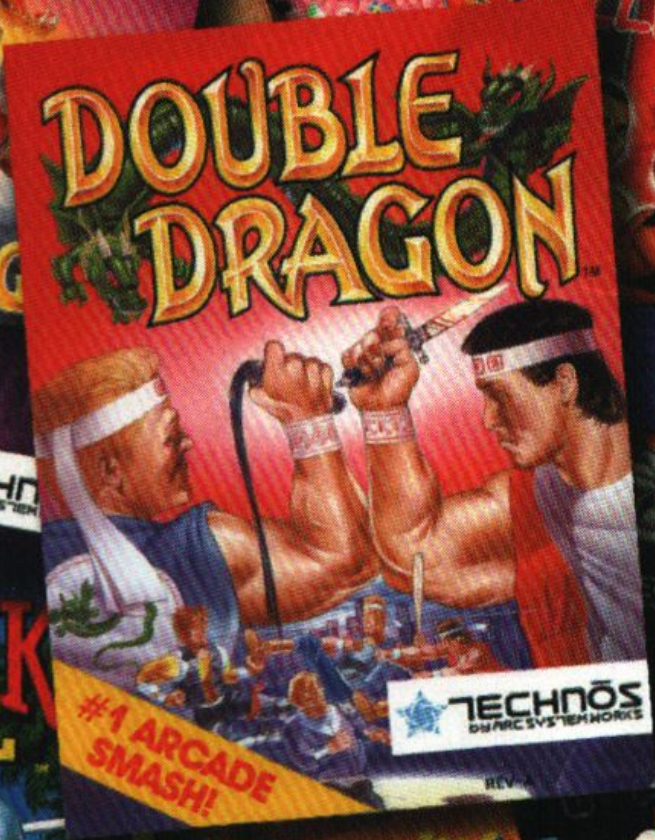




# TECHNOS

BY ARC SYSTEM WORKS

## COLLECTION 1



EVERCADE



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# ABOUT TECHNŌS

Founded in 1981 by three former Data East employees, Technōs Japan was initially a developer and did not have the financial muscle to publish their own games. This changed when the company released Nekketsu Kōha Kunio-kun, ("Hot Blooded Tough Guy Kunio"), called Renegade in the lucrative US market. This began the Kunio-kun series of games which gained much critical success. The biggest hit for Technōs was the classic, side scrolling Beat 'Em up - Double Dragon. This game, originally on arcade, became a huge home console hit and many sequels followed.

Leaving the scene in 1996, Technōs Japan left a legacy of great games and influenced many that came after. Technōs IP is now owned by Arc System Works of Japan who continue to curate these games.



# DOUBLE DRAGON™

**VERSION RELEASED:** 1988

**DEVELOPER:** Technōs, Japan

**ORIGINAL DESIGNER:** Koji Kondo

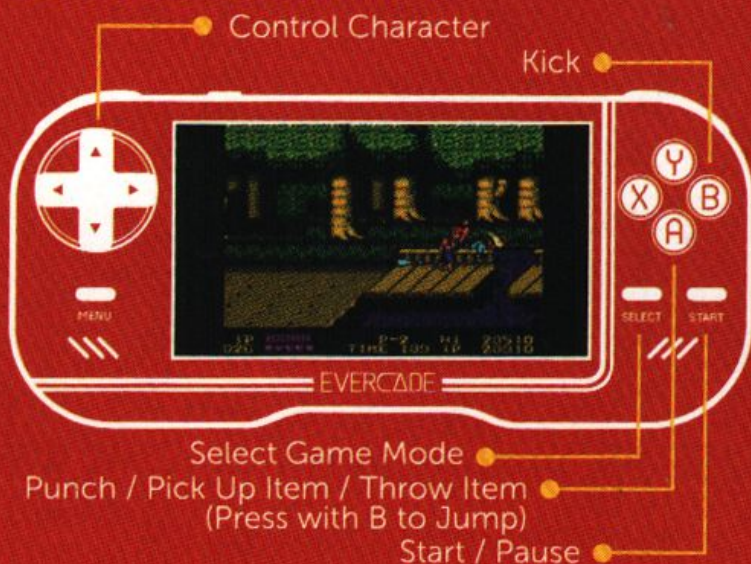
and Shinichi Saito

**ORIGINAL MUSIC BY:**

Kazunaka Yamana

**GENRE:** Beat 'Em' Up

## CONTROLS DIAGRAM:



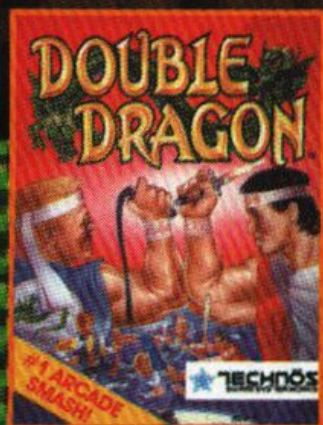
## ABOUT THE GAME:

Billy and Jimmy Lee are tasked with rescuing Marian using only their fists and the weapons they can pick up along the way in Technos' groundbreaking beat 'em up game that introduced the world to the joys of street fighting. Armed with a range of martial arts attacks and traversing a variety of cityscapes, Double Dragon is the OG brawler and still among the best ever made.

## TIPS:

At the end of some levels you can throw your weapons onto the next stage. Normally you discard them, but you can try this on level 1.

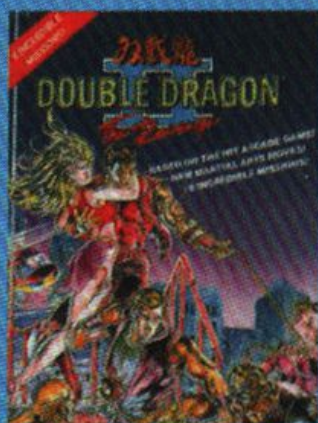




"YOU'LL NEVER HAVE TO  
STAND IN LINE TO PLAY  
DOUBLE DRAGON AGAIN!"

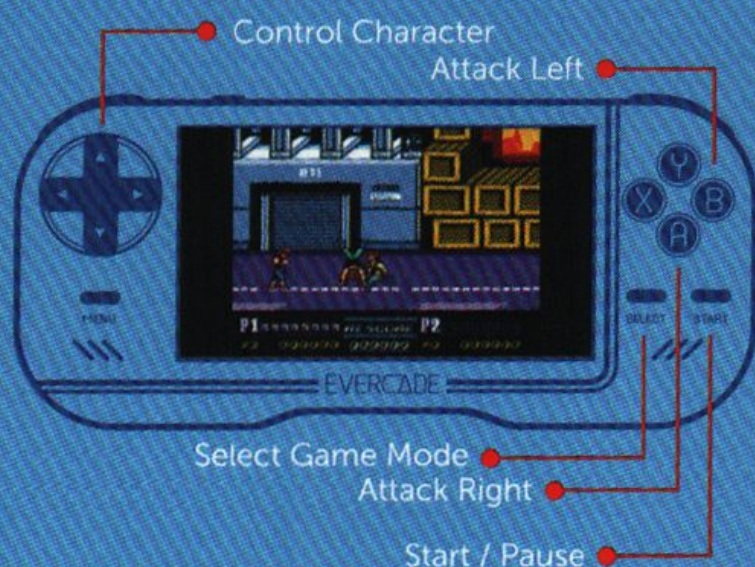


# 双截龍 DOUBLE DRAGON™ The Revenge



**VERSION RELEASED:** 1989  
**DEVELOPER:** Technōs, Japan  
**PUBLISHER:** Technōs, Japan  
**ORIGINAL DESIGNER:**  
Yoshihisa Kishimoto  
**ORIGINAL MUSIC BY:**  
Kazunaka Yamana  
**GENRE:** Beat Em' Up

## CONTROLS DIAGRAM:



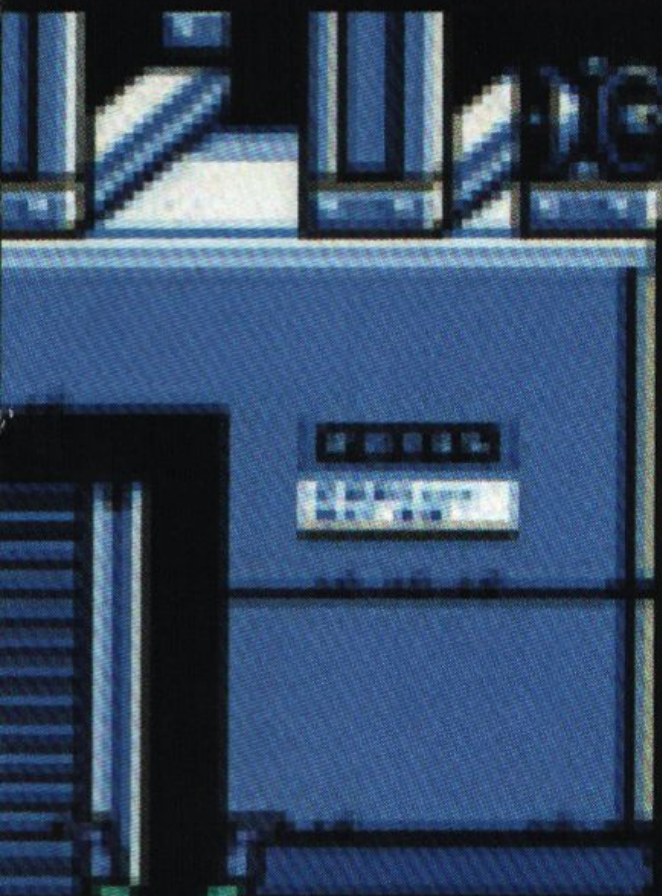
NOTE: To attack to the right always press the A Button.  
To attack to the left, always press the B button.  
A+B is jump.

## ABOUT THE GAME:

The city suffers again under the tyranny of a streetwise gang and it is up to Billy and Jimmy Lee to use their fighting abilities to once again save the day. Taking everything from the first game up a notch, Double Dragon II gives you more as well with more enemy types, boss encounters, and a storyline with a bit of a twist







HI SCORE

P2

00000000

00000000

X0

00000000

HI SCORE

12

00000000

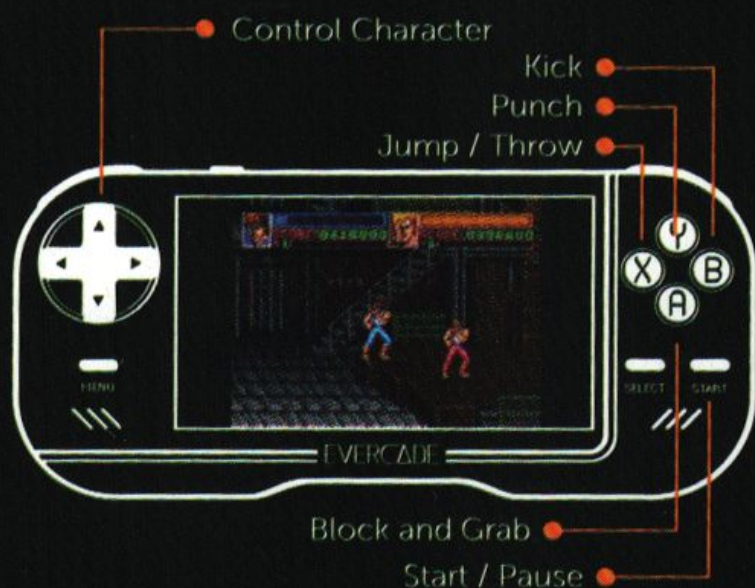
X0

00000000



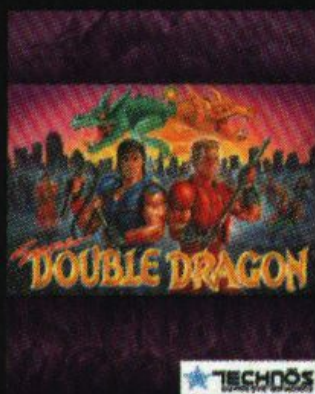
# Super DOUBLE DRAGON™

## CONTROLS DIAGRAM:



## ABOUT THE GAME:

The Shadow Warriors gang has declared war on society and Billy and Jimmy Lee aren't going to take it sitting down. Employing different looks and different fighting styles for the first time in the series, Super Double Dragon gives Billy and Jimmy more individuality than ever before - and more options for players to choose from when it comes to fighting style.



**VERSION RELEASED:** 1992

**DEVELOPER:** Technos, Japan

**PUBLISHER:** Technos, Japan

**ORIGINAL DESIGNER:**

Muneki Ebinuma and Atsuyuki

Nishizawa

**ORIGINAL MUSIC BY:**

Kazunaka Yamana

**GENRE:** Beat Em' Up



“THE LEGEND  
CONTINUES...”

SCORE: 0416000



SCORE: 0396600

= 1



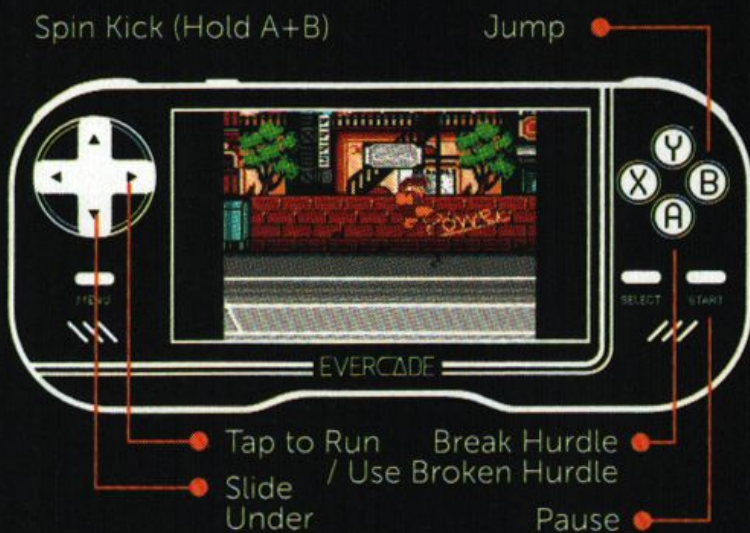


# CRASH 'N' THE BOYS STREET CHALLENGE

## ABOUT THE GAME:

Theodore "Todd" Thornley IV is humiliated by his rival Jeff "Crash" Cooney and his gang at the Southside High School at the All-City Track Meet and decides to challenge them all in a sports contest for the ages. A game of school rivalries and sporting action, Crash 'N' The Boys might be facing a stacked deck in their contest with Todd but that makes for one fun game.

## CONTROLS DIAGRAM (400m):



## CONTROLS DIAGRAM (Hammer Throw Golf):



'THEY'RE  
TAKING IT



**VERSION RELEASED:** 1992

**DEVELOPER:**

Technōs, Japan

**PUBLISHER:** Technōs

**ORIGINAL MUSIC BY:**

Kazuo Sawe

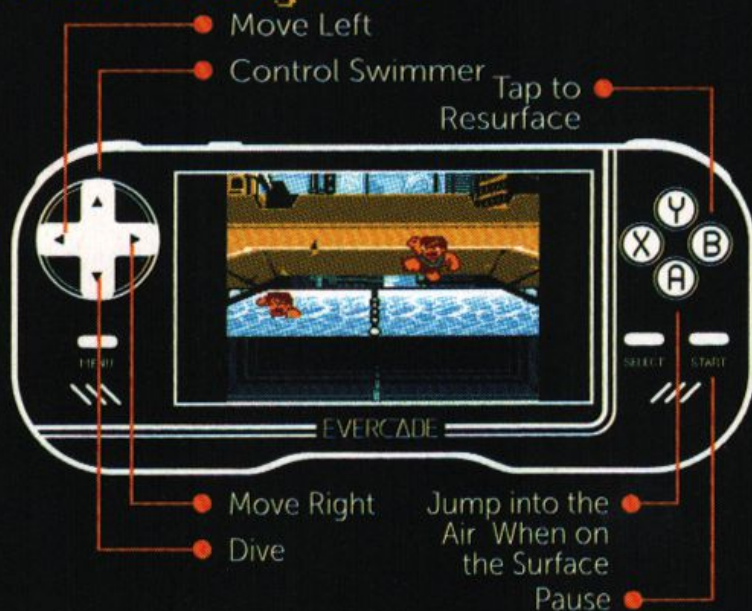
**GENRE:** Sports



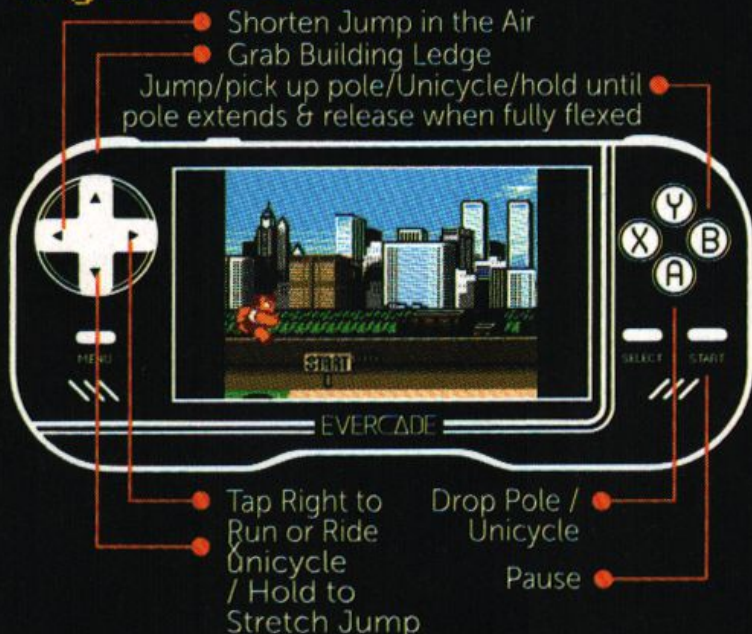
# TO THE STREETS™



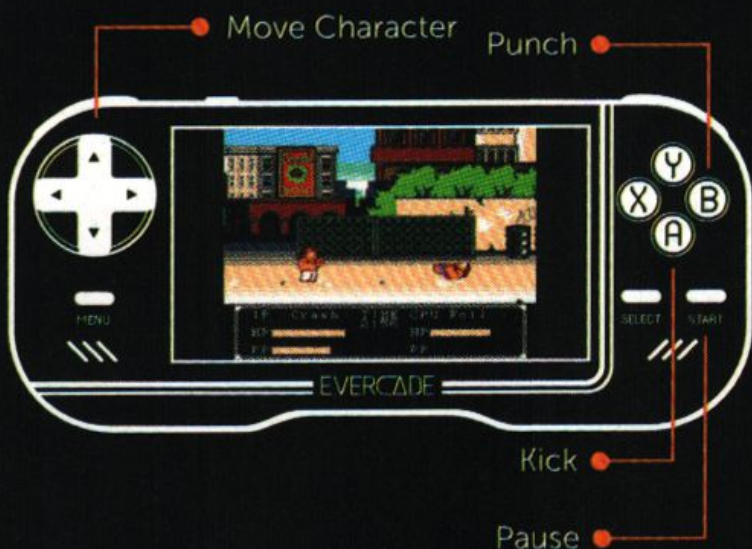
## CONTROLS DIAGRAM (Water Slaughter):



## CONTROLS DIAGRAM (Skyline Scramble):

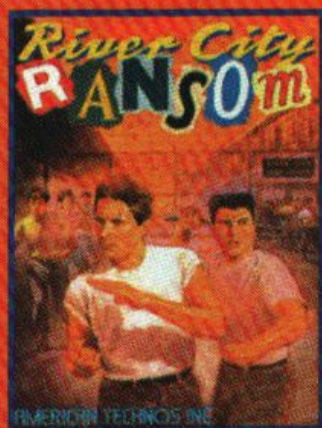


## CONTROLS DIAGRAM (Judo):



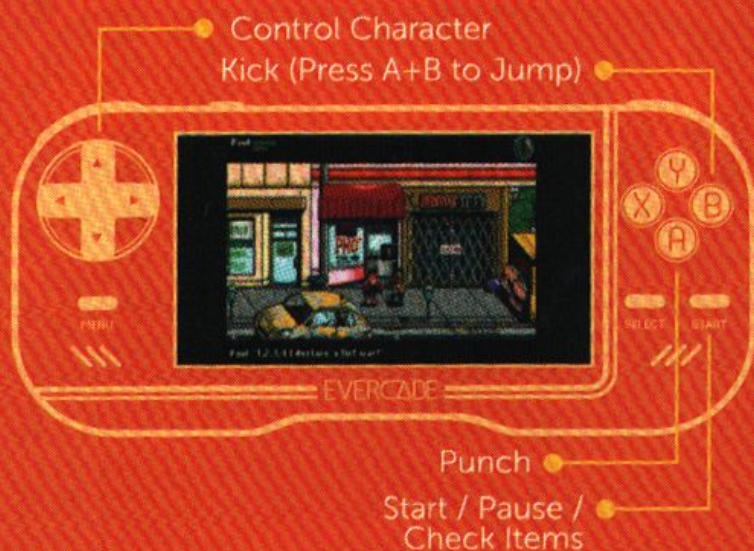


# River City RANSOM™



**VERSION RELEASED:** 1990  
**DEVELOPER:** Technōs, Japan  
**PUBLISHER:** Technōs  
**ORIGINAL DESIGNER:** Mitsuhiro Yoshida and Hiroyuki Sekimoto  
**ORIGINAL MUSIC BY:** Kazuo Sawa  
**GENRE:** Beat 'Em' Up

## CONTROLS DIAGRAM:



## ABOUT THE GAME:

Alex and Ryan have to make their way across River City to River City High School in order to rescue Ryan's girl Cyndi from the evil gang leader Slick. Along the way, Ryan and Alex will have to beat everyone from generic dudes to jocks into a pulp in order to reach the high school and save the girl. A tongue-in-cheek game when it comes to humor and atmosphere, River City Ransom has the bones of Double Dragon with the humor of a satire.



,3,4 I declare

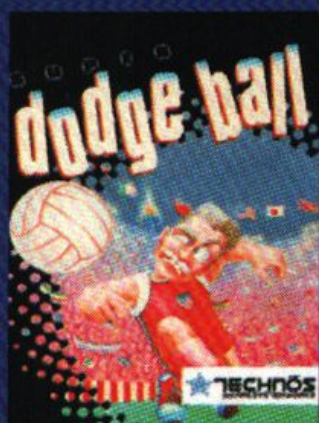




fist war!"



# SUPER dodge ball™



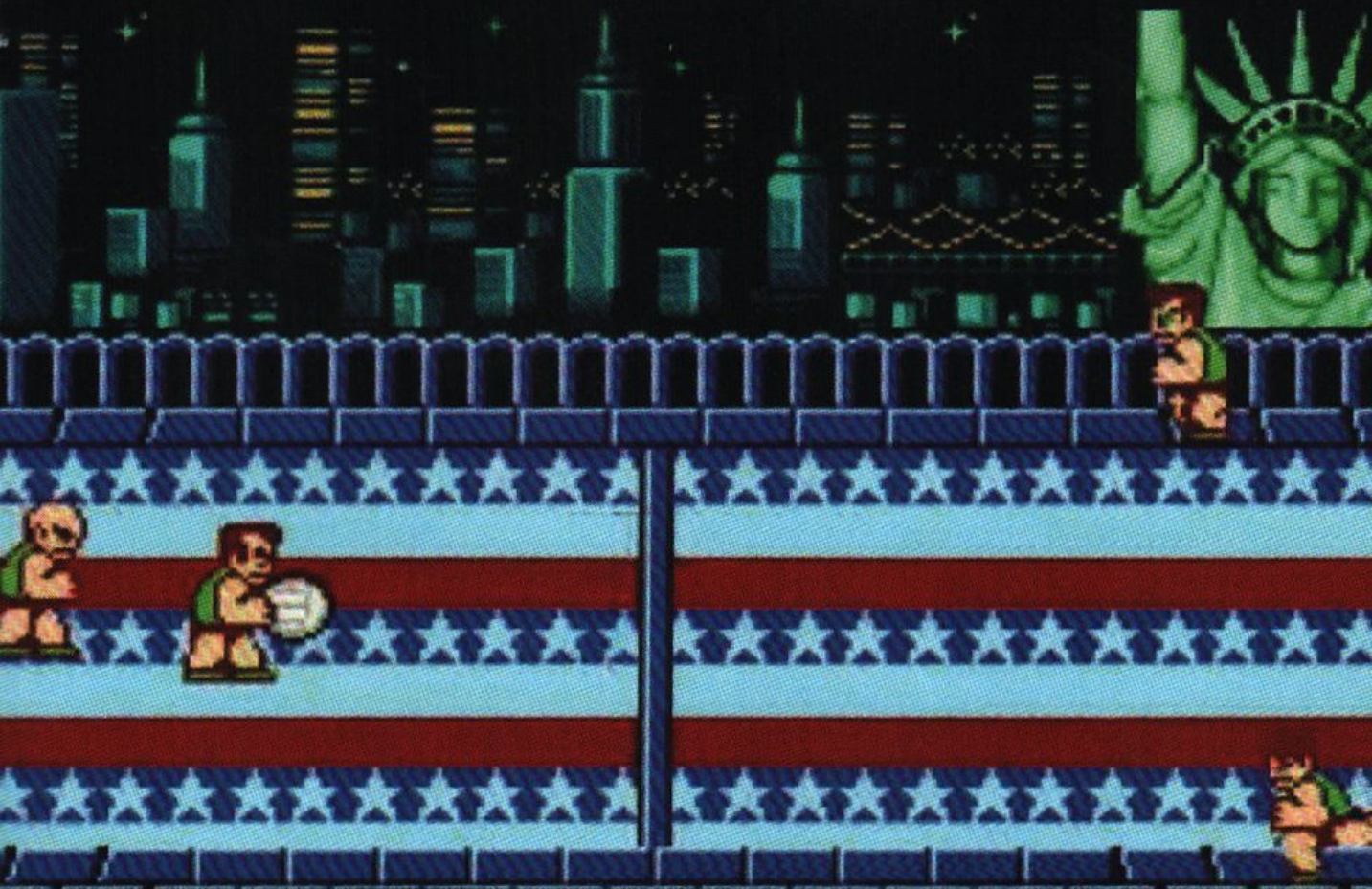
## ABOUT THE GAME:

Each team of seven members is led by a gigantic captain who leads his side towards combat in a schoolyard brawl that is ripped from the River City Ransom universe but uses sports instead of fists to solve problems. Don't worry - you'll be doing a lot of bashing and thrashing around but it's all in the name of a good dodge ball match.



“THRASH,  
BASH, AND  
SMASH THE  
COMPETITION”

RANDY ██████████  
BILL ██████████  
STEVE ██████████



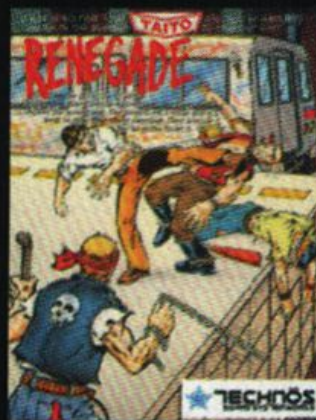
### CONTROLS DIAGRAM:



**VERSION RELEASED:** 1987  
**DEVELOPER:** Technōs, Japan  
**PUBLISHER:** Technōs  
**ORIGINAL DESIGNER:**  
Koji Ogata  
**ORIGINAL MUSIC BY:**  
Kazuo Sawa  
**GENRE:** Sports



# RENEGADE™



## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1988  
**DEVELOPER:** Technos, Japan  
**ORIGINAL DESIGNER:** Yoshihisa Kishimoto  
**ORIGINAL MUSIC BY:** Kazuo Sawa  
**GENRE:** Beat 'em Up



## ABOUT THE GAME:

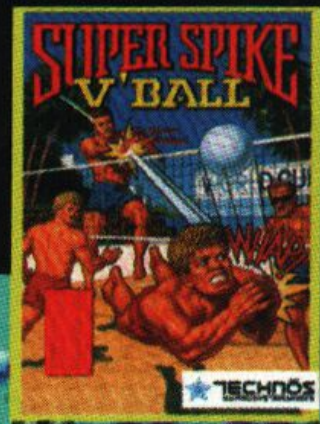
What do you do when your girlfriend is captured by a mob boss? You take to the streets and beat up his henchmen if you're the unnamed protagonist in this early beat 'em up from Technōs (the masters of the genre). Make the streets run red or run away from you in this 1980s film-themed action title with music by the famed Kazuo Sawa.

## TIPS:

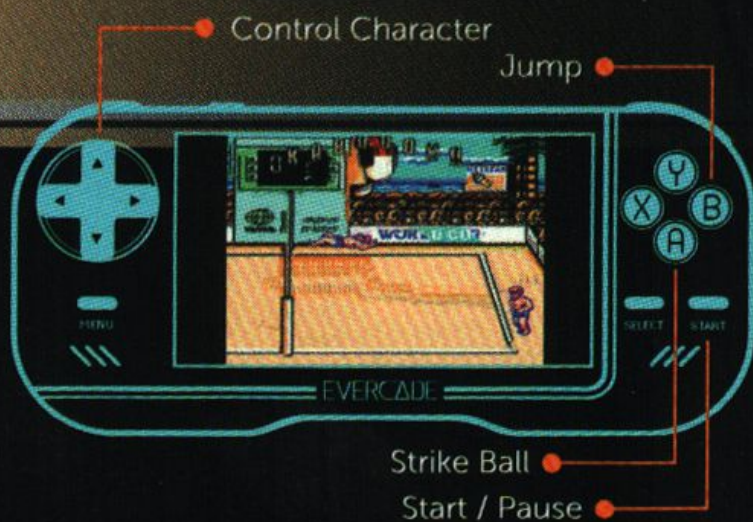
This game is simple in its style but complicated when it comes to keeping track of your enemies. In other words, watch your back!



# SUPER SPIKE V'BALL™



## CONTROLS DIAGRAM:



**VERSION RELEASED:** 1989

**DEVELOPER:** Technos

**PUBLISHER:** Taito

**ORIGINAL DESIGNER:**

Yoshihisa Kishimoto

**ORIGINAL MUSIC BY:**

Kazunaka Yamane

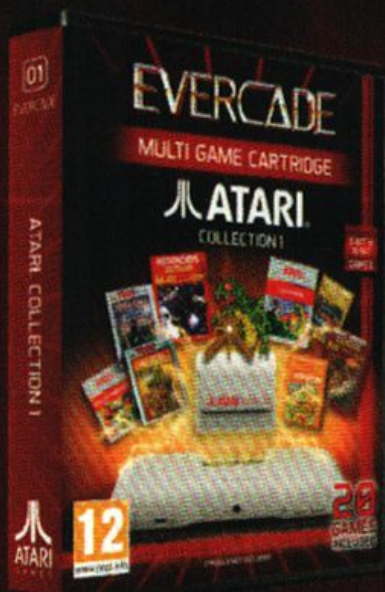
**GENRE:** Sports


## ABOUT THE GAME:

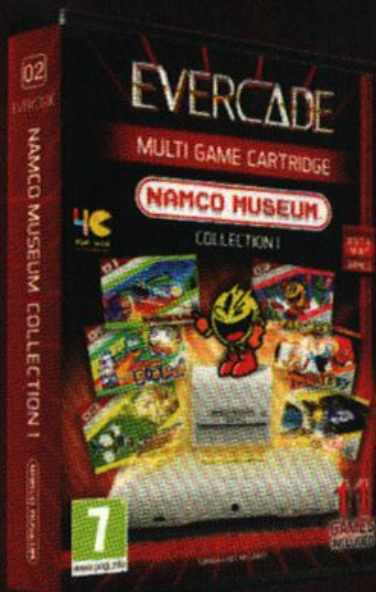
The battle of the beach bums begins as different pairs of volleyball players stack their talents against one another in a sandy tournament for dominance of the tanned masses. With full movement across the field and multiple ways to win a match, Super Spike V'ball is at times disarmingly simple but at others addictively challenging. The better you get, the more you will have to work to say fit, in other words.



# MORE COLLECTIONS AVAILABLE



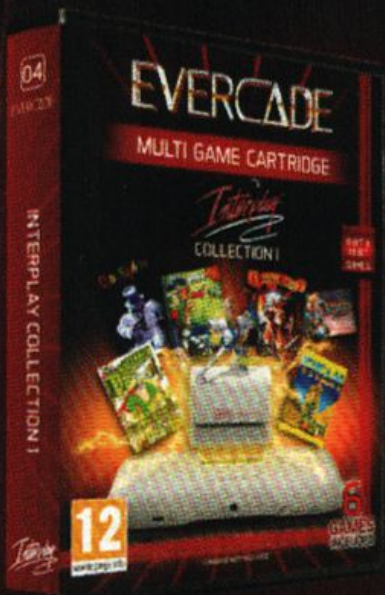
01  ATARI.



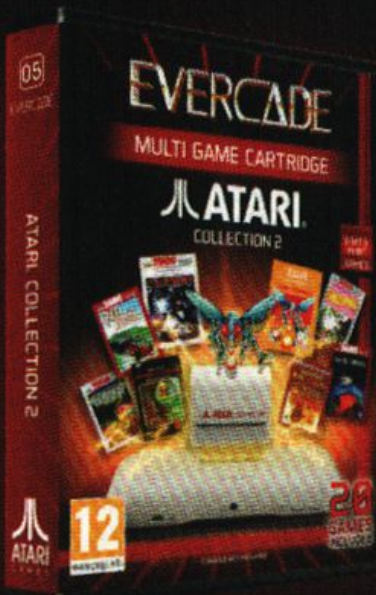
02  NAMCO MUSEUM



03  DATA EAST.




04  Interplay



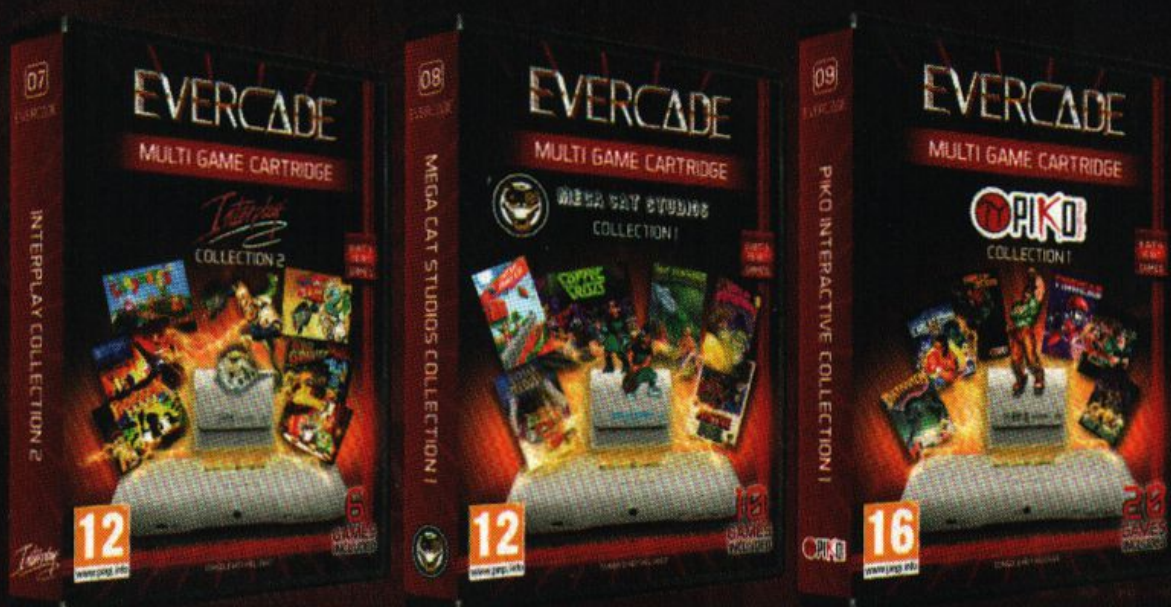
05  ATARI.



06  NAMCO MUSEUM

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





07 *Interplay*


08 MEGA CAT STUDIOS

09  PIKO

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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