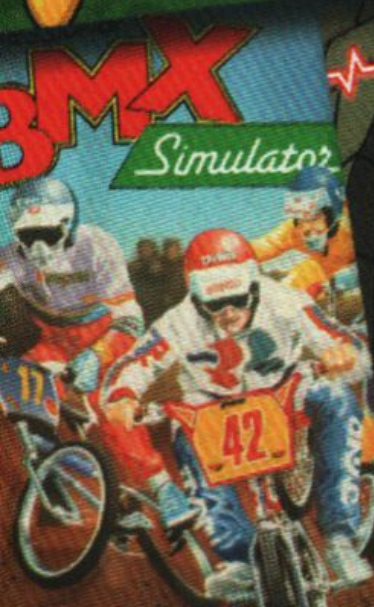
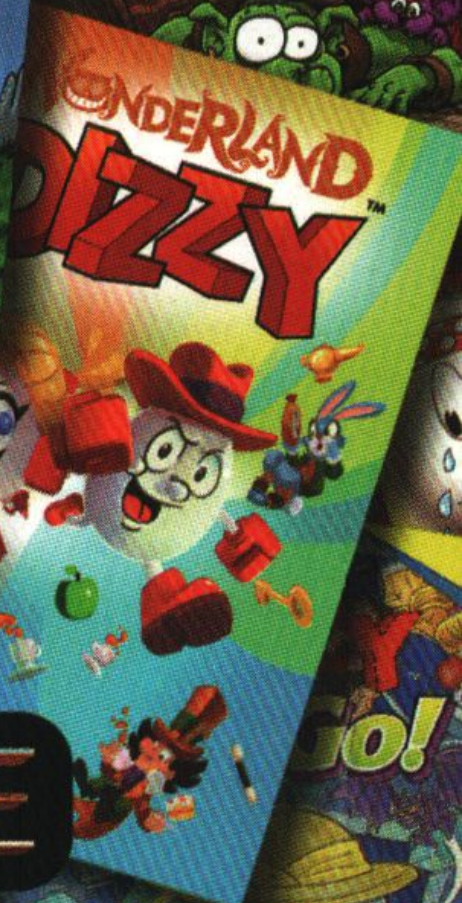
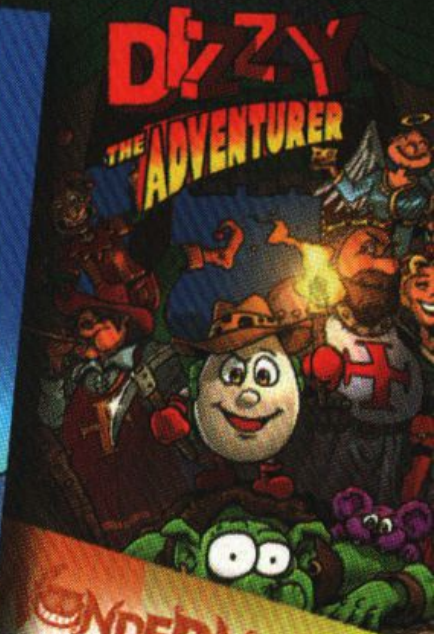
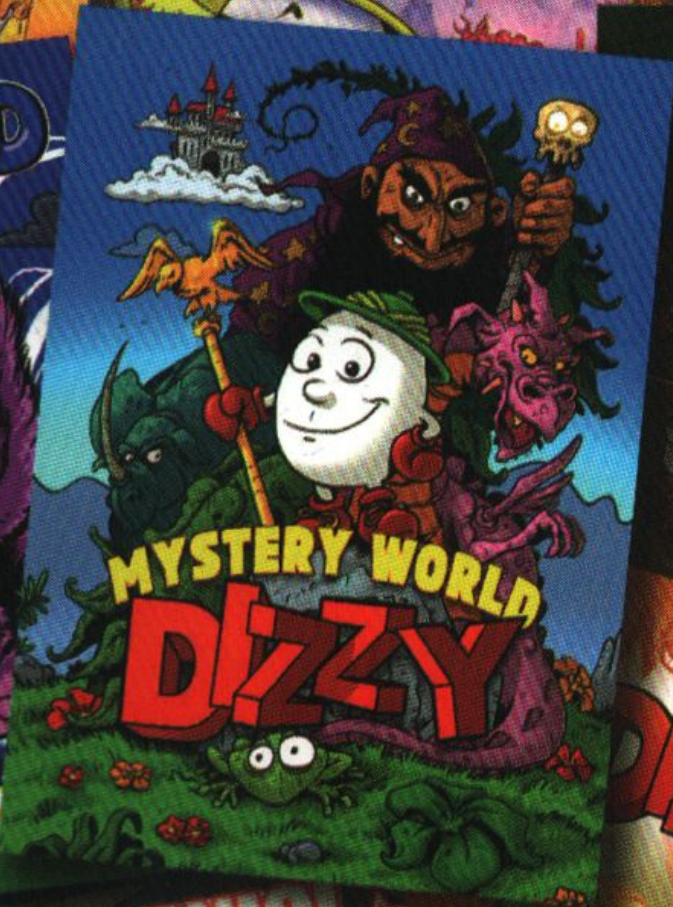
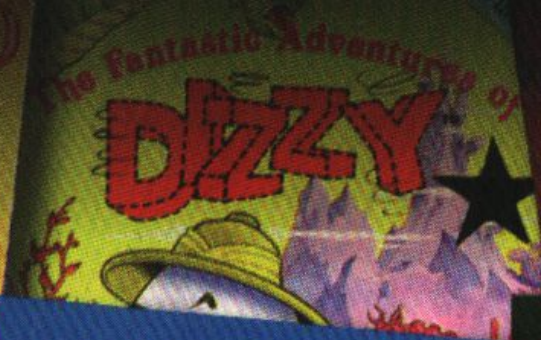


THE OLIVER TWINS

COLLECTION



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 THE OLIVER TWINS

Philip and Andrew Oliver started programming when they were still at school in 1983, and they quickly developed a passion for game development. Their first big success was Super Robin Hood for 8-bit home computers, and this was just the beginning of a prolific and successful career: From '83 to '93 they developed over 50 games, across 12 platforms which included 25 Amstrad games, 17 Spectrum games & 11 NES games. 26 of those became #1 UK bestsellers generating around five million sales, and at one point representing over 15% of all UK games sales.

Guinness World Records awarded them
"The most prolific 8-bit videogame developers"

The twins became best known for their Dizzy games, featuring "The Yolkfolk", a fun cast of anthropomorphic eggs wearing boxing gloves and boots, and their Simulator series.

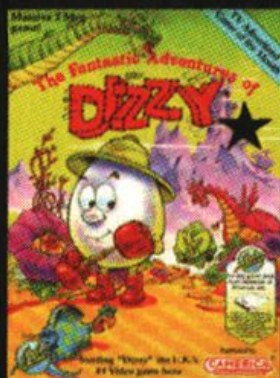
We're proud to present a selection of their finest work – including some "lost" games that never came out back in the day!



THE OLIVER TWINS



The Fantastic Adventures of **DIZZY**



VERSION RELEASED:

1991

PUBLISHED BY:

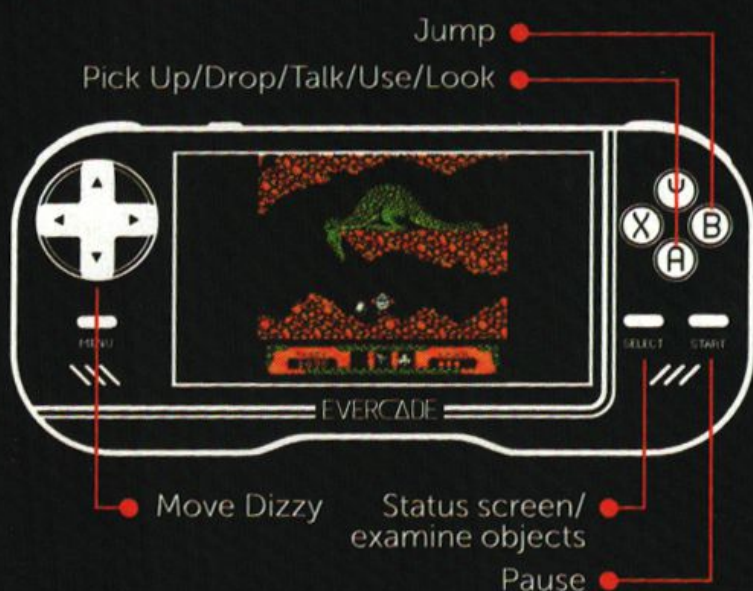
Codemasters

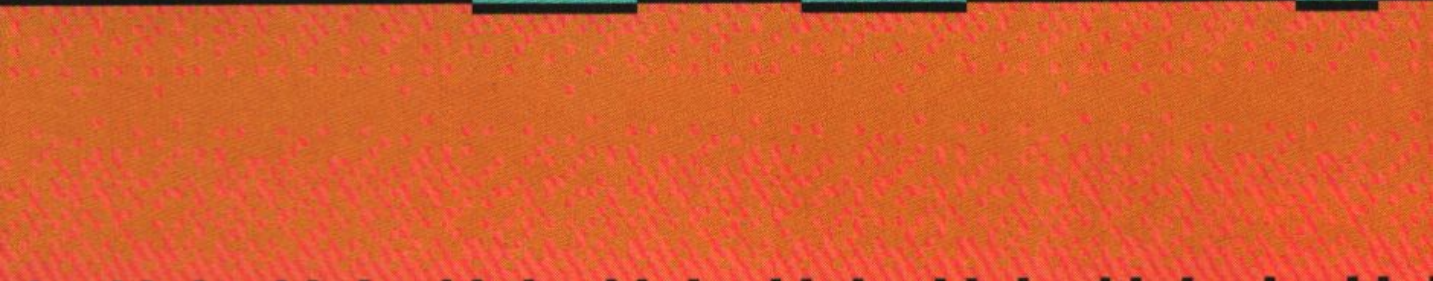
GENRE: Adventure

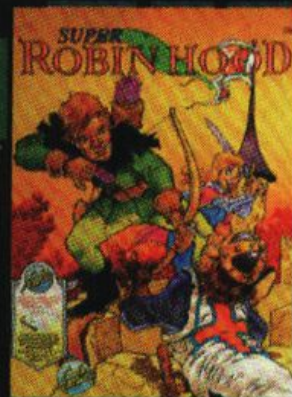
ABOUT THE GAME: This game is pretty much "Dizzy's Greatest Hits". It features all of the series' main characters and some classic puzzles for our ovoid hero to solve, as well as a selection of minigames — some of which actually ended up released as standalone games for 8- and 16-bit home computers.

TIP: If you find a sliding block puzzle, solve it for an extra life — but be warned, they get tougher each time you find them!

CONTROLS DIAGRAM:







ABOUT THE GAME:

It's right back to the beginning of the Oliver Twins' career with this 8-bit console reimaging of their very first hit game. When developing the original home computer version of Super Robin Hood, the twins would work long shifts in a bedroom at their parents' house, coding until their computer was too hot to continue using — now that's dedication.

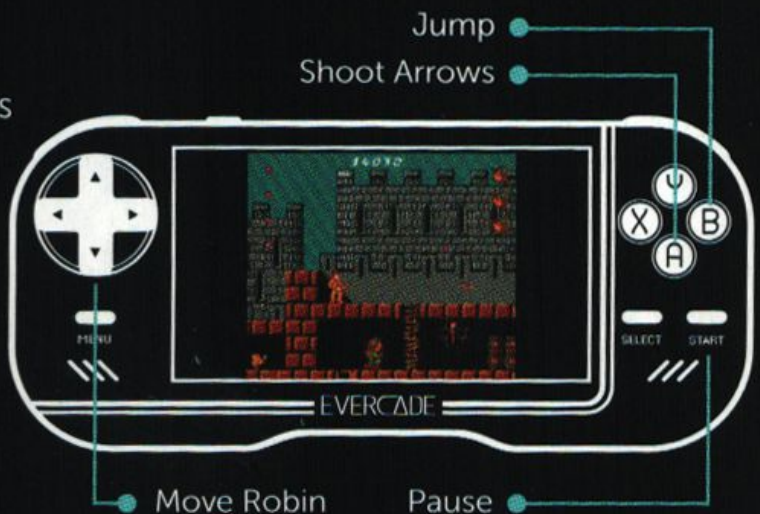


CONTROLS DIAGRAM:

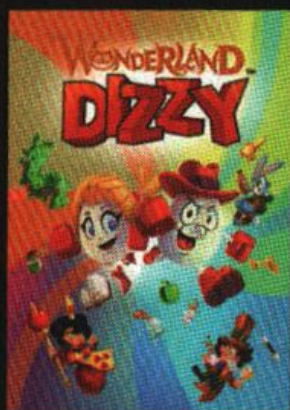
VERSION RELEASED: 1993
PUBLISHED BY: Codemasters
GENRE: Adventure

TIP:

Robin gradually accelerates as he runs — get a good run up for a long jump. He can also slide on his knees if you duck while running fast!



WONDERLAND DIZZY



VERSION

RELEASED: 2015

PUBLISHED BY:

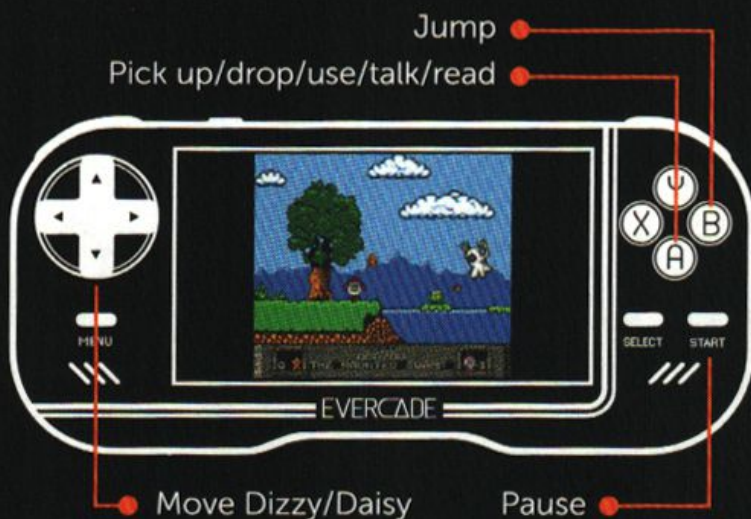
Fusion Retro Books

GENRE: Adventure

ABOUT THE GAME: This 8-bit console game has its roots in Magicland Dizzy for the 8- and 16-bit home computers, but includes a number of new features that make it a bit less difficult for newcomers. The game was thought lost until Philip Oliver found the game's source code in his loft in 2015 — and it was released to the public shortly afterwards with a production run of only 130 cartridges. If you're new to Dizzy, this is a good place to start exploring!

TIP: You'll only lose a life if you fall in water or lava and you have infinite lives in "Fun" mode, so explore without fear!

CONTROLS DIAGRAM:

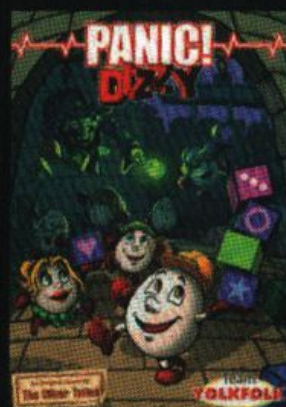




SCORE
005200
SLEEPY HOLLOW



PANIC! DIZZY



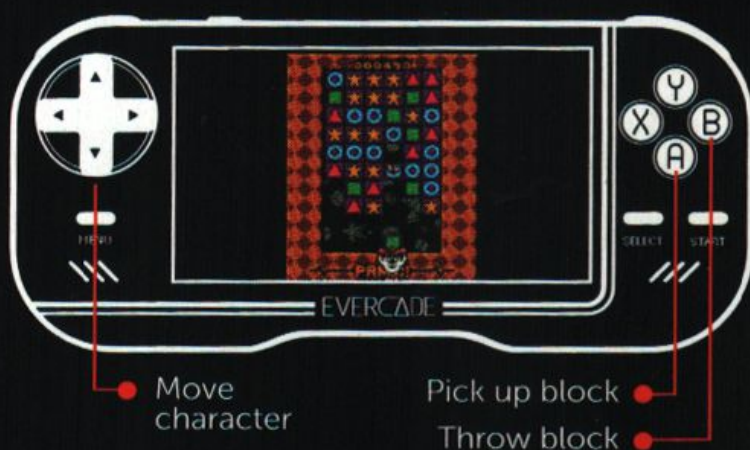
VERSION RELEASED: 2019

PUBLISHED BY: Codemasters

GENRE: Puzzler

ABOUT THE GAME: This game has very little to do with the 1991 home computer game of the same name; it's actually a collection of five challenging Dizzy-themed puzzle games. This 8-bit console version wasn't released to the public until a successful crowdfunding campaign in 2019 — and now you can enjoy its lineup of puzzle games on your Evercade.

CONTROLS DIAGRAM:



TIPS:

The character you choose determines how difficult the game is — and how high you can score!



FOUR SUITS:
Make lines of four cards, one of each suit, in any direction.



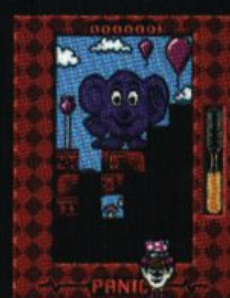
MATCH MORE:
Make horizontal lines consisting of four or more of the same shape.



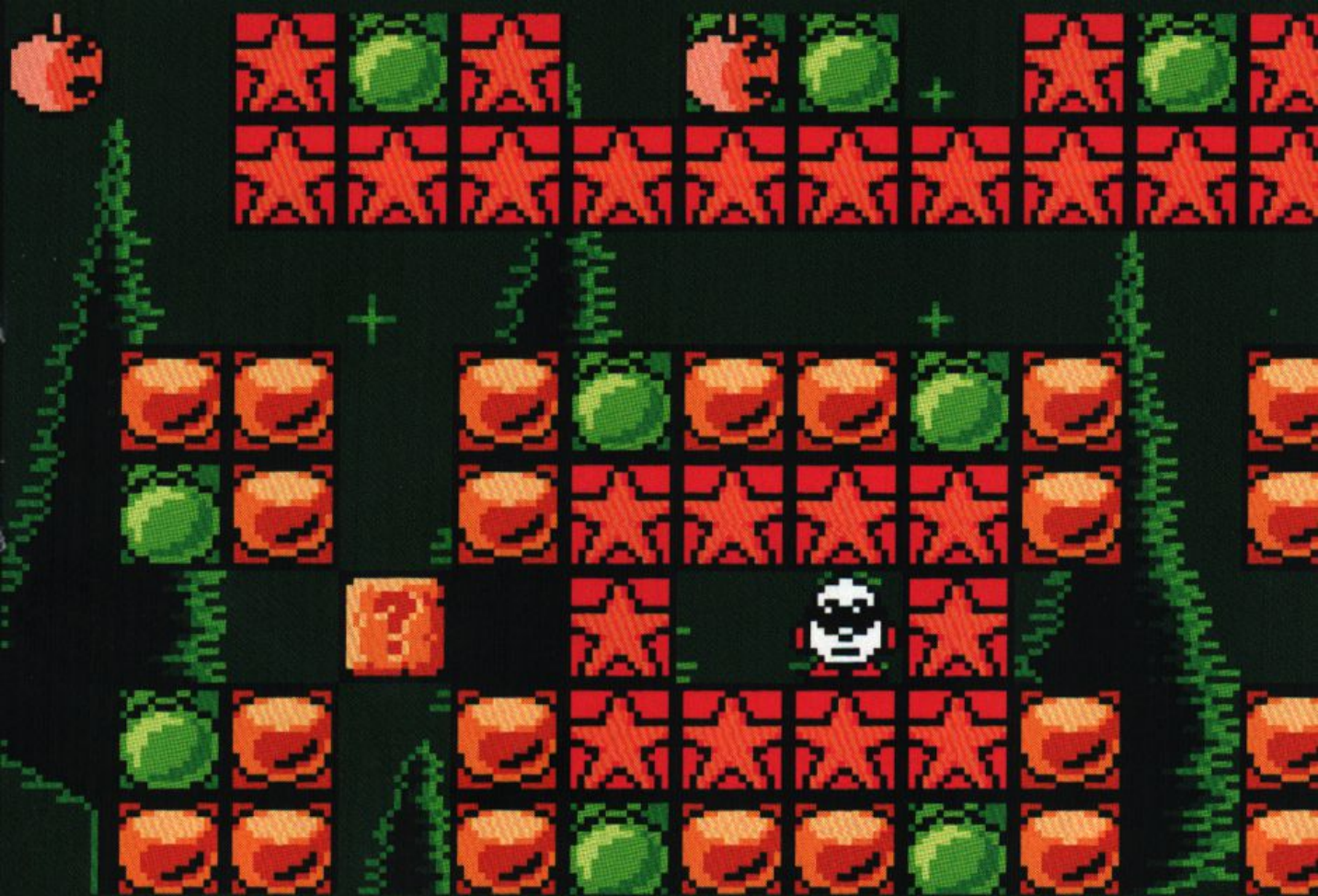
DIZZY DICE:
Match three dice in the direction their spots are arranged.



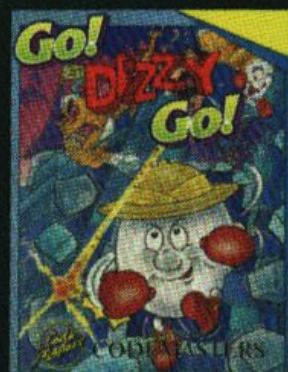
PUZZLE PATH:
Follow the path of cards - the numbers show how many times you can pass over each one.



PICTURE PERFECT:
Swap the pieces around and reassemble the picture in its correct form.



Go! DIZZY Go!



ABOUT THE GAME:

This fruit-collecting, maze-based puzzle game, based on Kwik Snax, was originally set to be released on 8-bit home consoles, but after the original publisher worried about releasing it as a standalone game, it found itself on several compilation cartridges instead. This makes it one of the lesser-known Dizzy games out there.

TIPS:

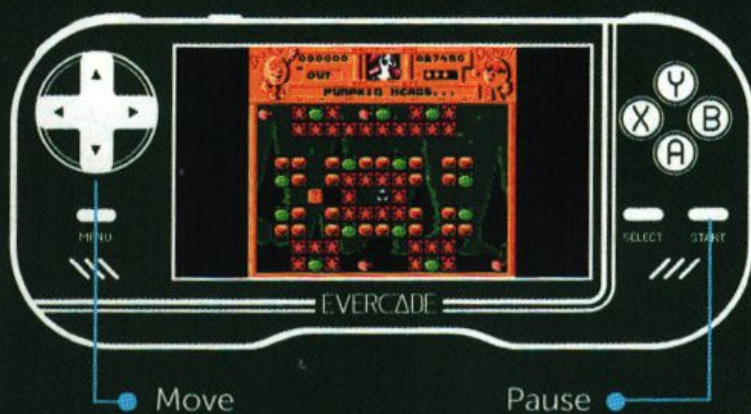
It's sometimes better to leave a monster trapped than to kill it; if you kill it, it might respawn in an inconvenient place!

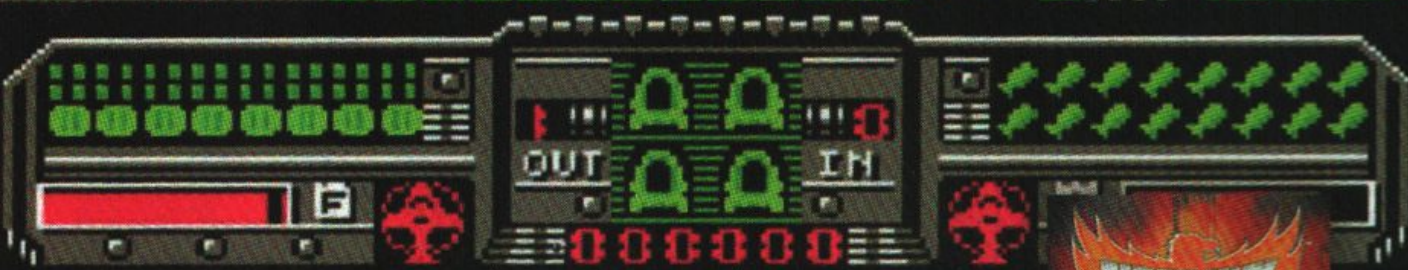
VERSION RELEASED: 1992

PUBLISHED BY: Codemasters

GENRE: Puzzler

CONTROLS DIAGRAM:





FIREHAWK



ABOUT THE GAME:

First released in 1991, FireHawk sees the Oliver Twins turning their hand to action-packed military mayhem rather than the cartoony fun they are best known for. You'll challenge seven missions as you attempt to rescue paratroopers and prevent the trafficking of drugs from the fictional Lafian Islands to the United States. Good luck, pilot!

TIP: The arrow will guide you to where the paratroopers are located. Hover over them and return to carrier to complete your mission!

VERSION RELEASED: 1991

PUBLISHED BY: Codemasters

GENRE: Air Combat

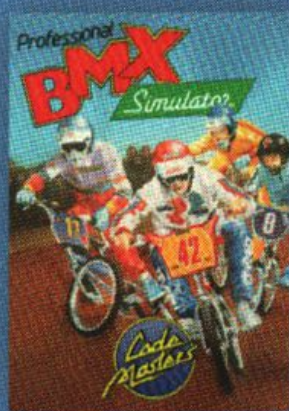
CONTROLS DIAGRAM:

- Fire guns/Fire right gun in rescue section ●
- Drop bombs/Fire left gun in rescue section ●



- Turn helicopter/move forward and back ●
- Switch navigation ●
- Pause ●

Professional BMX Simulator



ABOUT THE GAME:

Owners of 8- and 16-bit home computers were first to play this challenging top-down racer back in 1986, initially developed by Codemasters co-founder Richard Darling for Commodore 64. It made the jump to 8-bit home console in 1993 as part of a collection called "Quattro Sports", featuring a whopping four games on one cartridge — a revolutionary concept at the time!

TIP: Ease up on the pedalling when approaching a corner — you'll be able to make much tighter turns that way.

VERSION RELEASED: 1993

PUBLISHED BY: Codemasters

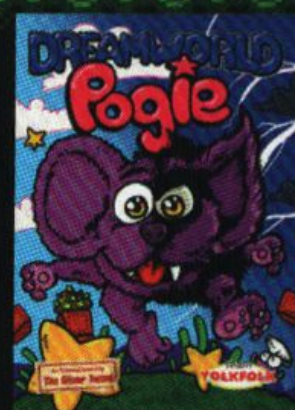
GENRE: Sports Simulator

CONTROLS DIAGRAM:





DREAMWORLD Pogie



ABOUT THE GAME:

Dreamworld Pogie was originally supposed to come out 1993, but The Oliver Twins were busy polishing up Dizzy the Adventurer at the time and it never got finished. In 2011, Philip found the source code in his attic and released it to the public; in 2017, a community effort brought a finished version of the game to life. Now you can enjoy this once-lost Oliver Twins gem on your Evercade!

TIP: Keep an eye out for Fizzolas which turn Pogie crazy, and eggs, which act as checkpoints.

VERSION RELEASED: 2017

PUBLISHED BY: Fusion Retro Books

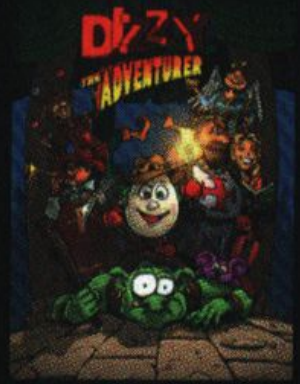
GENRE: Platformer

CONTROLS DIAGRAM:



DIZZY THE ADVENTURER

VERSION
RELEASED: 1993
PUBLISHED BY:
Codemasters
GENRE: Adventure



ABOUT THE GAME:

This Sleeping Beauty-inspired adventure was known as Dizzy - Prince of the Yolkfolk for its release on 8- and 16-bit home computers, but on its console release it got a name change. Its initial console release was alongside an ill-fated accessory for playing special cartridges, but it later came out as part of a larger Dizzy collection for 8-bit console gamers.

TIP: Dizzy can only hold three items at once. If you need to put something down, make sure you remember where you left it!

CONTROLS DIAGRAM:





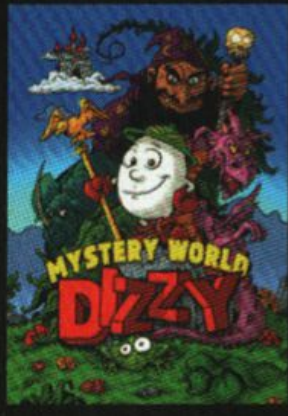
MYSTERY WORLD DIZZY

ABOUT THE GAME:

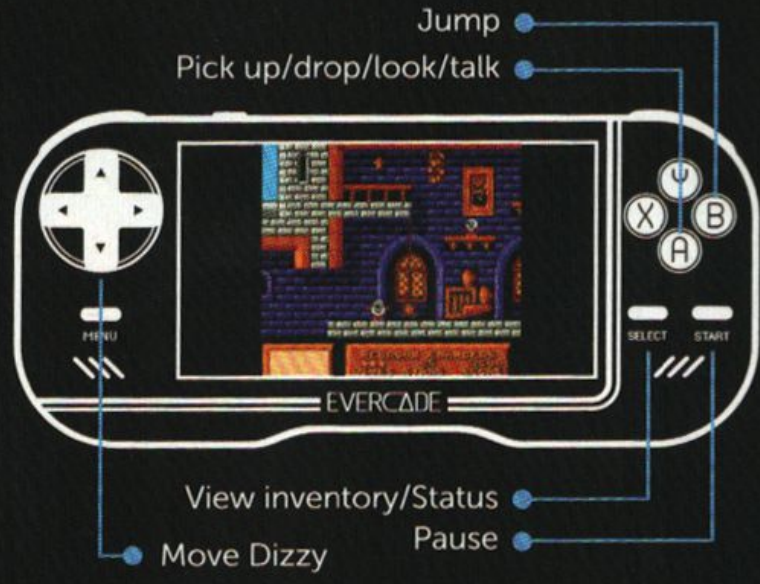
This game began life as Fantasy World Dizzy for 8- and 16-bit home computers, but the expanded console went unreleased. The game was thought lost until Dizzy's 30th anniversary in 2017, when it was finally released for everyone to enjoy. Now you can explore this lost Dizzy classic on your Evercade!

TIP: Press Select to see who else is in the room and chat to everyone for helpful clues.

VERSION RELEASED: 2018
PUBLISHED BY: Fusion Retro Books
GENRE: Adventure



CONTROLS DIAGRAM:



TREASURE ISLAND DIZZY

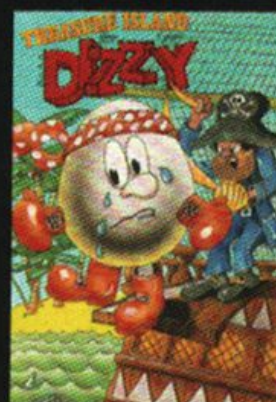
VERSION

RELEASED: 1993

PUBLISHED BY:

Codemasters

GENRE: Adventure

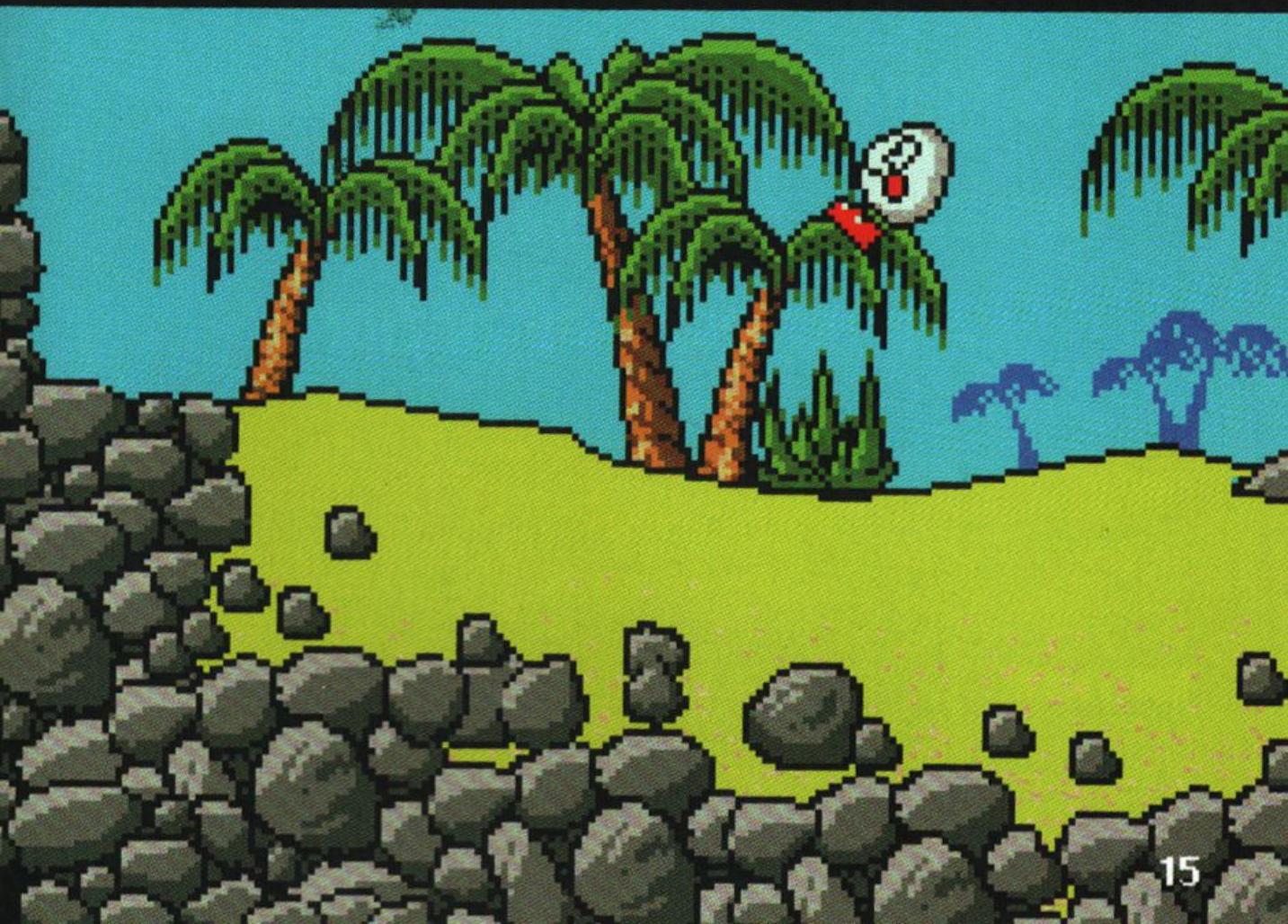


ABOUT THE GAME:

This was the second Dizzy game to be released, and established the series' formula of emphasising puzzle-solving over defeating enemies. It's also one of the most notoriously difficult Dizzy games there is – with only one life to play with, make sure you look before you leap!

TIP: Remember that pressing the A button drops whatever Dizzy has at the top of his inventory. Make sure you don't drop the snorkel underwater!

CONTROLS DIAGRAM:



MORE COLLECTIONS AVAILABLE

#01 ATARI COLLECTION 1

#02 NAMCO MUSEUM COLLECTION 1

#03 DATA EAST COLLECTION 1

#04 INTERPLAY COLLECTION 1

#05 ATARI COLLECTION 2

#06 NAMCO MUSEUM COLLECTION 2

#07 INTERPLAY COLLECTION 2

#08 MEGA CAT STUDIOS COLLECTION 1

#09 PIKO INTERACTIVE COLLECTION 1

#10 TECHNOS COLLECTION 1

FOR MORE INFORMATION VISIT

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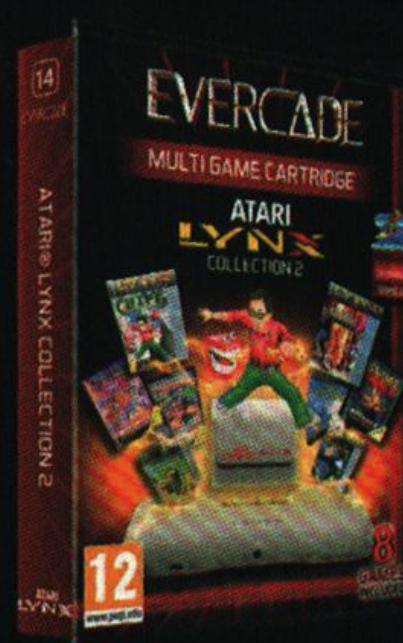
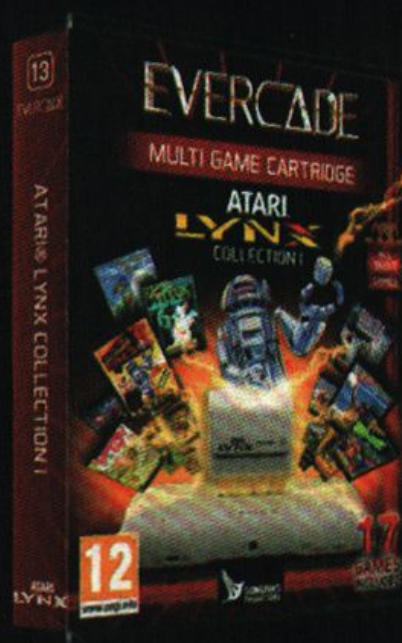
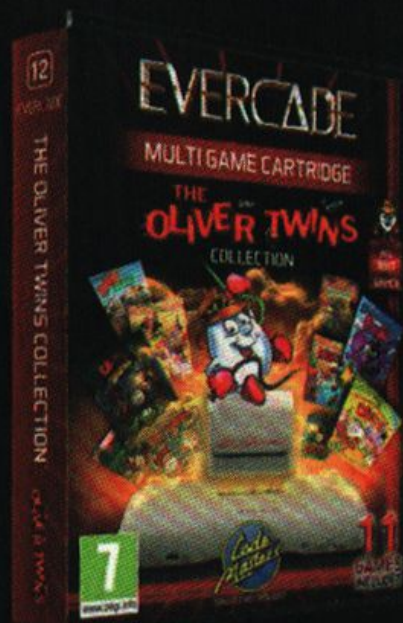
@evercaderetro

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NEW TO EVERCADE



ALL PROFITS AND ROYALTIES FOR THIS COLLECTION
ARE GOING TO THE NATIONAL VIDEOGAME MUSEUM
IN SHEFFIELD, UK.

EGGCELENT!

