kids, gangsters, gunfighters, knights, and even more.

CONTROLS DIAGRAM:



VERSION RELEASED: 1995
DEVELOPER: Arcade Zone
PUBLISHER: Piko Interactive
ORIGINAL MUSIC BY: Carlo Perconti
GENRE: Beat 'Em Up

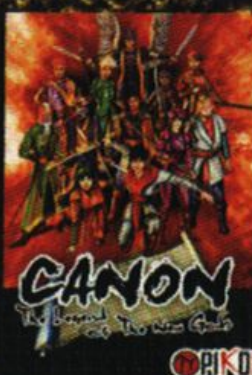
CANON

The Legend of The New Gods

CONTROLS DIAGRAM:



VERSION RELEASED: 1996
DEVELOPER: Chuanpu
PUBLISHER: Piko Interactive
GENRE: RPG



ABOUT THE GAME:

A game in the style of the Romancing Saga games, Canon - Legends of the New Gods draws on Chinese mythology to tell a story of a woman's legendary beauty and how it has led an emperor to try to find her and capture it. Drawn to conflict with an empire that holds Nu Wa, the emperor dispatches a legendary hero who must unite with 8 others in order to bring Nu Wa to the emperor once and for all.

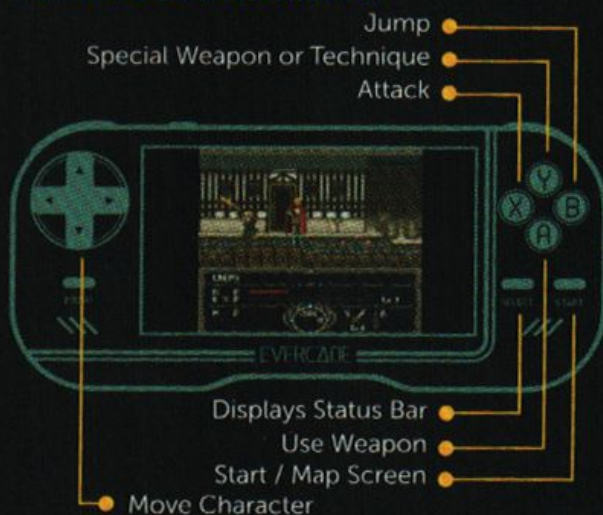


ABOUT THE GAME:

A side-scrolling role-playing video game from Kotobuki System Co., Dragon View uses a semi-3D worldview that encourages exploration and organic emergence of its storyline. While the graphical style is unique, the gameplay is hardcore action RPG and features consequential battles and intricate, if opaque, in-game systems. Released in Japan as Super Drakkhen and also known as Drakkhen II in some markets, Dragon View does not really follow that game's traditions and is, instead, very much its own thing.



CONTROLS DIAGRAM:



VERSION RELEASED: 1994
DEVELOPER: Kotobuki System Co.
PUBLISHER: Piko Interactive
GENRE: Action RPG

DRAKKHEN

CONTROLS DIAGRAM:



VERSION RELEASED: 1989

DEVELOPER: Infogrames, Kemco-Seika

PUBLISHER: Piko Interactive

GENRE: RPG

DRAKKHEN



ABOUT THE GAME:

Kemco-Seika's iconic 1989 strategy role-playing game Drakkhen is notable in video game history for attempting to create a 3D world space within which players can explore the game as well as real-time tactics in an RPG game.

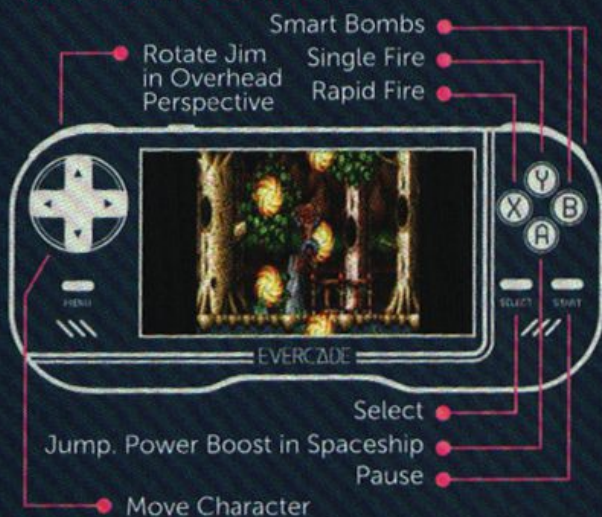


ABOUT THE GAME:

Few games are as ambitious as 1993's Jim Power - The Lost Dimension from Loricel. Switching effortlessly between different graphical modes and corresponding gameplay mechanics, Jim Power - The Lose Dimension features nothing less than side-scrolling platforming, a top-down view mode, and a horizontal shoot 'em up. Jim Power is considered one of the most challenging (and rewarding) games out there that combines as many different genres as it does.

JIM POWER

CONTROLS DIAGRAM:



VERSION RELEASED: 1993

DEVELOPER: Loricel

PUBLISHER: Piko Interactive

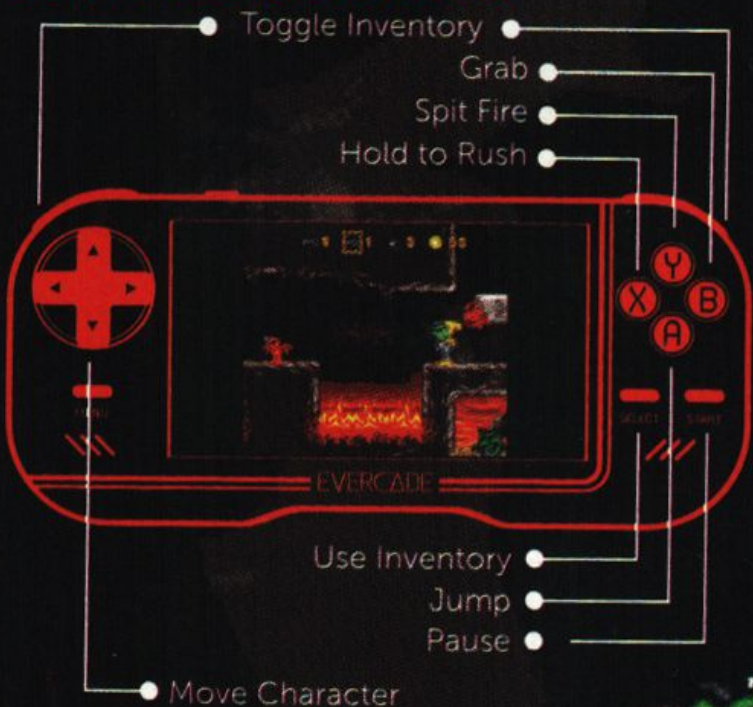
GENRE: Platforming



VERSION RELEASED: 2015
DEVELOPER: Norse/Piko
PUBLISHER: Piko
GENRE: Puzzle Adventure
Platformer

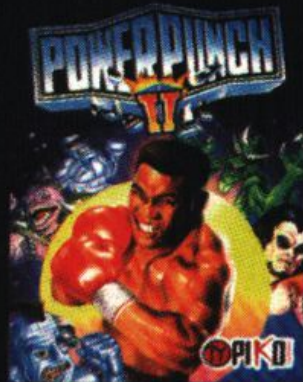


CONTROLS DIAGRAM:



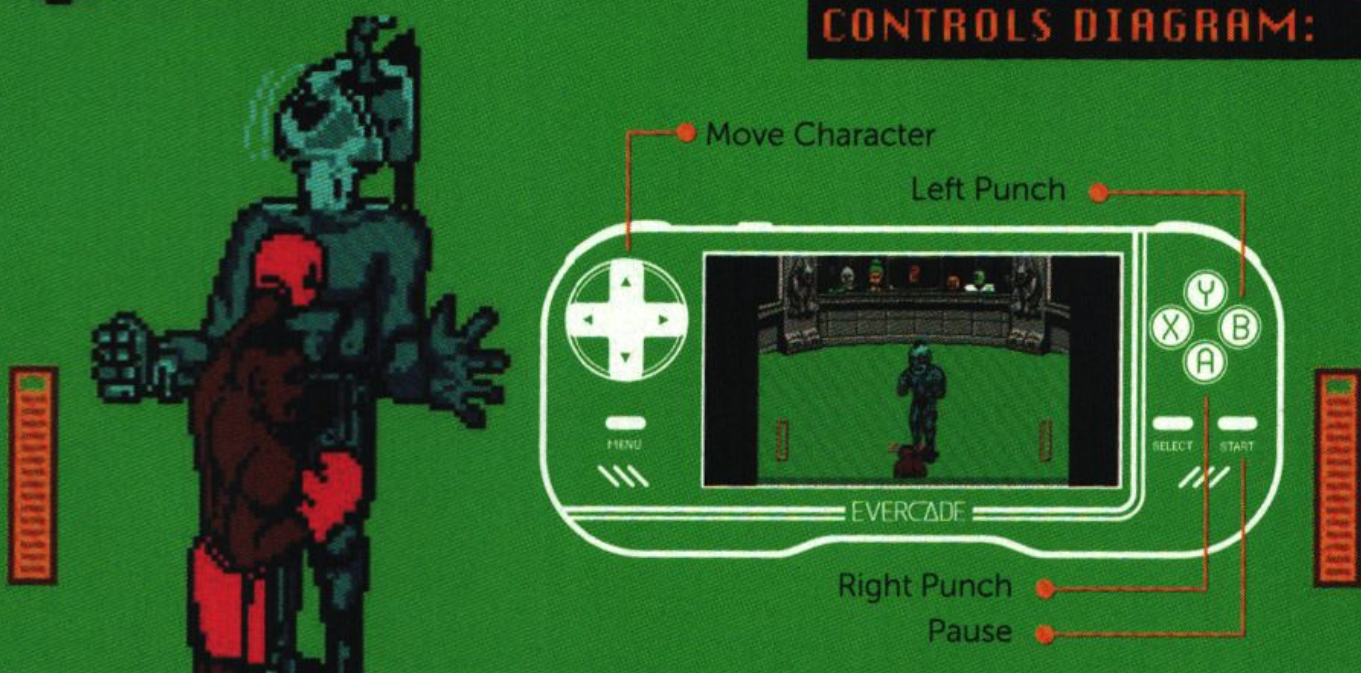
ABOUT THE GAME:

Dorke and Ymp was an unreleased game from a Swedish company. Piko Interactive revived the game some 25 years after it was left unfinished after not finding an original publisher. The aim of the game is to help Dorke (and Ymp) carry out some errands for your evil Master Wizard in exchange of training you and teaching you his magic spells! Sadly, in 2014, one of the original team (Jim Studt) died at the age of 42, before he could see the game completed. The game is dedicated to Jim.



VERSION RELEASED: 1992
DEVELOPER: Beam Software
PUBLISHER: Piko Interactive
GENRE: Sports

CONTROLS DIAGRAM:



ABOUT THE GAME:

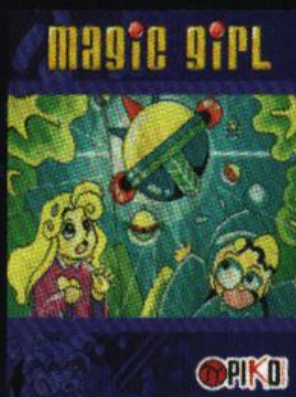
Mark "Tough Guy" Tyler is the undisputed king of the world when it comes to boxing and, rocking a perfect record, issues a challenge to the citizens of Earth to find someone to defeat him. Little does he know, however, that his message carries beyond our own solar system and attracts the attention of boxers from across the galaxy.

magic girl

CONTROLS DIAGRAM:



VERSION RELEASED: 1993
DEVELOPER: Gametec
PUBLISHER: Piko Interactive
GENRE: Shooter



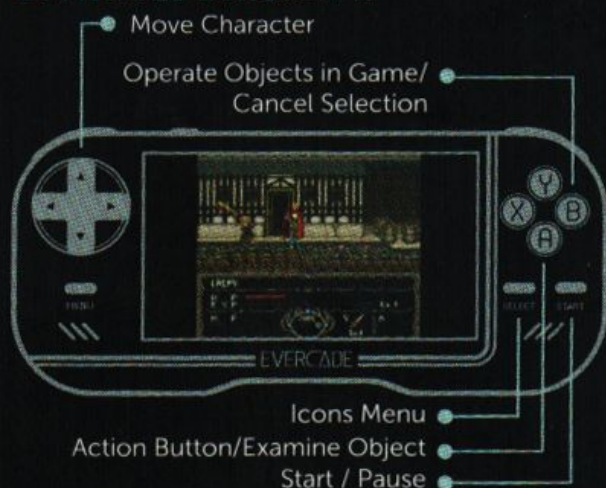
ABOUT THE GAME:

Dropping for the Sega Mega Drive back in 1993, Magic Girl is a shooter title with shooting mechanics that stars an anime heroine and features a series of colorful, bright stages to defeat.



NIGHTSHADE

CONTROLS DIAGRAM:



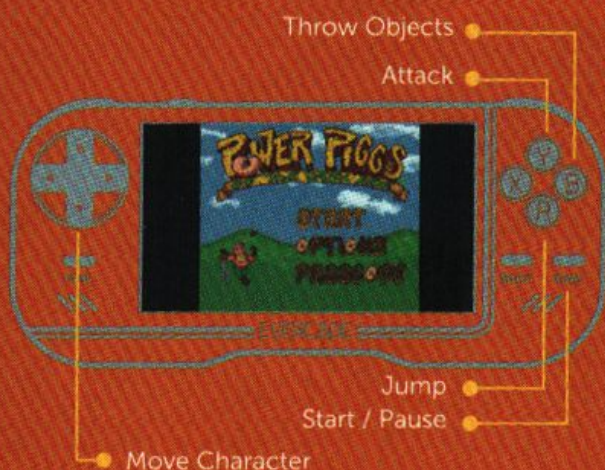
ABOUT THE GAME:

Welcome to Metro City - the place where superheroes come to die. After the death of the hero Vortex, the city's criminal gangs begin to take over the place until eventually they, too, are subjugated by the crime lord Sutekh. A mercenary by the name of NightShade rises up as the common man, he decides he has had enough and embarks on a journey to become a superhero himself. An action adventure game with role-playing elements, NightShade was the first in a planned trilogy from Beam Software that never materialized.

VERSION RELEASED: 1992
DEVELOPER: Beam Software
PUBLISHER: Piko Interactive
GENRE: Action Adventure

Power Piggys OF THE DARK AGE

CONTROLS DIAGRAM:



VERSION RELEASED: 1996

DEVELOPER: Radical Entertainment

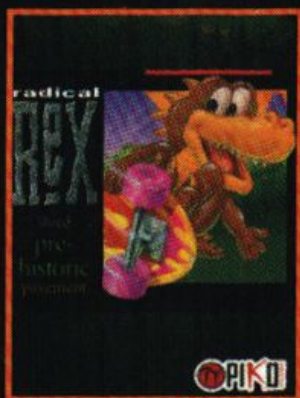
PUBLISHER: Piko Interactive

GENRE: 2D Action Platformer



ABOUT THE GAME:

Take charge of a band of anthropomorphic pigs in this medieval fantasy pitting our porcine heroes against the appropriately named Wizard of Wolff - a wolf-like warlock bent on turning our troop of power pigs into crisp bacon. Executed in lavish and fantastical graphics that sport bright colors and crisp visuals, Radical Entertainment's 1996 action platformer is not short on creativity - or fun.



radical REX

CONTROLS DIAGRAM:

Breathe fire, trash skateboard,
blow bubbles underwater

Jump



ABOUT THE GAME:

Dinosaur on a Skateboard! In the early 1990s Beam software realised that if you could combine the two together, you may just have the coolest game ever. It doesn't quite reach those levels, but Radical Rex's provides a challenge - as well as a heady dose of fun.

VERSION RELEASED: 1994

DEVELOPER: Beam Software

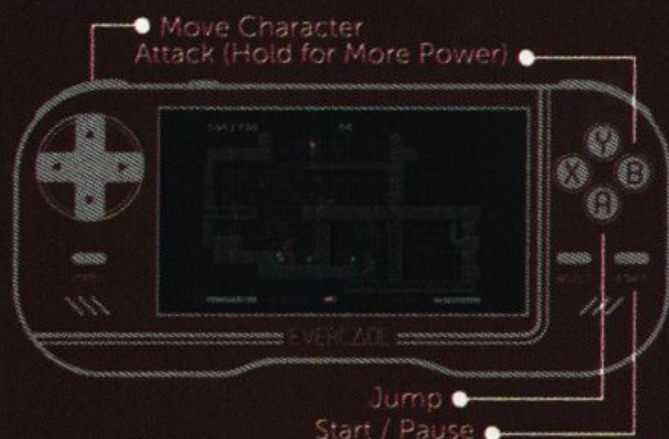
PUBLISHER: Piko Interactive

GENRE: Action

Switchblade



CONTROLS DIAGRAM:



VERSION RELEASED: 1989

DEVELOPER: Core Design

PUBLISHER: Piko Interactive

GENRE: Action Platforming

TIPS:

It might not hurt to keep track of things you have to do and even make a rudimentary map or key to the dungeon as you explore.

ABOUT THE GAME:

An action-platforming epic with exploration and run-and-gun elements, Switchblade will shock you with its minimalist approach to gaming mechanics. Don't worry - it results in a really cinematic, exciting game that sports Hollywood narrative elements and even bits of anime and manga as well. Set in a dystopian world, Switchblade is about a quest to obtain the Fireblade sword and retrieving the 16 pieces that comprise it.

TOP RACER



ABOUT THE GAME:

By the same developers as the Lotus series, this game's copyright lapsed and has been renamed as Top Racer. You can choose your driver name, a car from 4 unique choices and your transmission type before the racing action begins. The game features split screen action where you will be racing against a computer foe.

CONTROLS DIAGRAM:



VERSION

RELEASED: 1992

DEVELOPER: Gremlin Graphics

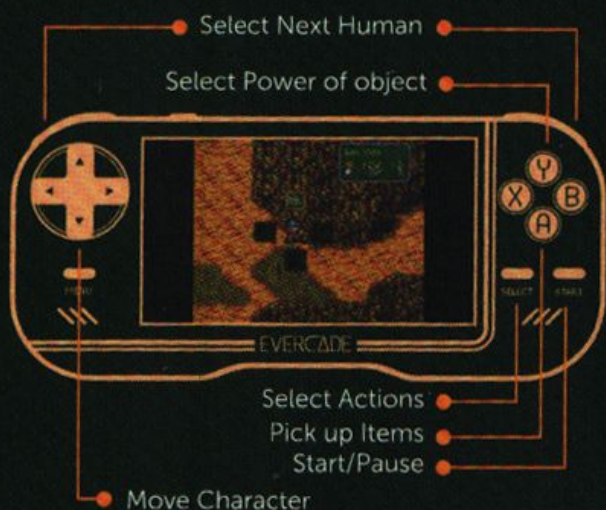
PUBLISHER: Kemco/Piko

Interactive

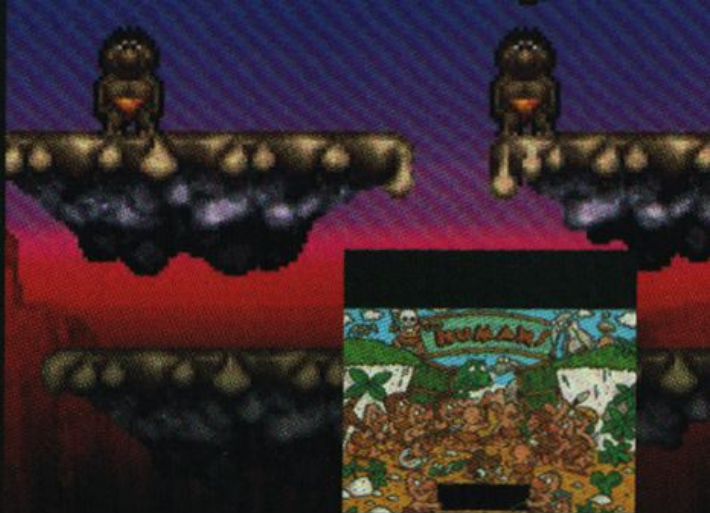
GENRE: Racing

the HUMANS

CONTROLS DIAGRAM:

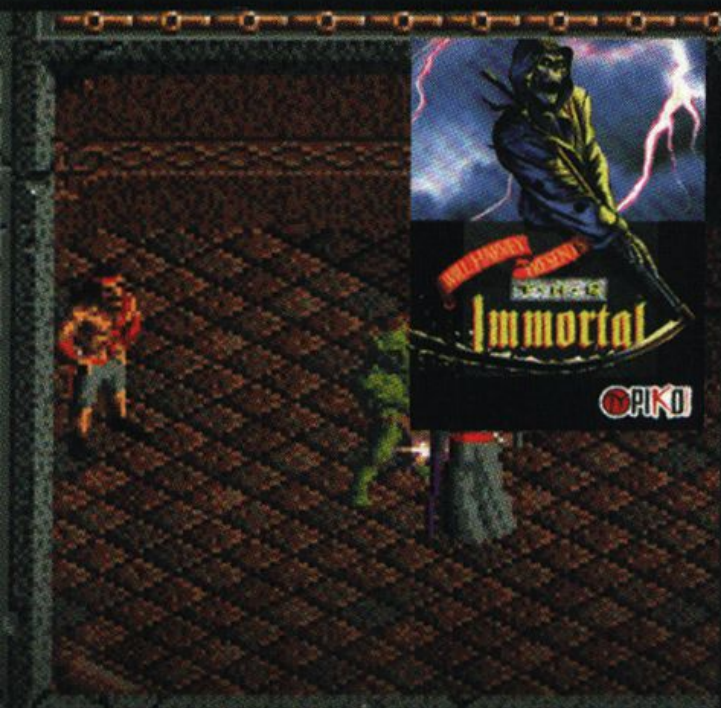


VERSION RELEASED: 1992
DEVELOPER: Imagitec Design
PUBLISHER: Piko Interactive
GENRE: Puzzle



ABOUT THE GAME:

A puzzle game from Imagitec Design that draws heavy inspiration from the Lemmings series of games, The Humans is a wonderful 1992 title that combines whimsical, charming graphics with deep strategy and challenge. You have to make use of your various tribesmen in order to overcome puzzles presented to you in the environment.

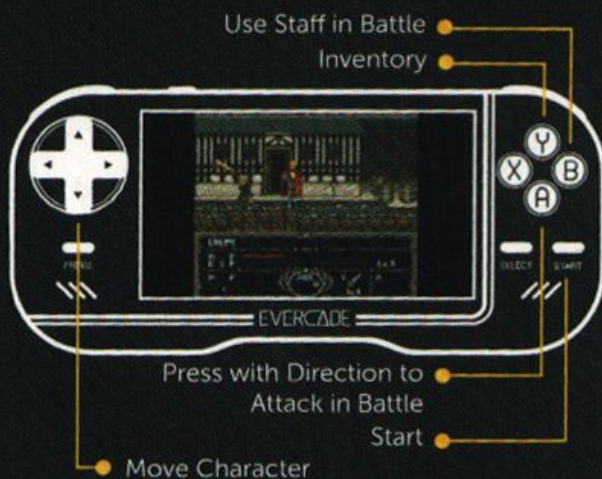


ABOUT THE GAME:

Harkening from an era when dungeon crawlers literally crawled (and teemed) with danger at every corner, The Immortal is one of the most visceral experiences from a classic video game you will ever have. Portrayed using large graphics that are as detailed as they are gory, The Immortal is a classic isometric fantasy game.

T-H-E Immortal

CONTROLS DIAGRAM:



VERSION RELEASED: 1990
DEVELOPER: Sandcastle
PUBLISHER: Piko Interactive
GENRE: RPG

TINHEAD

CONTROLS DIAGRAM:



VERSION RELEASED: 1993
DEVELOPER: MicroPose UK
PUBLISHER: Piko Interactive
GENRE: Platform



ABOUT THE GAME:

An intergalactic goblin called the Grim Squidge has stolen the lights from the night sky and it is up to you to bring them back. Using a vacuum cleaner-like spaceship to suck up all the stars, our enemy from beyond the stars has sealed those very lights in glass and sent them all across different planets for you to retrieve and put back in their place. This 1993 MicroProse UK game by Richard Lemarchand is bathed in rich color and excellent sound for an audio/visual experience to match the zany story.



ABOUT THE GAME:

Set in a fantasy world that draws from Chinese mythology and culture, Water Margin is a beat 'em up game about three brave heroes facing off against endless hordes bent on the world's destruction. Initially released only in China, Hong Kong, and Taiwan, Water Margin's heavy Chinese mythological elements inspire not only the story but also the beautiful artwork and graphical style employed throughout the game.



CONTROLS DIAGRAM:



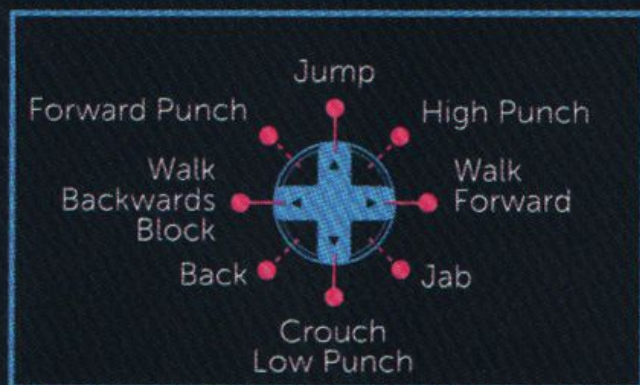
VERSION RELEASED: 2019
DEVELOPER: Kingtec Information
PUBLISHER: Piko Interactive
GENRE: Beat 'Em Up

exploding fist

VERSION RELEASED: 1985
DEVELOPER: Beam Software
PUBLISHER: Piko Interactive
GENRE: Fighting Game



CONTROLS DIAGRAM:



ABOUT THE GAME:

Before they became the tournament-based extravaganzas involving multinational corporations or shadowy organizations, fighting games were about traditional martial arts competitions and points-based systems of combat. Gamers who have some experience with karate and the like will be instantly familiar with Way of the Exploding Fist's initial setup. Overseen by a wizened old referee, the karate matches take place in variety of themed venues. 1985's Way of the Exploding fist is Beam Software's masterful attempt at a fighting simulation game.

8 EYES



ABOUT THE GAME:

Everyone loves a post apocalyptic future right? In 8 Eyes you are trying to capture the 8 "Eyes" (actually jewels) that were created by a nuclear apocalypse from some evil Dukes who need them for their nefarious plans. There are elements of linear platformer here and some neat maze action that gives the game some real depth. Accompanying you on this quest is your trusty Falcon who aids you on your quest. At each stage you will need to find hidden clues which are discovered by breaking certain blocks with your sword or Talons. These clues will aid you in determining the right order in which to place each of the 8 Eyes on the altar at the end of the game, only then will you truly win.

VERSION RELEASED: 1988

DEVELOPER: Thinking Rabbit

PUBLISHER: Piko Interactive

ORIGINAL DESIGNER:

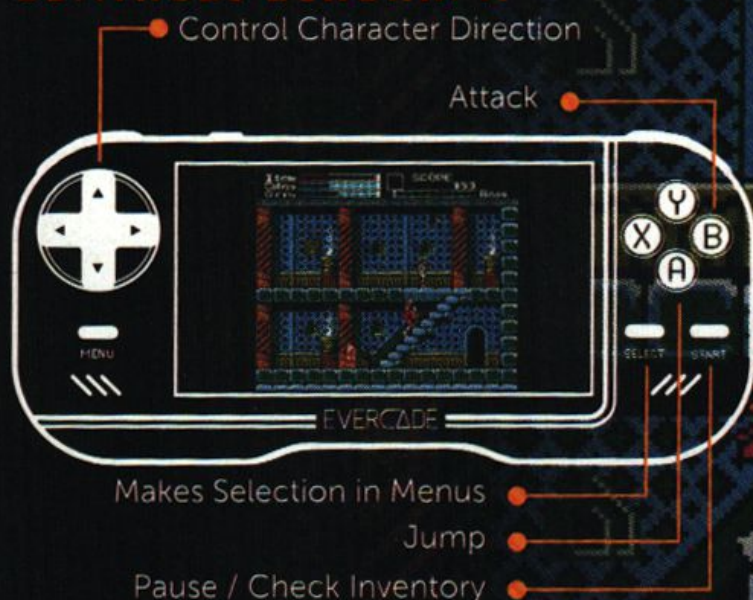
Hideki Shimura

ORIGINAL MUSIC BY:

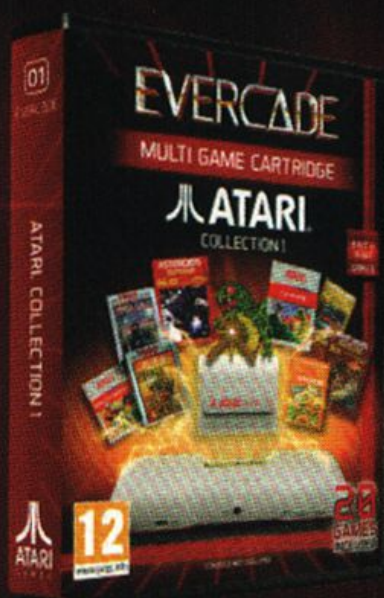
Kenzou Kumei

GENRE: Platformer

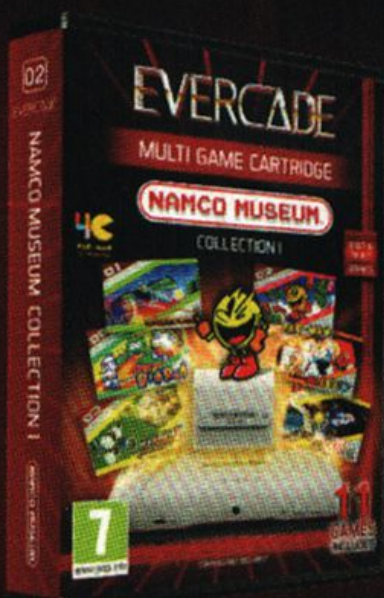
CONTROLS DIAGRAM:



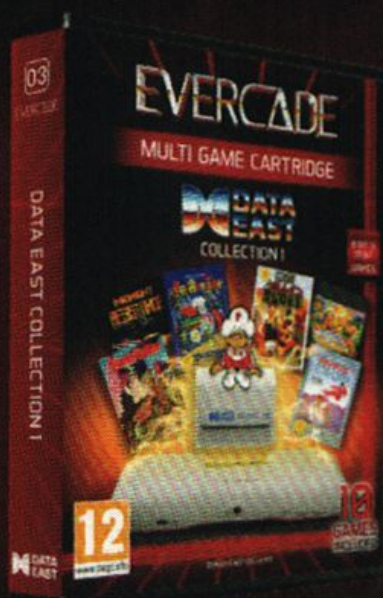
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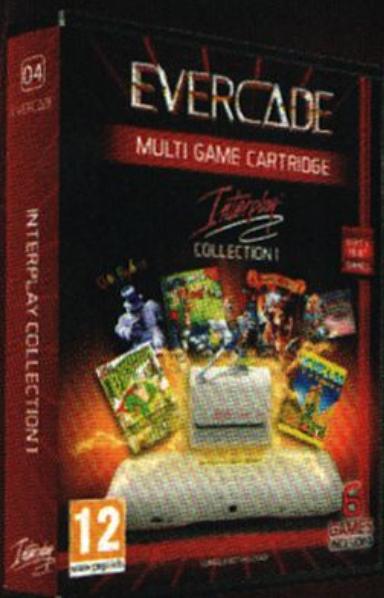
01 **ATARI**



02 **NAMCO MUSEUM**



03 **DATA EAST**



04 **Interplay**



05 **ATARI**



06 **NAMCO MUSEUM**

FOR MORE INFORMATION VISIT
EVERCADE.CO.UK



07 *Interplay*

08 MEGA CAT STUDIOS

10 *TECHNOS*
DIGITAL & ANALOG WORKS

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

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