

EVERCADE

ISSUE

01

EVOLUTION

The Evercade Fans Group Fanzine - For the Fans by the Fans

IN DEPTH LOOK

Reviews and ratings for the cart and all 20 games



ALSO INSIDE

THE EARLY BIRD...



We reflect on the latest new cart announcement, Team 17's Worms triple pack.

FINAL STANDINGS



Erik fills us in on the final scores and standings for the previous 2 high score comps.

WINTER WISH LIST



Winter and Christmas themed games we would love to see on the Evercade.



WELCOME TO **ISSUE 1** OF THE

EVERCADE

FANS GROUP FANZINE

Hey Everyone and welcome to your first issue of the Evercade Fans Group Fanzine - Evercade Evolution! First off I would like to thank Liam Isaacs for bringing the idea of a PDF Magazine to our group. When he approached the group at the start of November I wasn't sure about how it would benefit our group but I am pleased to say with a gentle nudge off Pete and a good conversation with Liam he explained to me his ideas! We took this to the admins of our group and then we all started brainstorming ideas! Evercade Evolution is the accumulation of all those ideas. This first issue is a Christmas present to you all!

Our Fanzine will cover the Blaze Evercade and events occurring in our group on Facebook. We want to show what you can do for the group with your writing, art, photographic skills and more. We will also show events happening and how to find out what's currently happening in our group and the official Evercade group. We will also show Evercade Evolution on Twitter as we have Fans there that love Evercade but at this time do not want to use Facebook. Each Evercade Evolution will have a dedicated section to one of the released Evercade carts too!

As most of you know, I started up the Evercade Fans Group at the end of April on Facebook. We have had a few people come and go but I'm pleased to say that our current group of Moderators are amazing

people and willing to help me and the group members to enjoy the Evercade and our Fans Group on Facebook to the best of their potential. Look how far we have come in such a short space of time. We have over 600 members now and we also have Liam with his brilliant Fanzine for you.

Evercade Evolution will be a record of a lot of your best posts from the group and I hope that after you have read it through you will let us know what changes or improvements you would like to see. Constructive criticism is always welcome because as you all know I don't like people saying something isn't good without some kind of explanation. (Pete will laugh that I added that into this letter). If you didn't have any input this time around then perhaps we can get something from you in the future. (I am sure Liam will put our email address in so you can send in your suggestions). Hopefully you all, and the guys at Blaze will love Evercade Evolution.

Thanks to Peter, Martin, James, Rob, Liam, Erik and Vaughan and also to the guys at Blaze for everything. Wishing you all a very Merry Christmas and a Happy New Year! Don't forget to leave your Evercade charged for Santa to have a go!

ROGET

THE EVERCADE FANS GROUP TEAM

P1



ROGER

Age: 43 From: Dartmouth

Favourite Systems: Atari 2600, Megadrive, SNES, PS1, Dreamcast, Evercade, Super Retrocade.

Currently Playing: BurgerTime, Dig Dug, Football Champ, Final Fight and SOR 4.



PETER

Age: 49 From: Dorset

Favourite Systems: Pc Engine (Mini), Dreamcast, Evercade.

Currently Playing: Lynx Cart 2 (Evercade), Assassin's Creed Valhalla (Series X).



MARTIN

Age: 47 From: Ireland (Mids)

Favourite Systems: Arcade, Switch, Dreamcast, Evercade, C64 (and more)

Currently Playing: Axiom Verge (Switch), Oliver Twins (Evercade), Metroid Prime(Gamecube).



ROB

ERROR LOADING

BIO...



JAMES

ERROR LOADING
BIO...



LIAM

Age: 33 From: Chesterfield

Favourite Systems: Mega Drive, PSP, N-Gage, Evercade.

Currently Playing: Tomb Raider (N-Gage), Data East Collection (Evercade), Golden Sun: Dark Dawn (DS).



ERIK

Age: 45 From: Dundee

Favourite Systems: ZX Spectrum, PS2, PC.

Currently Playing: Not much free time so (badly) trying to better my scores in the current challenges.



VAUGHAN

Age: 50 From: Woking

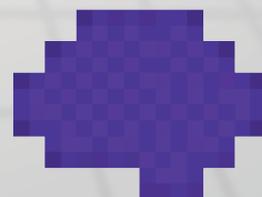
Favourite Systems: ZX Spectrum, Amiga, Vega, Dreamcast, Xbox 360, PS4, Evercade and Mini consoles.

Currently Playing: BurgerTime, Dig Dug, Food fight, Asteroids (7800).

P2

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Evercade Chronicle

Incoming!!!



Written by
Liam Isaacs

The big news on the latest cart was that we will be getting a Worms collection from Team 17. They said it was going to be "Big" but the supposed big news was met with some disappointment. On a whole I think the Evercade fan base was happy to have a developer the size of Team 17 on board but were underwhelmed by just the 3 games on offer.

It might not have been the collection of games some were dreaming of but does that mean it isn't "Big"?

Worms was one of the most enjoyable and most played 2 player versus games during the 32 bit era. The 16 bit original on the Sega Mega Drive might have passed some by though.

The 3 new games on offer are Worms, Worms: Armageddon and Worms: Blast.

Worms was released in 1995 on the Mega Drive. The game that kicked off the franchise pits two teams of earthworms against each other in a battle to the death. Using

the wide range of weapons at your disposal you must take it in turns to annihilate the opposition. You do this by carefully selecting the right weapon, judging your power and trajectory and hoping it all goes to plan.

Worms: Armageddon was released in 1999 and was really the 32 bit evolution of the original with more weapons and more game modes.

2002's Worms: Blast however was a whole new ball game playing more like Puzzle Bobble. As the different coloured bubbles slowly make their way down the screen you fire more coloured bubbles at the oncoming wall looking to make a match and

remove that cluster from play. The coloured bubble available to fire is random so it may not always be the one you need but hey, you can always fire it over to your opponents screen and give them the headache. You lose if the wall makes it's way to the bottom of the screen with the winner being the last worm standing.

When the battle is over and the dust has settled I think we might look back on this moment with a different mind set. Team 17 putting faith into the Evercade might encourage other developers to do the same. We might then realise that this wasn't "Big", it was Huge!

For all the latest news and updates visit Martin's site

Evercade.info



400 Members Prize Giveaway



Written by
Liam Isaacs

The guys ran a very generous competition for the 400 member milestone with an Evercade Premium Pack going to the lucky winner.

All you had to do to enter was to put your name forward and that was it. Roger then assigned you a number and all you had to do was sit back and wait for the draw.

Simon Williamson's number was chosen by the random number generator so the spoils were mailed out to him.

This great pack contains the Evercade console, Atari Collection 1, Namco Museum Collection 1 and Interplay Collection 1.

We'll be holding many more competitions in the future so you could be the next winner. Just keep an eye out in the announcements section.

Wrong Answer Giveaway



Roger ran another giveaway with the prize being a copy of Interplay Collection 1. The prize was kindly donated by Simon Williamson from his Premium Pack prize. All you had to do was give a **wrong** answer to the question "Name a game on Interplay Collection 1". The lucky winner was Alan Adam Johnston.

New Firmware Update V1.3



If you haven't already don't forget to upgrade to firmware version 1.3. It fixes many bugs and button mapping issues plus improves saves states. You can download the new firmware [here](#). There's also a handy video to guide you through installation.

For all the latest news and updates visit Martin's site

Evercade.info





I don't know about you! But as you're here I'll take an educated guess!

You love the physical carts and I mean the physicality of picking them up squeezing them into your Evercade (and let's be honest you really had to squeeze them in).

Holding the box rotating it around in your hands Tomb Raider like, the satisfying click of opening the box.

Drumming your fingers along the hard plastic case.

Tasting the plastic (oh okay then that's just me).

Opening the little manual inside evoking times of a long gone era.

Having these plastic treasures displayed reminding you they are there, proudly challenging you to collect them all (erm, I have heard that somewhere before).

Well the nostalgic bottle cap that age and progress screwed down tighter and tighter each year, until physical carts were just a memory from a bygone era has been opened in me.

Adventure awaits and this time like the old days it's all physical!

(Health and Safety be damned!)

I'm going in!

Join me.

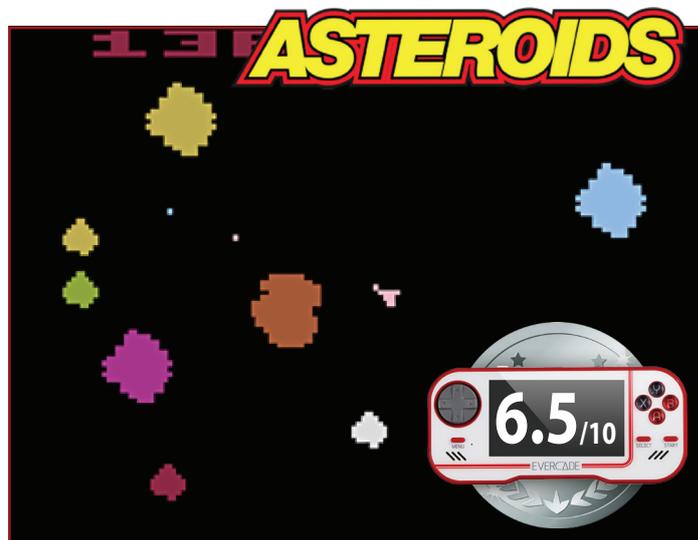
VAUGHAN

ATARI

Collection 1



We take a look at the 20 great games included on this cartridge...



SYSTEM: ATARI 2600

RELEASED: 1981

DEVELOPER:
BRADLEY G. STEWART

PUBLISHER: ATARI

GENRE: MULTI-DIRECTIONAL SHOOTER



Reviewed by

Vaughan Ancombe

Evercade Asteroids is great for a quick pick up and play, chase that high score. Survive for as long as you can.

I have always loved Asteroids, a game that in the opinion of this humble space pilot has stood the relentless test of time.

But it's only you that can see that high score and so it becomes more of a personal challenge, rather than knocking the smile off some other pilot's face who has a higher score than you.

However no matter which version I have played, I find it jarring with "improved" graphics, coloured in asteroids and colourful flying saucers.

The D-pad works well controlling your ship, and for the most part any trouble you find yourself in is generally your fault and not the games

For me I have always preferred the vector graphics of the arcade. Saying that I did have this version back in the day and enjoyed it.

**Proximity alert sensors sounding* Time I was off.*

07 Pilots.

GRAPHICS



They move well and do a good job of recreating the arcade (but I will always prefer the vectors).

AUDIO



To be honest I have to turn the sound down pretty low. It may be my ship's outdated speakers, but the noise is just that; noise.

GAMEPLAY



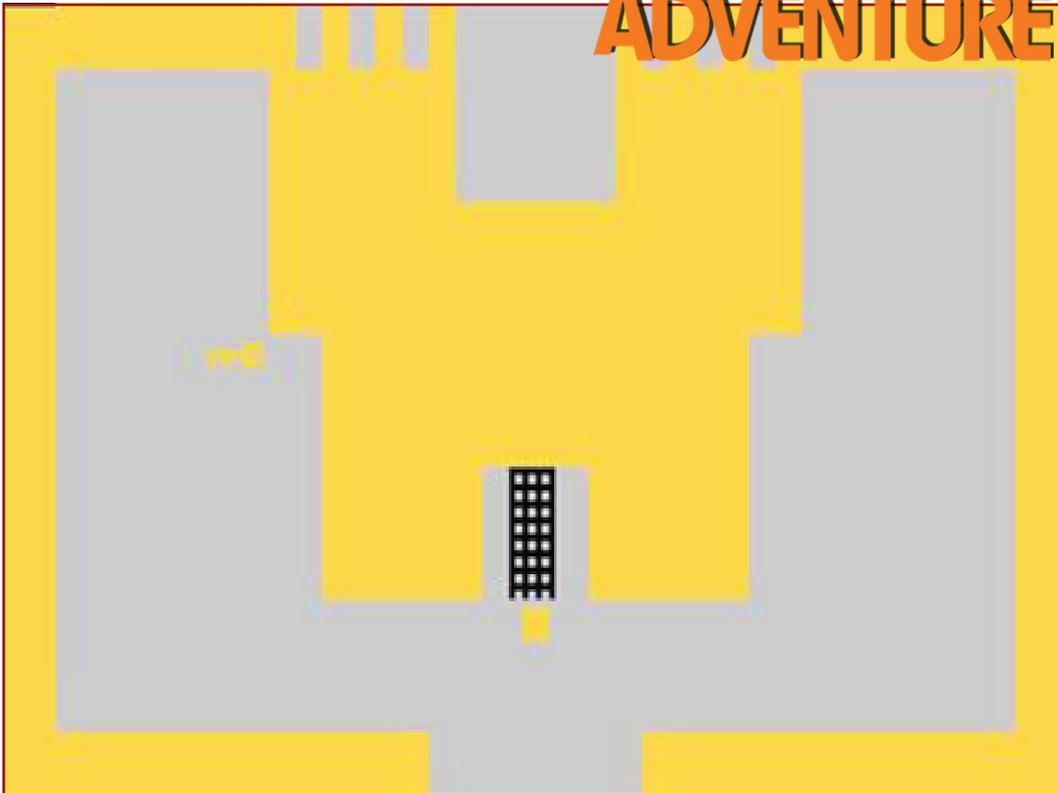
Just one more go.

DIFFICULTY



The longer you last the harder it becomes.

ADVENTURE



SYSTEM:
ATARI 2600

RELEASED:
1978

DEVELOPER:
WARREN ROBINETT

PUBLISHER:
ATARI

GENRE:
ACTION ADVENTURE



Reviewed by
**Vaughan
Ancombe**



Putting down my broadsword, pushing back my helmets visor, my chain mail gloves clink as I hold the Evercade and launch Adventure.

It's 2020 but it feels 1980; I feel 10 again and stare in wonder at the little brick that represents me.

The quest is for the Magical Chalice that needs to be found and returned to the Golden Castle.

The game is simple, maybe even for its time but don't be fooled by its simple exterior; it's super addictive. The magic is still there transporting you back to the 80s sitting in front of the wood style console.

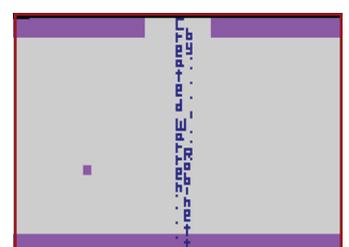
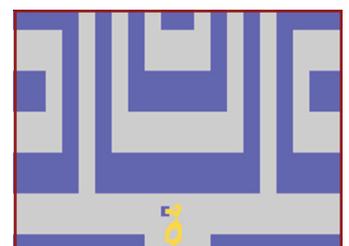
It may be more effective for those that played it back in the day; the spell of nostalgia is strong with this one.

Its reputation as the game that started Easter eggs is a legend in its own right. It's an adventure within an adventure, indeed playing it just for that is a thrill.

It is what it is; a magical adventure from the dawn of computer games, rightly recorded by the scribes of legend.

*Saddle up good knight
and brave the dragons.*

Adventure awaits!



GRAPHICS



Simple? Basic? Yes. But just let your 10 year old self's imagination fill in the gaps.

AUDIO



Basic even for the days of yore.

GAMEPLAY



It may be this old adventurer's muddled mind but this game is still a classic.

DIFFICULTY



Welcome young adventurer.



SYSTEM:
ATARI 7800

RELEASED:
1990

DEVELOPER:
KEN GRANT

PUBLISHER:
ATARI

GENRE:
RAIL SHOOTER



Reviewed by
**Vaughan
Ancombe**



(Best read in an Arnie voice where "" appear go on try it, "You know it makes sense").

"Aliens are attacking us and they are possessing our fallen comrades. This is not acceptable."

The Operation Wolf style game is actually pretty fun to play, if a little difficult to see whom you're not to shoot.

"Not to shoot? I didn't have that problem in Commando."

Never the less Arnie you must protect and rescue the civilians.

"Hey, civilian's, get to da chopper."

The game, Arnie! Can you get on with the explanation please?

"Stick around while I explain. Move your sights around the screen and destroy most things that move with your Uzi 9mm."

No, it's a machine gun and grenades.

"Grenades? Now you're talking."

GRAPHICS



"They are cool if a little small like Stallone, Ha".

AUDIO

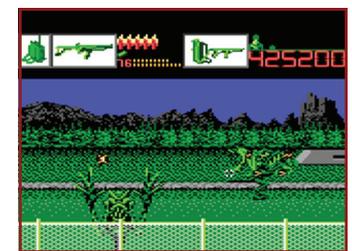


"Everybody Chill.", "The sounds pretty good."

GAMEPLAY



"I'll be back... for more";)



Tanks, helicopters, aliens and soldiers all stand in your way.

"Not for much longer!"

It's a fun experience.

"Fun? I made a few fun movies like Twins."

Yes, well moving on. Protect the civilians and don't stray from the mission objective or you will be court martialed.

"I don't give a Van Damme!"

Don't forget there are also ammo and med drops to pick up.

"All true. No lies."

Any thing to add Mr A

"Crush your enemies, to see them driven before you, and to hear the lamentations of their women."

OK we will end it there.

DIFFICULTY



Come on... Come on! Do it! Do it! I'm here! Kill me! I'm here! Kill me! Come on! Kill me! I'm here! Come on! Do it now! Kill me!"



SYSTEM:
ATARI 2600

RELEASED:
1983

DEVELOPER:
GARY SHANNON & TOD FRYE

PUBLISHER:
ATARI

GENRE:
ACTION ADVENTURE



Reviewed by
**Vaughan
Ancombe**



Don your wetsuit and dive deep for the treasure that is lying on the ocean floor just waiting to be found.

The deep is filled with deadly fish and galloping seahorses that are not at all welcoming to human intruders.

Swim around avoiding them for as long as you can. You have a spear gun that you can use to take them out, however when you kill a fish it brings back an indestructible version of itself. (Great idea whoever invented that, said the diver to the shark).

Swim down through the sea cave whose walls are full of deadly coral spikes that will as soon as tear your wetsuit as look at you.

When you finally reach the little treasure chest (it doesn't look much like a chest but then it is deep down here and not a lot of light seeps down) pick it up and be quick about heading back to the surface, the bends be damned!

The sound is limited to your spear gun and a chiming background noise which I am going to say is sonar like, which does add something to the ambiance.

The fish and savage seahorses travel in straight lines from left to right. It may be the gas exchange on my breathing apparatus but I could have sworn blind that picking up the treasure chest released what looked like a torpedo. I wasn't going to hang around to find out.

That's about all there is to this game which is like this damned spear gun; just a prototype.

Hey, it's a prototype, so it is what it is.

Saying that it's no scuba dive.

GRAPHICS



Sitting on the side of the boat fishing for compliments.

AUDIO



Sounds a little fishy.

GAMEPLAY



Think flat fish.

DIFFICULTY



Not as balanced as fish and chips!



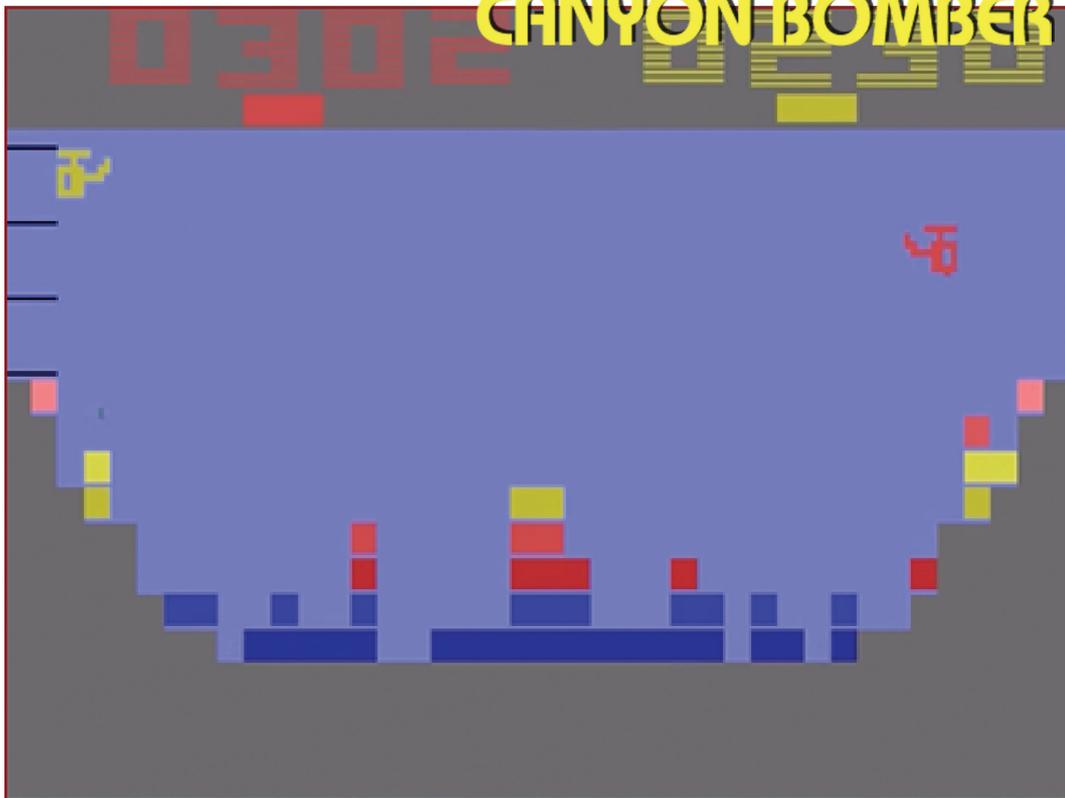
Reviewed by YouTube's
**Open Every Box
Pete**



Aquaventure is the hidden gem on the Atari Collection 1. It is a game that was never actually officially released and is a bit of a mystery. Aquaventure is a short game jammed full of tense gameplay as you the diver search the bottom of the ocean floor for a mysterious treasure. Once the treasure is secured you need to swim back up to the surface to ensure you beat the turtle who is the air timer swimming across the surface.

As the diver you are armed with a dart gun and you must avoid fish and seahorse. There is a great risk reward if you choose to use the gun. The player can shoot the fish and clear a path, but doing that immediately unleashes a fast fish that comes darting across the screen. The game is just a welcome addition to the cart and the one game I keep coming back to time after time. I Would give this game a big recommendation to at least try once, plus this game as a mermaid!"

CANYON BOMBER



SYSTEM:
ATARI 2600

RELEASED:
1979

DEVELOPER:
DAVID CRANE

PUBLISHER:
ATARI

GENRE:
ACTION



Reviewed by
**Vaughan
Ancombe**



"Ours is not to reason why!"

"Ours is to do or die!"

Back in the mists of time somewhere buried deep in the depths of my brain, I remember a game similar to this.

You flew a plane from left to right, flying above a cityscape full of skyscrapers. You had to bomb the buildings to clear the floor so you could land.

Basic, yes. But as I recall it was fun, and I suppose it must have been to be hanging around my black box all these years.

This 'game' however is not fun I can tell you.

You fly, well, not so much 'fly' as watch a series of planes and helicopters move across the screen while you bomb what looks like the wall in Arkanoid, which is the canyon of the title.

The second player (played by the system) controls a similar air force vehicle but in a different colour.

You do this until either the Canyon has been blitzed to smithereens or you run out of bombs, in which case the game doesn't even have the capability to end. It just leaves you flying continuously above the not so Grand Canyon.

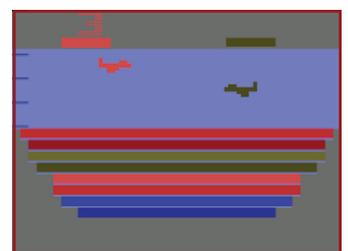
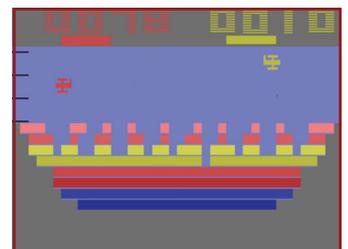
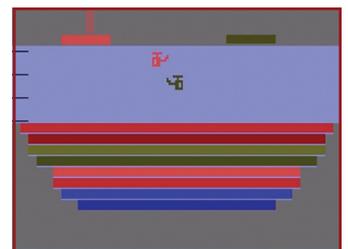
There is no height control so no risk of crashing. Actually there is absolutely no jeopardy to be found here.

So get your Blue Max fix by finding some other game that will fill your time, like watching paint dry.

Note: Come be a games reviewer they said!

It will be great they said!

Travel the world they said!



GRAPHICS



Erm, if I remove my flight goggles. But nope, still rubbish.

AUDIO



Beep.

GAMEPLAY



Can I give a zero?

DIFFICULTY



No challenge. I'm sure it would get difficult at some stage but...

CENTIPEDE



SYSTEM:
ATARI 2600

RELEASED:
1982

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
FIXED SHOOTER



Reviewed by
**Vaughan
Ancombe**



Everything in this garden is not rosy.

Put on your gardening gloves, get into your wellies and pull down the rim of your sun hat. It's time to get your green fingers dirty.

Whoa there Mr. Gardener, not so fast. You're going to need this new, patented bug-blaster to deal with those pesky centipedes, spiders, fleas and scorpions.

These critters are in your mushroom field and you have other uses for **agaricus bisporus** that isn't bug food.

Your bug-blaster can move around the lower quarter of the screen, from left to right as well as up and down. Destroy the centipede as it descends; when the critter hits a mushroom it will descend and travel the opposite way.

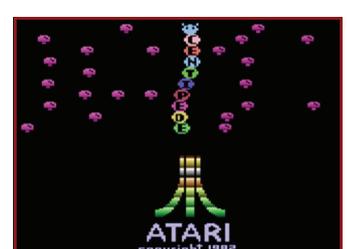
Shooting the centipede creates more mushrooms. Hitting the middle splits the arthropod, creating two descending multi legged enemies. You need to be fast to learn the way the game works and nip in the bud any

trouble before it arrives. If the centipede makes it to the floor it will hunt you out so make sure to avoid the creepy crawl and exterminate it with your bug-blaster.

Fleas, scorpions and spiders all have their own attack patterns. Practice, practice, practice and you'll soon start to recognise their intent. For instance, scorpions will make every mushroom they touch poisonous. If a centipede touches one it will cause it to rush the floor.

To be frank this game, considering its age, is blooming marvellous.

*So Mr Titchmarsh will you be a right
Charlie Dimmock or the Monty Don?*



GRAPHICS



Bare as a tree without fruit. (But effective).

AUDIO



Beeps, bops under flowerpots.

GAMEPLAY



Fun as bobbing for apples.

DIFFICULTY



Between you, me and the gatepost it's just right.

CRYSTAL CASTLES



SYSTEM:
ATARI 2600

RELEASED:
1984

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
MAZE



Reviewed by
Vaughan Ancombe



Bearing All! The Rise and Fall of Bentley.

Bentley Bear was the next big thing. He was a star. Prime arcade space was made for the bear of the moment. Pac Man, Space Invaders and the like were moved to dark corners of their relative emporium.

It was his time and he was going to ride the whirlwind.

Bentley would collect all the crystals from the impressive forced 3D Crystal Castles while avoiding the infesting baddies. However the Atari 2600 version feels like you're wandering around the levels from Tempest.

It's a little hard to guide Bentley as the passages are wider than him which makes lining up the crystals a little awkward. (This can be overcome with a little practice)

Disclaimer: Rumours that the launch party held the night before has absolutely no foundation in affecting Bentley's control.

You can jump over the enemies that litter the castle floors. If you squint it's easier to line up your wobbly (not inebriated) hero.

Bentley was seen the night before having a heated argument with his rival machines. He was violently pointing and gesturing as he boasted that his game was one of the first with an actual ending. No game looping or kill screens here.

Quote: While rotating on the bar top he was heard shouting "In your face Pac!" There was an angry reply of "Wakka Wakka" and I can only guess the response if Pac had fingers. "What about your sound?" a falling star named Q*Bert called from the shadows. "You left it all in the arcade". To which the room burst into laughter. Bentley was seen mouthing something as he signalled he wanted another drink. He didn't think it would be a good idea to mention the proudly displayed stairs, lifts and tunnels that added to the 3D experience in his arcade game. Even to his ego they looked rather insipid on the Atari 2600.

Bentley found it hard when his fleeting fame passed onto the next 8-bit character. No sequels came, the money dried up and he drifted from one journeyman role to another. Most notably he appeared in Wreck It Ralph!



Reviewed by Twitter's
Sir Top N Hat



Atari's Crystal Castles is incredible. You play the role of Bentley Bear collecting gems. From the cover art on the back of the Evercade case to the isometric viewpoint, I would imagine Crystal Castles pushed the 2600 pretty hard.

It's simply amazing how many levels & how much detail was crammed into Crystal Castles. Liberal use of pseudo 3D really makes it unique among 2600 games & certainly a gem on the Atari collection 1. Top-notch gameplay helps make this a real pick up & play on evercade!

GRAPHICS



Not really crystal clear what you're looking at.

AUDIO



No in game tune, a little ditty when you die, and plonk plonk sound effects.

GAMEPLAY



There is a challenge here for those who persevere.

DIFFICULTY



Hard to get used to the forced 3D.

DESERT FALCON



SYSTEM:
ATARI 2600

RELEASED:
1987

DEVELOPER:
BOB POLARO

PUBLISHER:
ATARI

GENRE:
ACTION / SHOOT 'EM UP



Reviewed by
**Vaughan
Ancombe**



Egypt: a land full of mystery, danger, and the odd fedora garbed adventurer and, well, sand!

This game has a novel Zaxxon type view but in the eyes of this professor of medieval literature it makes the game almost unplayable.

You are a falcon and, it would also appear, some weird crawling blob at certain points. Travel the land of The Pharaohs, collecting (stealing?) these rare antiquities.

You can fire darts at enemies that approach you even though it's more that you approach them. Holding up on the D-pad seems to advance the screen and you need to steer yourself around to avoid the pyramids, tombs, pink blobs and oases.

You seem to fly in certain stages and crawl at others. This may just be me though as there appears to be no rhyme or reason, but then I gave up translating ancient Egyptian a long time ago and left that to Junior.

Pick up the scattered hieroglyphics as you go for points and some also bestow extra abilities on you (So I'm told. I never worked that out).

There are howling sphinx bosses to fight at the end of levels (I however read that on an inscription and never actually made it to one).

The sound on the other hand is really rather good, conveying ancient Egypt in all of its 8-bit glory.

So for those adventurers that were more successful than me and think my review is a sandstorm in a teacup I say, well done.

But I have had my fill of sand, scorpions and camels.

I Sphinx this is one to see for yourself and then bury in the nearest sand dune.

It has not stood the test of time.



GRAPHICS



Your falcon is nicely animated when you see it.

AUDIO



All worship Ihy the Ancient Egyptian God of music.

GAMEPLAY



It gave me the right hump.

DIFFICULTY



This gave me the left hump, so that makes it a Bactrian Hump overall.



SYSTEM:
ATARI 2600

RELEASED:
1989

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
SPORT / BASKETBALL



Reviewed by
Vaughan Ancombe



The intro screen starts with two players partying on down to a hip-hop (I guess) beat.

Now I really want to write about this game and need to do a little research, as I am in no way at all interested in basketball.

The only one I have played is NBA Jam in the arcades and SNES. The manual doesn't really help but I guess it's a sport, so what do I write?

Wikipedia helped a little, with:

- Double Dunk has the honour of being one of the last games released on the 2600
- The rest of the phrases that relate to two on two-yadda yadda yadda just didn't do it for me.

I tried just playing the game but it just seemed to play by itself. Is this really basketball? I have no idea.

Think, brain, think!

I have no idea but my fingers seem to be typing so we will just see what comes out on the page.

The little players look pretty well drawn and the animation from what I watched was OK. Nice colours, a selection of difficulty and play options are in the menu. As I was having trouble with the basic options I left them well alone.

I suppose if you like basketball you will find some enjoyment in this game but it's no slam dunk for me.

I remember having loads more fun watching 'High School Musical' for the umpteenth time with my daughter and I can still sing it.

"Get Ya Get Ya Get Ya Head in the Game"

I just want to thank my fingers for saving me at the last second before the timer ran out.

AIR HORN!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! 36 - 37



GRAPHICS



More Vancouver Grizzlies than All Stars.

AUDIO



Swish.

GAMEPLAY



A real air ball for me.

DIFFICULTY



A carry - A block out - A double dribble all in one.

FOOD FIGHT



SYSTEM:
ATARI 7800

RELEASED:
1987

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
ARCADE



Reviewed by
**Vaughan
Ancombe**



Kids gathered around the cabinet cheering on the high scorer.

Another great game that has a new lease of 'knife' (cutlery joke) on the Evercade.

You guide Charley Chuck around the screen trying to get to the melting ice cream whilst Mad Chefs try to stop you.

Each level has randomly generated food from pizza to spinach to bananas lying around which become your weapons of choice when you pick them up and hurl them at your mad master chefs.

Likewise they will do the same to you as the demented Ramsey's and angry Wareing's block your way. They appear from holes in the ground which you can also fall into just as easily.

If you are hit you are rather amusingly covered in various food stuffs. Getting to the always melting ice cream starts a funny cartoonish

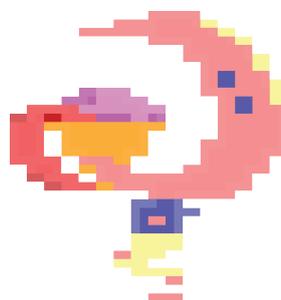
animation of your giant head sucking up the remaining treat.

Being an arcade game it's instantly addictive, easy to play and hard to master.

A great game that deserves your undivided, five star Michelin attention.

So pull up your chair, tuck in your napkin and enjoy this tasty treat that hasn't quite gone past its sell by date.

Please sir can I have some more!



GRAPHICS



Small portions but detailed and well animated.

AUDIO



Little ditties each time you start, with plenty of beeps and bumps (once you start rapidly firing, the room fills with sound).

GAMEPLAY

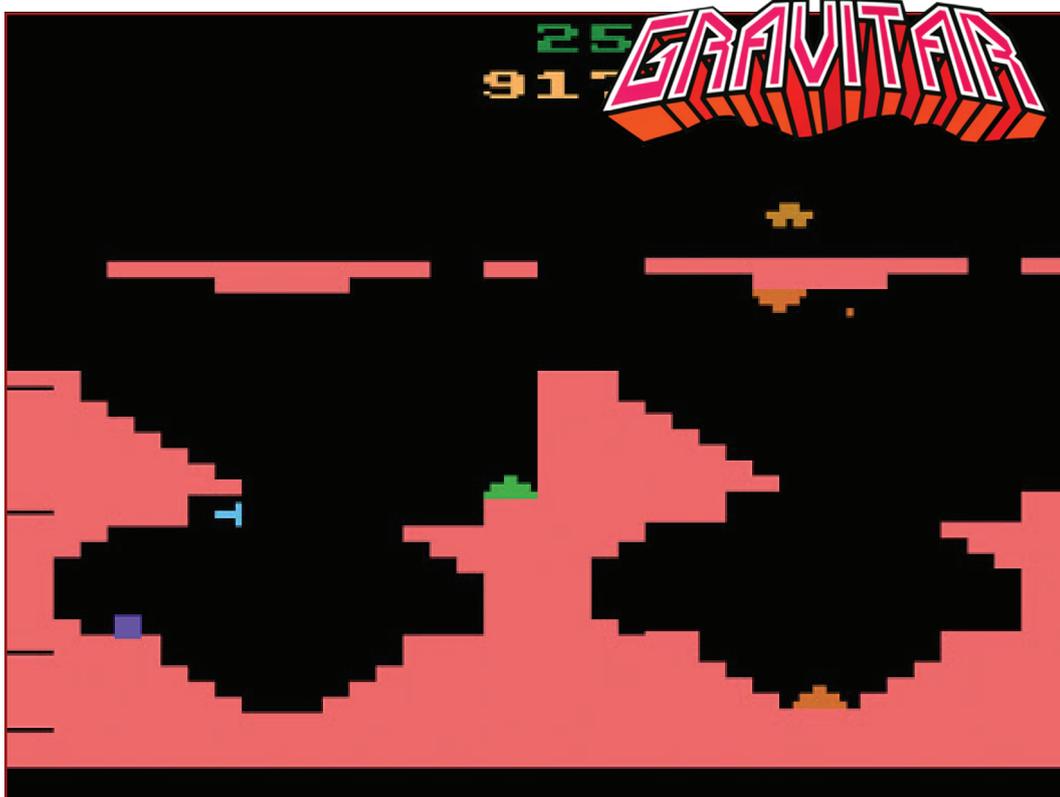


Very addictive and will keep you coming back for seconds.

DIFFICULTY



Pitched just about right. With a little practice just watch that score climb.



SYSTEM:
ATARI 2600

RELEASED:
1983

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
MULTI-DIRECTIONAL
SHOOTER



Reviewed by
**Vaughan
Anscombe**



"Hello cadet. I see you have your flight stripes from Asteroids. Well that's just the warm up."

"All the while you will have to take out alien bases and ships."

"Control your ship with the D-Pad, rotate left and right, push up to thrust and down for your shield."

"But your worst enemy pilot..."

"Oh, don't be fooled by the simple graphics. Don't be tempted to relax because you've done your time with asteroids."

"HEY ARE YOU LISTENING!"

Deep Sigh

Grumbles – Know it all

"That was deep space, man. This time you have to kill the flying saucers and use your directional thrusters to navigate to their planets, taking the fight to them. Don't go too near the Sun though boy, unless you want to burn!"

"ARE YOU READY?"

"I CAN'T HEAR YOU?"

"Once you enter a planet's gravity well the screen will flip side on and you'll need the reactions of a Brandillion tree cat to survive."

"Puff out your chest, pull in your chin and follow me we have work to do"

"You will be constantly pulled to your doom like Newton's apple so continuous bursts of thrust are needed to keep you from being peeled of the surface."



GRAPHICS



Basic military hardware built to withstand, not to show off.

AUDIO



A cacophony of sound, from lasers to thrusters.

GAMEPLAY



Put in the time pilot and you will reap the rewards.

DIFFICULTY



The thrust controls need some getting used to - coax them pilot, easy on the thrust.

MISSILE COMMAND



SYSTEM:
ATARI 2600

RELEASED:
1981

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
SHOOT 'EM UP



Reviewed by
Vaughan Ancombe



Dress up warm, pull up your muffler and tighten those gloves, soldier. It's the height of the Cold War and your country needs you.

Nukes are coming in hot and they are aimed at your cities; your way of life. Are you going to stand for it or are you going to take these commies / yanks (delete your preferred politically correct statement) down?

Using your crosshairs you must defend your way of life by targeting the incoming nuclear threat. In the arcade this was done with a trackball but the Evercade's D-pad works just fine.

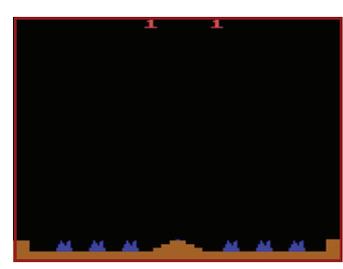
Incoming missile trails light the sky as fiery trails of doom.

Fight back; launch your anti-ballistic missiles to take them down before you're engulfed in a nuclear storm.

From your bunker you can see the incoming 8-bit weapons of mass destruction's radiation will swamp the land, your towns and cities will crumble to 7, 6, 5, 4, 3, 2, 1-bits and then they are gone.

The sounds, although basic, have a certain Cold War 'charm' that brings a nuclear chill to your bones as another city is blasted to dust. With special mention to the sound when a city is destroyed or the game ends, very holocaustic in an 8-bit way.

An old game that still plays well, it's designed for high score chasers. For me and my uranium soaked bones a real classic.



GRAPHICS
☆☆☆

Basic but evocative.

AUDIO
☆☆

Basic and strangely effective.

GAMEPLAY
☆☆☆☆☆

Once irradiated you'll just want more and more.

DIFFICULTY
☆☆☆☆

It quickly ramps up keeping you on your mutated toes.



SYSTEM:
ATARI 7800

RELEASED:
1990

DEVELOPER:
BLUESKY SOFTWARE

PUBLISHER:
ATARI

GENRE:
RACING

 Reviewed by
Vaughan Ancombe



Racing your Motorbike through the grounds of the Bates Motel passing various locations from the film.

Portals in the doorways transport you to different rooms; all the while the parallax scrolling simulates a shower curtain behind you showing a figure on a bike mimicking your movements. Eventually when your arch-rival Norman starts to close the distance, the game does it's best at recreating the classic Psycho music.

The closer Norman gets the more "Ek Ek Ek" the sound gets until your rival leans across the gap between bikes with his large knife.

AND!

Nooooooooooooo!

(Artistic drivers licence)

And well actually it is no.



The game plays like any standard racer of the time, just think Lotus, Pole Position and the likes and you will not go too far wrong. That's probably what the publisher thought before sending it back. Make it stand out!

I know take out the brakes; you would have to be a psycho to ride a bike with no brakes. Hey, there's our title right there!

Disclaimer: Any actual resemblance to the truth is strictly fictional ;)

Race the laps, hit the checkpoints to carry on, overtake other bikers, try to avoid coming off the road and into the signposts.

To be honest and fair, the game gives a pretty good impression of speed with the tracks racing by up hill and down dale.

Playing a game with no brakes sort of takes the racing fun away from the game but it does allow you to jump over obstacles and fellow drivers.

The game really falls between two stools; a classic arcade or something more arcadey.

The sound is limited. It has a little intro tune, the engine noise is cool and it does change as you are overtaken which I liked.

I don't want to sound like I'm riding with no brake pads because I did enjoy it for a short period of time.

It's a fun way to while away half an hour but you'll soon forget it and move on.

I know which version of Motor Psycho I would have preferred to play.

GRAPHICS



No real (Barry) Sheen to them.

AUDIO



The functional Put! Put! of a second hand scooter with plenty of baffle.

GAMEPLAY



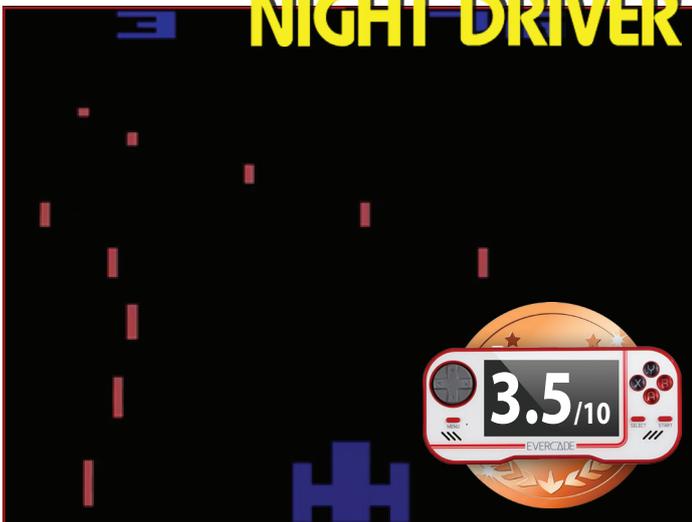
Laced somewhere to the back of the grid.

DIFFICULTY



No brakes brings its own inherent problems

NIGHT DRIVER



SYSTEM: ATARI 2600

RELEASED: 1978

DEVELOPER: ATARI

PUBLISHER: ATARI

GENRE: RACING



Reviewed by
Vaughan Ancombe

The game is from 1978 and very much of it's time. There is some fun to be had in a monotonous gear grinding fashion. Believe me, it's hidden somewhere. Try under the bonnet.

A Mini Review (pun intended).

Let's get this over with right from the start. I was told I was reviewing Knight Rider.

KITT this is not.

Racing down a dark road, overtaking the odd car and passing the odd house or tree on the side of a road filled with bollards is, I'm sorry, not a lot of fun.

Once the timer runs out that's it.

GRAPHICS



This is an Atari 2600 game so I guess 2 may seem harsh.

GAMEPLAY



Novelty value.

If you can't find it then there is always 'We Buy Any Car'.

I was told I was here to take out the bad guys and bring down an evil corporation.

Or my name is not Day Hasselhoff.

Disclaimer: David was busy, so we hired a look-alike.

AUDIO



Plenty of sound. Mostly harsh sounding beeps.

DIFFICULTY



I Imagine driving a pretty large car down a small winding road and you are nine sheets to the wind, have only one arm and your wooden peg leg is stuck on the accelerator.

Disclaimer this reviewer in no way endorses driving with a wooden peg leg.

NINJA GOLF



SYSTEM: ATARI 2800

RELEASED: 1989

DEVELOPER:

PUBLISHER: ATARI

BLUESKY SOFTWARE

GENRE: SPORT / GOLF / BEAT 'EM UP



Reviewed by
Vaughan Ancombe

I had no idea existed and we had the 2600 as the family machine back in the day.

Okay Seve, calm down I'm getting to the point.

If Bruce Lee played golf this is what he would play.

Tee off.

Play your shot.

Run to where the ball lands, beating seven shades of McIlroy out of various baddies until you reach your ball.

Okay Westwood I'm done now. Play through.

A fun game that's maybe not an eagle but nonetheless is par-fectly playable.

Whoa there, Tiger!!

Let me explain.

I was born in '70 and grew up in what I would consider the golden years of gaming. The Boom. The explosion. For those of us around at the time it was a constant 'pick your jaw up from the floor' moment.

Compare it to when rock and roll came upon the scene 'daddio' and multiply it by 10.

That's the beauty of the Evercade. It shows you games and systems that you may not even know existed. Atari 7800,

GRAPHICS



Having never seen an Atari 7800 they are pretty good.

GAMEPLAY



Pretty basic and to be honest it didn't hold me long.

AUDIO



An irritating high pitch in the story screen, followed by beeps and bumps.

DIFFICULTY



It seems fairly easy from the levels I played.

STEEPLECHASE



SYSTEM:
ATARI 2600

RELEASED:
1981

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
RACING



Reviewed by
**Vaughan
Ancombe**



Four thoroughbreds made the cut from the arcade and have long since been put out to pasture. The other two, whose names have been forgotten, were sent to the knacker's yard.

Quite famous in their time at the races, pulling in the punters whose cheering voices were drowned out by the thunder of hooves racing for their glory.

Riding from the purple stable was Little Dictator, a horse with a mean streak!

In the blue livery we have Just Missed, the nearly horse who was always the bridesmaid and never the bride.

Flying the red trim we have Absent Mind..... I can't remember what I was going to say now.

And finally in the faded yellow Lucky Devil, the wealthiest race horse this side of the Potomac.

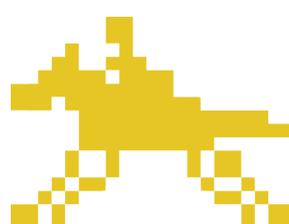
Ride your rather well animated horse from left to right jumping the obstacles in your way.

Jump too high and you lose speed but jump successfully and you receive a little speed boost.

The galloping sound of the race is rather impressive and you can almost feel the crowd waving betting slips as the horses thunder by.

The race lasts for 3 minutes and then the game just ends!

So as I walk away despondently, my slip blowing in the wind with other people's hopes, I will leave these champions of the past to see out their time grazing green pastures and dream of times gone.



GRAPHICS



Well animated horses save this from the knacker's yard.

AUDIO



Rhythmic galloping.

GAMEPLAY



Sadly they are not stallions any more, just ponies wandering over past glories.

DIFFICULTY



I'm not sure this one even has an answer!

SWORDQUEST EarthWorld



SYSTEM:
ATARI 2600

RELEASED:
1982

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
ACTION ADVENTURE



Reviewed by
**Vaughan
Anscombe**



Sitting in the booth at the back of the tavern I watched the patrons go about their business. A mug of green ale sat untouched before me and my right hand was never too far from my sword.

Times were dangerous and it didn't pay to be careless.

I went back over the quest I had been asked to undertake. If I was successful... No stop that talk, I said to myself. When I was successful I would be a Lord of my own kingdom. But I am getting ahead of myself.

I need to roam the worlds and seek out the items I need but that will not be easy. Earthworld, Fireworld and Waterworld would hold more than enough of a challenge. And yet the scriptures spoke of another place. A world lost to time and space; Airworld.

But that can wait. First things first.

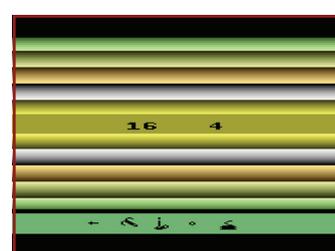
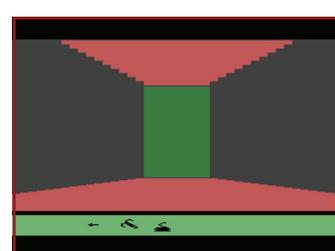
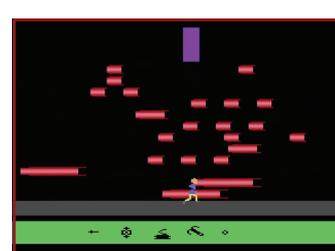
With a grunt and a flex of my sword arm I scared off a patron who had gotten too close.

I needed to be alone. I knew that the items I would find, if placed in the correct rooms, would leave clues that referred to... Now, how did the old man describe it?

'Comic?' The word sounded strange on my tongue. Maybe it would be worth hunting these 'Comics' out. I sat back, stroking the stubble on my chin.

I had already tried roaming the various rooms and had picked up objects, placing them into my +3 Satchel of Carrying. Some of the rooms had weird moving walls with a ghostly light that seemed to have doors I had to jump through.

I don't mind telling you the ghostly sound gripped this warrior's heart cold and that was why I was here; having decided some liquid courage was needed.



GRAPHICS



Basic rooms and a well animated hero – it's a little hard to make out what the objects you pick up are (May need your +4 Eye Glass of Reading)

AUDIO



Sounds of me walking between corridors and laser walls.

GAMEPLAY

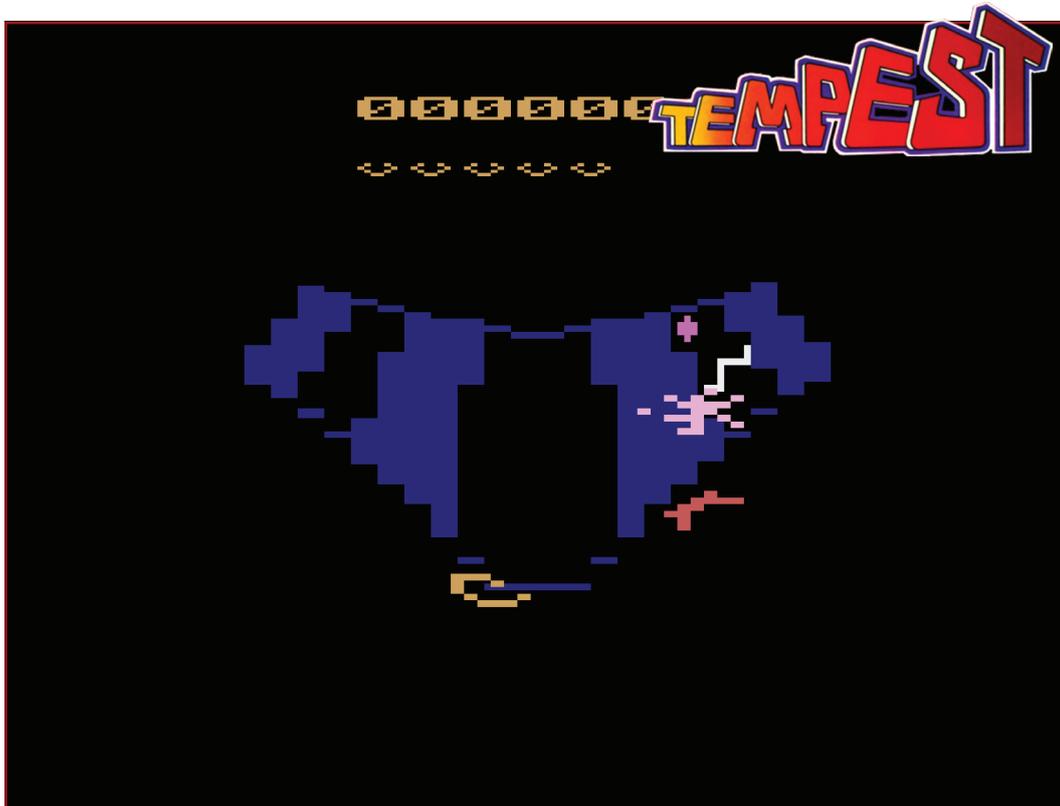


Maybe a fool's quest without the 'Comic' the old man mentioned.

DIFFICULTY



It's an adventure. If you want it easy go pick a fight in a tavern.



SYSTEM:
ATARI 2600

RELEASED:
1984

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
TUBE SHOOTER



Reviewed by
**Vaughan
Ancombe**



Foreword: I'm not sure about you guys but I have a fair few of the carts and have yet to play every single one of the games on them. So this review (if you can call these musings reviews) are making me focus and try each game. Oh, I still play for fun and I still play other carts and systems but in it's own way it's making me sit down and play games I have put off for more shiny games.

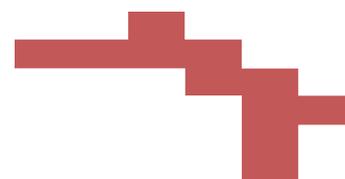
I was really looking forward to Tempest; again I have played the arcade and had the Atari 2600 version back in the day. Or did I? It's all a bit hazy... Anyway, I'm not too sure this can be called Tempest. Maybe just a mild breeze.

You control your little turret that travels along the outside of a 3D screen that in the arcade was beautifully colourful vector lines split up into 16 sections. This version comes across as flat and blocky. (alas poor vectors, I knew them well) It makes the game feel cramped.

Enemies come up from the middle of the screen and try to reach the outside; you defend this by zipping along the outside, pressing right and left on the D-pad (maybe the shoulder buttons would have been more effective) firing your lasers at them. You have a smart bomb by pressing up on the D-pad to destroy all the aliens, and a weaker version that will take out just one.

It could be these old eyes but I find it hard enough to see the wiggly lines that are the baddies let alone their bullets and before long I burn, I pine, I perish.

Hell is empty and all the devils are here



GRAPHICS



One foot in the sea, one on shore.

AUDIO



Much Ado About Nothing!

GAMEPLAY

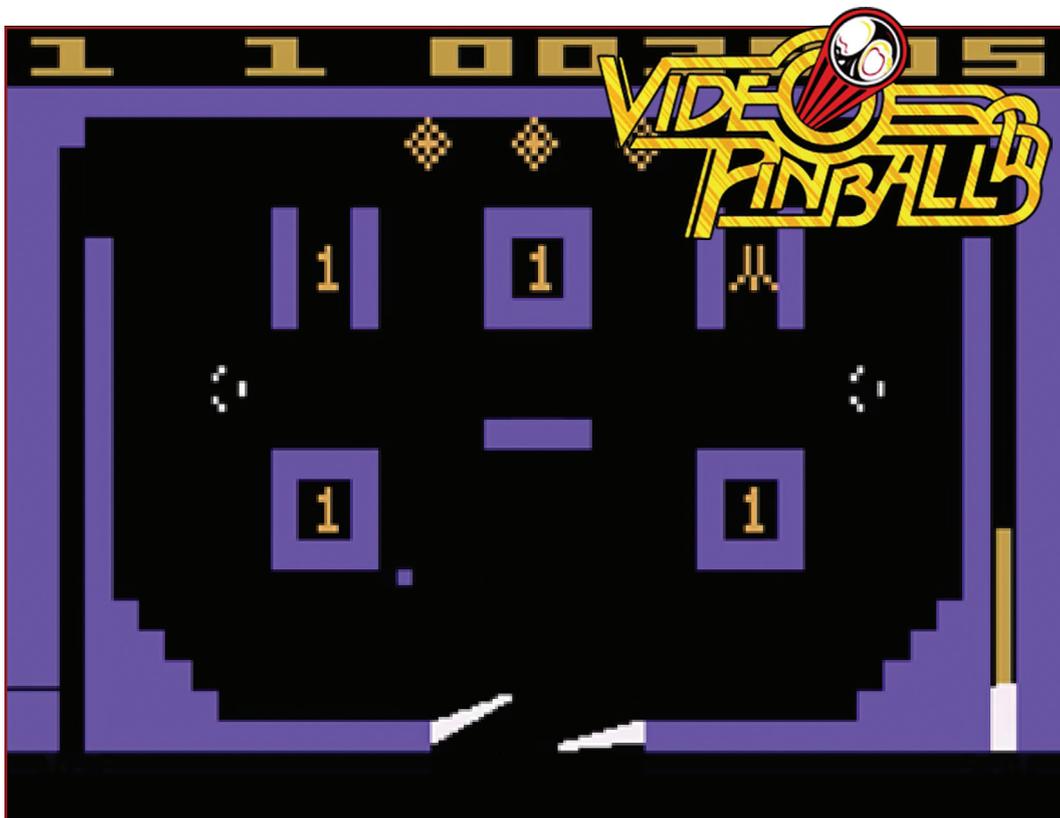


Life's but a walking shadow, a poor player.

DIFFICULTY



The miserable have no other medicine, but only hope!



SYSTEM:
ATARI 2600

RELEASED:
1981

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
PINBALL



Reviewed by
**Vaughan
Ancombe**



I am going to put this out there from the start! I never did like pinball back in the day. Oh, I appreciated the look and enjoyed watching people play them but it was just not something that grabbed me and made me want to put my hard earned pocket money into, especially when there were shiny electronic arcade games that screamed at me to play them instead.

That all being said I have played the odd console/computer pinball over the years culminating recently with Alien Crush on the Mini PC engine (which is GREAT). But we're here to talk Evercade games, so let's quietly move along...

Anyway, I approached this with some trepidation I don't mind adding.

To add a little ambiance I took my Evercade to one of those shelters where people go to smoke outside a pub, asked for a few beers to be pulled and placed them on the tabletop next to me.

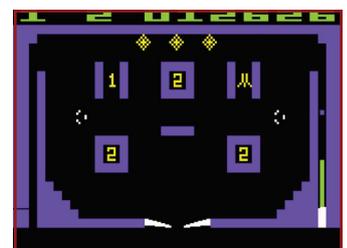
It wasn't long before the resident drunks were gathered round looking on, so I thought better of it and went back home and put the kettle on.

The game actually plays from what I can see a good game. At least it kept my attention longer than a few other Atari games I have reviewed.

The controls seem a little awkward and dated. You press down on the D-pad to select the level of power you want when releasing the ball and press A and up on the D-pad to control the flippers together, my fingers were automatically attempting to use the R & L shoulder buttons.

Note: I have subsequently found that left and right on the D-pad controls the flippers individually.

The ball bounces around in a Pong/Breakout style, hitting various bumpers and spinners for points.



Hey, I did say I wasn't really a pinball fan!

GRAPHICS



Basic but they do the job.

AUDIO



The Atari beeps and bumps bring some life to the game.

GAMEPLAY



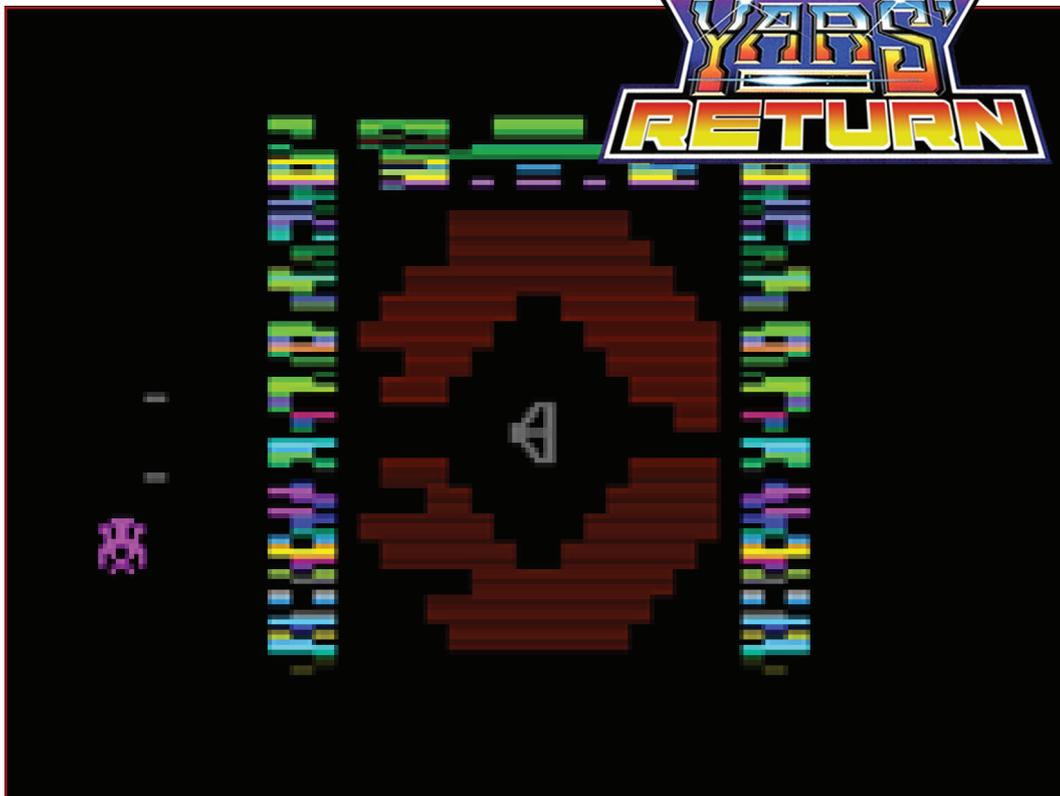
Addictive enough.

DIFFICULTY



I find the controls a little awkward and this makes the game unnecessarily hard.

YARS' RETURN



SYSTEM:
ATARI 2600

RELEASED:
2005

DEVELOPER:
ATARI

PUBLISHER:
ATARI

GENRE:
MULTI-DIRECTIONAL
SHOOTER



Reviewed by
**Vaughan
Ancombe**



Just because you can doesn't mean you should.

Yars' Return is Yars' Revenge, only it's been hacked, modded, altered, grafted and changed to make it a different version of the same game.

You are Yar, or shall we say Modded Yar.

You hang around a modded (okay, for the sake of time, my fingers and your sanity we will assume that it has all been modded) square of light and inside this wall sits Qotile, the alien baddie.

This Qotile can attack you wherever you are on the screen. You however cannot fire unless you are inside the wall.

As you cross the wall your ship will fight what seems like friction and you don't really have a lot of time to contemplate this before you die.

That's basically how I spent my time.

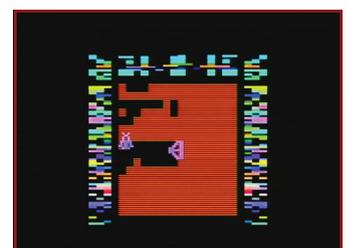
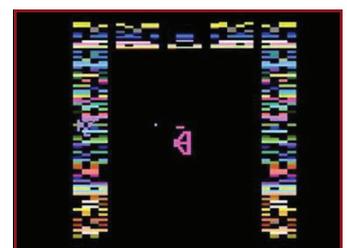
Cross the wall and die.

Cross the wall and fire and die.

And that's about it for me.

The manual gives you the hint that there is nothing really to write about and I agree.

Yar kidding me, I thought games were supposed to be fun?



GRAPHICS



Colourful. I will give it that.

AUDIO



And there are sounds, so that's a plus.

GAMEPLAY



I looked. Believe me, I looked. I even lifted the cart up and looked underneath.

DIFFICULTY



I died, died and died again. I died, died and died again and then I gave up.

ATARI COLLECTION 1



CART NUMBER: 01

RELEASED: 22/05/20

GAMES: 20

- Centipede (2600)
- Missile Command (2600)
- Alien Brigade (7800)
- Adventure (2600)
- Ninja Golf (7800)
- Food Fight (7800)
- Motor Psycho (7800)
- Crystal Castles (2600)
- Desert Falcon (2600)
- Tempest (2600)
- Asteroids (2600)
- Canyon Bomber (2600)
- Gravitar (2600)
- Double Dunk (2600)
- Steeplechase (2600)
- Video Pinball (2600)
- Night Driver (2600)
- Aquaventure (2600)
- Swordquest Earthworld (2600)
- Yars Return (2600)



Reviewed by

Liam Isaacs

If you're creating a new console which plays classic games from classic companies where else could you start other than Atari?

Being born 10 years after the 2600 was released Atari wasn't a console or company I grew up with. For my generation it was the Mega Drive. I didn't start collecting for the Atari 2600 until about 7 years ago and I soon realised that hidden amongst the piles of terrible games there were some gems.

Not just the classics like your Pitfalls and Asteroids but hidden gems like Beamrider and Solaris. (Hidden to me but I'm guessing quite a few of you knew of them)

They say one of the main reasons for the North American video game crash of '83 was an influx of bad games. Every man and his dog wanted a piece of the action and the market was

saturated with so many poor games people lost faith. Out of the 1000+ games released for the 2600 you'd say 9 out of 10 weren't worth playing let alone wasting your money on.

For the most part the 2600 games included are pretty good with some of the all time greats like Centipede and Adventure. Unfortunately some of the tripe got through as well.

Games like Steeplechase and Night Driver are in my opinion so bad the cart would have been better had they not been included, even if it meant fewer games. The inclusion of Swordquest: Earthworld without the comic for the clues seems a bit ill thought out too.

With that rant out of the way let's focus on the positives as there are plenty.

For starters having a pixel perfect screen on actual hardware makes these games so much more enjoyable to play.



SCORE
2120

HIGH SCORE
2120

HEALTH



14



2

Ninja Golf (7800)



Asteroids is possibly my all time favourite 2600 game. Playing it on my Jr through the RF connection can be tricky. Sometimes the picture is so poor I can't even see my tiny laser blasts. On the Evercade however you get crisp, clean lines and bright colours for every asteroid and projectile. The same goes for Missile Command and your little crosshair too.

As far as classics go you have Asteroids and Missile Command along with Centipede and Adventure. Those 4 games alone could provide hours of fun.

Then there's a host of games I'd never heard of/played like Crystal Castles, Desert Falcon and Video Pinball. I think just taking these 3 games you see Atari Collection 1's biggest draw; the variety of games included.

If you look at the number of genres present there really is something for everyone. You have shmups, rail shooters, platformers, sports, action, racing, maze, arcade and pinball. This cart has the biggest variety of games out of any of the carts released so far and probably any future carts too.

There's even a couple of previously unreleased games, Aquaventure and Yars' Return. Granted Aquaventure doesn't seem up to much and I might get shot down for saying this but personally I prefer Yars' Return to the original.

This is something I would love to see more of on the Evercade in the future. The ability to play long forgotten unreleased games that have never seen the light of day.

Similarly homebrew games could become much more accessible. I know we have carts like Mega Cat Studios or Indie Heroes but having games like Halo 2600 on Atari Collection 3 would be awesome.

Enough about the 2600 though let's not forget the 7800 titles. It would have been nice to see a few more with only 4 of the 20 games being from the 7800. The 4 games included however are all solid entries.

Ninja Golf is one of the most bizarre yet entertaining games on the cart. I can't imagine how somebody came up with the idea of mixing a beat 'em up with a golf game but it somehow works. Take your shot, fight, take your shot, fight then an end of level boss.

Alien Brigade, Food Fight and Motor Psycho all hold up too. All great games in their own right which just left me wanting more. The 7800 is a console I've been tempted to buy a few times in the past so an exclusive 7800 cart would be nice. We've had Lynx 1 and 2 so fingers crossed for the 7800.

All in all I think this was a strong start from Blaze. The number of games available and the variety of games will have you coming back over and over again. Sure you might only spend 10 minutes on each game but with 20 games to go at there's hours of fun to be had.

This is just the start of what is shaping up to be an amazing catalogue of carts. Here's to the future.



Food Fight (7800)



Alien Brigade (7800)



Gravatar (2600)



Adventure (2600)

See how we scored it on the next page!

WANT MORE? THERE'S MUCH MORE!

Click the thumbnail to watch James' playthrough on his YouTube channel "[ItsMuchMore](#)" where you'll find a whole host of Evercade videos and live sessions.



AND THE SCORES ARE IN...



LIAM'S SCORES

Overall a good start, plenty of games and a bit of something for everyone.

Some games probably do show their age and some maybe show why they were never released in the first place but there's

the classics like Asteroids which make it a must have.

When you're starting your Evercade collection you can't go far wrong with Atari Collection 1.

GAME VARIETY



Almost everything but a few more sports games would've been nice.

GAME QUALITY



Some classics but quite a bit of shovelware.

PLAY TIME



Most games are more pick up and play rather than gaming sesh.

REPLAY VALUE



The sheer number of games and variety will keep you coming back.



VAUGHAN'S SCORES

"Memory lane? Yes mate straight on past Evercade drive and then next left".

Some games have stood the test of time and still play well today; some have not and are not as I remember them.

Still there is retro rose tinted nostalgic fun to be had, maybe not by all but certainly if you're from my generation.

"Don't watch TV tonight. Play it!"

GAME VARIETY



Lots of different games with a couple of un-released prototypes thrown in.

GAME QUALITY



For me 7 stonewall classics out of 20 games.

PLAY TIME



The games I like are quick pick up and play, but throw in a high score competition and it's a different story

REPLAY VALUE



The classics will always be, well, classics and replayed. As for the rest...?



ERIK'S SCORES

The 2600 was a machine I never grew up with. I can see how this collection could tickle the nostalgic tastebuds for those that did but for me there is too much blocky filler going on here.

It's not all bad though. Adventure is quite fun, and Asteroids, Centipede and Missile Command are all very playable

converted classics. Plus the small selection of 7800 games are competent enough.

Not one I would rush to play through again but more for those reliving their childhood.

GAME VARIETY



20 games might seem like a lot of variety but a lot are shooters and some games you will try once and never again.

GAME QUALITY



Some very competent arcade conversions but unfortunately also some hideously crafted ones.

PLAY TIME



It's all about beating your own high scores. If that's for you then you can play forever.

REPLAY VALUE



There's only about half these games I'd come back to try again. But I'm in no rush.



ERIK'S

HIGH SCORE CLUB



HEY GUYS IT'S ERIK

Each month I'll be setting a high score challenge so keep an eye out in the announcements. It's just a bit of friendly rivalry and if you're really good you might even beat me!

Over the last 2 months we had Centipede on Atari Collection 1 then Millipede on Atari Collection 2. The top 5 scores for each game are posted below.



WINTERS COMING

I asked the guys what Winter/Christmas games they would like to see on the Evercade and why



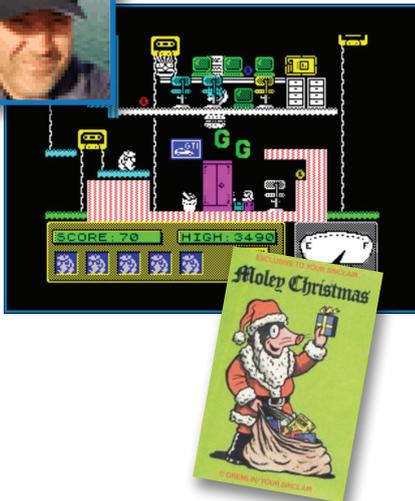
ACTIVISION ICE HOCKEY

SYSTEM: ATARI 2600

RELEASED: 1989

Why I Chose It...

Easy to pick up and great fun to play against a friend or the surprisingly good AI opponent. You'll have some real nail biting excitement which will leave you with that "One more go" feeling. An Activision cart would be a winner!



MOLEY CHRISTMAS

SYSTEM: ZX SPECTRUM

RELEASED: 1987

Why Vaughan Chose It...

Choosing a Christmas related game for my new love the Evercade. There's so many to wish for. It only seems right I return to my first love, my beautiful Spectrum which had so many good games and memories for me.

I was particularly partial to Monty Mole games and I remember a Christmas cover tape for a Moley Christmas.

Now that would be a cool present either a Spectrum or Gremlin Graphics cart.

Merry Christmas.



JAMES POND 2: ROBOCOD

SYSTEM: VARIOUS

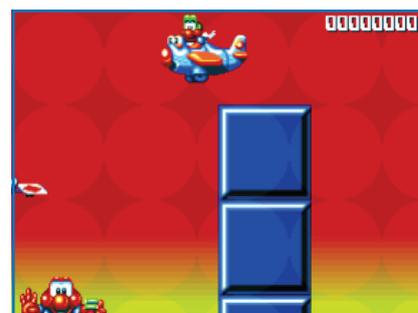
RELEASED: 1991

Why Erik Chose It...

"What does a large, colourful platform game with a cybernetic fish have to do with Christmas?" you may ask.

It's set in the North Pole inside Santa's Workshop that's now teeming with bad guys.

It might be the most tenuous, festive link comparable to the "Is 'Die Hard' a Christmas movie?" debate (short answer: it is) but it doesn't stop it from being a great game.



JAMES POND 2: CODENAME ROBOCOD

SYSTEM: VARIOUS

RELEASED: 1991

Why Roger Chose It...

Hey everyone, so I was asked by Liam to pick and choose a Christmas themed game for our very first issue of the Fanzine. After looking around at a few games I stumbled across this game, it was a game I owned back around 1994 on my Commodore Amiga 600!

The plot is basically this. Dr Maybe has gone to the North Pole and taken over Santa's workshop. He has taken all Santa's helpers hostage (In this version they were Penguins!). He turns a lot of them into his twisted and dangerous assistants. James Pond must infiltrate Santa's Grotto, he is adorned with a robotic suit that gives him superhuman strength and agility and can help protect him and reach hard to reach places James must rescue Santa!

James starts outside Santa's toy factory. There are many doors, each of which leads to a stage with many differently-themed levels, 50 in total. Hostile creatures lurk in these levels, and they come in many forms. There are no weapons in the game, so James must jump on them to defeat them. After completing two "doors", James goes on to another door where a boss awaits

This game is a platformer! Run and jump and land on enemies to defeat them! James can also pick up items that provide points. Power-ups include extra lives and wings that grant James the ability to fly. From time to time James may enter vehicles, namely cars, planes or flying bathtubs.

The music in this game is brilliant, from the amazing title screen Robocop theme to the fairground fun and remixed Christmas tunes of the levels it really gives this the Christmas feeling! This is the reason I chose this game! In my opinion it is not the best game out there but it is very good fun! I like the fact the original game was influenced by McVities biscuits, hence the penguins being put into wrappers in the opening credits. Later versions of this would not have that endorsement, the penguins were replaced with elves and a few of the other platforms had changes in level design.

This game was a credit to Chris Sorrell. He put a lot of effort in to bring us a game from a time when people would program in their bedrooms. He oversaw everything in the original release.

I leave you with these last facts. There are 3 James Pond games, and there is also the Aquatic Games which is a kind of James Pond Track and Field! I'd love to see a James Pond Collection on Evercade. You all have a great Christmas!





SNOW BROS

SYSTEM: ARCADE

RELEASED: 1990

Why Pete Chose It...

Snow Bros (Arcade Game) developed by Toaplan, starring the eponymous Snowmen twins Nick and Tom. Puripuri and Puchipuchi are two Princesses you must rescue from captivity by travelling through 50 stages by building and throwing snowballs, jumping on and off platforms, avoiding level obstacles and monsters (Bubble Bobble, Tumblepop).

There was a sequel Snow Bros 2 : With New Elves.

Who needs Christmas films when you can wrap up warm, build and throw snowballs, helping Nick and Tom rescue Puripuri and Puchipuchi, stopping now and again for wine and mince pies.

GOT A SUGGESTION?

Let me know which Winter or Christmas themed game you'd like to see on the Evercade and I'll include it next issue.

Email your suggestion and why it's so good to...

evercadefangroup@outlook.com



Hey it's James

Don't forget to check out my channel [ItsMuchMore](#) where I regularly post reviews, let's plays and live sessions.



OLIVER TWINS
COLLECTION -
FIRST LOOK



EVERCADE FANS
GROUP - GAME
TALK LIVE



SPLATTERHOUSE
2 - HALLOWEEN
SPECIAL 2020



XENOCRISIS
- FIRST LOOK
GAMEPLAY

CHECK THESE GUYS OUT TOO...

UK KRAUT GAMING



28:24

OEB PETE



NOV 28, 2020

1:02:00



CONGRATULATIONS! YOU HAVE COMPLETED EVERCADE EVOLUTION ISSUE 1

Thanks for reading this first ever issue of Evercade Evolution. I hope you enjoyed it. Please stick with me as it's nowhere near where I want it to be but we wanted you to have this first issue in time for Christmas.

Next issue will be bigger and better. A lot of time in this issue was taken up with designing templates and planning. Now I have the groundwork set, next issue we can concentrate on content.

I plan to have articles, interviews, an expanded news section with wider retro gaming news and much more. There will be a bulletin board/forum where you can all have your say. There will be an ad section too where you can put your unwanted games and consoles up for sale.

Back to this issue I'd like to thank a few people for making this possible. When I initially posted the idea I thought it would

be me on my own trying to fit it in around work and running a house.

First of all I'd like to thank Roger. He got in touch and invited me into the team where I was welcomed straight away by Pete, Martin, Rob and James. They have given great ideas, support and feedback to get this off the ground.

Then there's Erik. He runs the high score club for us but he's also done a ton of proof reading so I look somewhat professional.

Finally a huge thanks goes to Vaughan. I'm sure you noticed how many reviews he wrote for me and I'm sure you enjoyed reading them as much as I did. This issue would be weeks away if it wasn't for him.

See you next time.

Liam

GET IN TOUCH

FEEDBACK

Let me know what you like or don't like. Things you would want to see in the future, that sort of thing. Just fire me an email with "Feedback" as the subject title.

FOR SALE

Got something to sell? Send me a few photos with a short description, your Facebook name, location and asking price with "For Sale" as the subject title.

FORUM

Want to have your say on anything Evercade or group related. It might be your experience or your dream cart. Just send me an email with "Forum" as the subject.

evercadefangroup@outlook.com