

# EVERCADE

## EVOLUTION

ISSUE

03

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

# IT'S COMING HOME



## ALSO INSIDE

REAL TRAILBLAZER



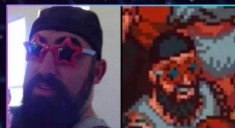
Ryan Blaze gives us an insight on Blaze, the Evercade and the development of the new VS.

WE'RE HEADING EAST

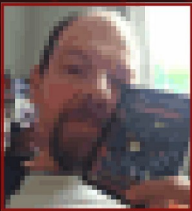


Vaughan takes us through the Data East cart with help from some of our YouTube favourites.

CHRISTIAN THE CAMEO KID



A record attempt for most video game cameos. From Retro Mania Wrestling to Ploid on Indie Heroes.



WELCOME TO ISSUE 3 OF THE

# EVERCADE

FANS GROUP FANZINE

Hello everyone and welcome to our Evercade Evolution No.3! I know it's been a little while since the last issue but we are back with lots more exciting content for you to relish!

This third issue concentrates on the sick Data East Collection 1. We have 10 games on this fantastic cartridge. The guys will tell you their impressions of labels such as Bad Dudes, Fighters History, Joe and Mac, Magical Drop and more.

We shall also delve into the upcoming Evercade VS! It's due for release in November. That's only 2 months away! Did you get in on the all black Founders edition or opt for the standard version or are you getting both? Are you new to the community and just joining us for the next step in "Evercades Evolution?" With the release of the Evercade VS we also get the next step in games with the Arcade pack releases and also up to 4 player gaming at home. Read on to find out more!

The amazing Ryan from Blaze also makes an appearance. A special thanks to him for his time!

So what else has been happening in the group since the last issue? Well we have done a lot of amazing live streams with James from ITSMUCHMORE! James has done a fantastic job of promoting our group out there on YouTube and we can't thank him enough for his hard work. We have also grown our group to over 1500 members! Our Evercade community is amazing, thank you for all the generous donations from everyone and for our latest giveaways especially Allan and Lisa for their Evercade Stand and Eric for the latest cartridges.

With James taking a break for the time being from the live streams we have forged a new alliance with the mighty Retro Gaming Revival. Our new joint stream "Everchat" focuses on reviews and upcoming releases for The Evercade and VS.

Thanks go out to Ryan for hosting our show on the RGR channel and to Ben for turning the show into a podcast!

If you love retro gaming then I would highly recommend checking out the Retro Gaming Revival Facebook and YouTube channel as the content is first class and they are bringing together a fantastic community too! Also not to forget their other regulars Blunners, Olly and Tim who not only run the R.G.R group on facebook but are regular presenters on their amazing show. Really check it out, they have special guests like TheGabs24, Meanmachine Dean, ITSMUCHMORE, The Oliver Twins, Essex Retro Gamer and Dave Perry to name just a few!

Just for the record you really should go and check out our first Everchat live stream. We had the multi talented indie developer John Roo. He was amazing to chat with. I personally can't wait to chat with him again soon!

Rounding it up we also have Erik's high score challenge! This month everyone is playing Splatterhouse 2. You too can join in and play for fun or try and get some points on our high score table! Check it out!

Ahh I could chat all day but you want to get on with scrutinizing this issue right? Thanks go out to all our brilliant crew; Liam, Mark, Erik, Martin, Peter, Vaughan, Rob and Rich. Not to mention everyone who helped contribute including Andy from UK Kraut Gaming, SirTop&Hat, OEB Pete, Jay Dury, Crazy Burger and Ryan!

ROGETZ

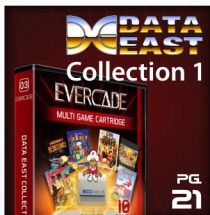
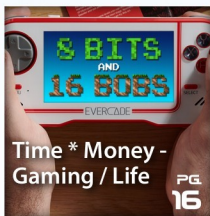


THE  
**EVERCADE**  
FANS GROUP TEAM

CHOOSE YOUR FIGHTER



# CONTENTS



# FANTASY CARTS

## ISOMETRIC COLLECTION 1



Suggested by  
Vaughan Ancombe

### GOT A SUGGESTION?

Email your dream collection of up to 8 games and up to 500 words to:  
[EvercadeFanGroup@outlook.com](mailto:EvercadeFanGroup@outlook.com)

Forced perspective, 2.5D pseudo-3D all good names for a graphic style but I prefer isometric. It's a game style that was made for the Evercade just thirty years too soon.

Back in the day there was a game called Ant Attack that I used to play on the ZX Spectrum. One colour monochromatic graphics could not hide the thrill of running through a "3D" city trying to rescue your friend whilst avoiding the giant ants. I had played Zaxxon and Marble Madness among others in the arcade but these giant ants were running around on my TV.

Then there was the seminal game that was Knight Lore from those coding gods at Ultimate Play The Game. You wandered the castle looking for magic ingredients to free you from a lycanthropic curse. The game played over forty days and nights, and when the moon rose Sabremen would change into a werewolf.

Alien 8, although not that well-received at the time, was deemed rather similar to Knight Lore. This to me was another classic game that I put hours into. Using your little robot to keep the frozen passengers safe, again negotiating the ship solving puzzles and avoiding traps.

Enter John Ritman a coding hero from my youth (I would be equally happy with a Ritman collection). Batman the isometric game; you are the Dark Knight, the Caped Crusader and you need to wander the bat cave looking for the parts of the Batcraft so you can rescue Robin in a quite bat brilliant game and that's no joke.

Head over Heels is considered as the epitome of isometric games. This time you control

Head and Heels, two interplanetary spies who have complementary powers. Work your way escaping from a prison across various planets collecting crowns that will enable the Emperor to be overthrown. Individually they wander the various rooms solving puzzles using their particular skills but some puzzles require them to meet up and combine their powers.

The Great Escape. Rather than sit and watch this on Christmas Day you can plan your escape. You and your fellow prisoners have the camps daily routine to follow, but at the same time carry out your dashing plan to get back to Blighty. A clever game in which there is more than one way to escape the German castle.

And not to be forgotten Where Time Stood Still. The plot is ripped straight from a typical B movie but plays a dream. Having survived a plane crash you must guide your party of four to safety, controlling each character who have their own strengths and weaknesses in a mysterious land populated by dinosaurs and prehistoric cavemen. Another advance in the isometric field and a quite wonderful game.

I could go on and on as there are so many of these games that could fill a cartridge ten times over. So I will settle for a far more recent one, a homage to those games long past. The beautiful Lumo which brings all these classic games and wraps them up in modern graphics while still retaining the basic gameplay elements.

So whatever your point of view an Isometric Collection on the Evercade would be a way of showing these old classics to a new audience, and revive them for those that remember.



**Alien 8**  
ZX Spectrum (1985)



**Ant Attack**  
ZX Spectrum (1984)



**Batman**  
ZX Spectrum (1986)



**Head Over Heels**  
ZX Spectrum (1987)



**Knight Lore**  
ZX Spectrum (1984)



**Lumo**  
Nintendo Switch (2017)



**The Great Escape**  
ZX Spectrum (1986)



**Where Time Stood Still**  
ZX Spectrum (1988)





# Evercade Chronicle

## The Arcade is Dead



Written by  
Liam Isaacs

*It's been a long time coming but now it appears the end is finally nigh for video game arcades.*

*In the west, certainly in the UK, most of the arcades died out two decades ago. The last bastion for arcades has been Japan but the grim reaper has now made his way over there too.*



For gamers arcades were a haven where they could retreat to have fun and be around like-minded peers. Trying to make every last credit count and get your name on the coveted high score table.

They were the place you could go to play quality video games rather than the watered down home console ports. All this changed once home consoles could deliver games of equal standard and the arcades began to die out in the west.

In the UK they clung on in seaside towns but disappeared from much of the country. Being born in a northern mining town in the late

80s I missed out on the arcade phenomenon. Now unfortunately it seems all kids will miss out. My father-in-law who is from a small village tells me how they even had a little arcade they would call into on the way home from school. I wouldn't even know where the nearest one is now. According to Google Maps it's a 40 minute drive.

In 1986 there were over 26,000 arcades in Japan. This had shrunk to around just 4,000 in 2019. Then Covid hit. Having to close during the pandemic killed off many of the already struggling Japanese arcades. They lost so much money they couldn't afford to stay open.

Just last year Sega sold off 85% of its arcade gaming division and many other developers have disappeared entirely. Bandai Namco have pulled out of the North American market and some of the last arcade landmarks have closed their doors.

London's Namco Funscape Arcade has closed after 25 years. Tokyo's Sega Ikebukuro Gigo arcade which opened in 1993 will close for good on September 20<sup>th</sup> this year.

This is a sad end to what is a major part of video game culture. All I can say is if you do have an arcade near you make the most of it while you still can.

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

[Evercade.info](http://Evercade.info)





# Back From The Dead



Written by  
Liam Isaacs

**L**ast issue we told you about *Magic Castle*, the long lost PS1 game which had finally been completed and released after 23 years.

This seems to have started a trend as we've recently seen a deluge of lost and forgotten video games finally seeing the light of day.

An Xbox Live Arcade remaster of the N64's *Goldeneye* was being worked on by Rare in 2007. The game was eventually cancelled due to a copyright dispute. Now, a complete build of the game has been released by Fyodorovna and is fully playable on a modded Xbox or an emulator.



Sticking with Rare and another of its N64 games to be cancelled, *Dinosaur Planet*, this would have been one of the last games released on the N64. Shigeru Miyamoto persuaded Rare to rework the game into *Star Fox Adventures* for the GameCube. Now *Forest of Illusion* have acquired a late build of the game from a Swedish collector who dumped the ROM online and is playable using a flash cart.



We move on to the Gameboy Color RPG, *Infinity*. It was being developed by Affnix Software but cancelled in 2001 because of the launch of the Gameboy Advance. A ROM was discovered in 2016 and some of the original developers were bought on board to get the game finished. The game is now on Kickstarter where it has smashed its modest £9,202 goal and is currently sitting at around £150,000.



Finally *Castlevania Resurrection* for the Sega Dreamcast which was mysteriously cancelled after an E3 demo in 1999 and thought lost. Art director Greg Orduyan once said there were "some people within Konami who had their own agenda". Recently, however Comby Laurent of Sega Dreamcast Info Games Preservation has obtained a playable prototype of the game and released it online.



## Watch Prime On Netflix!



Netflix have commissioned a 25 episode *Sonic The Hedgehog* animated children's series called *Sonic Prime*.

The series being created by WildBrain Studios and Man of Action Entertainment will be released some time in 2022.

My only criticism so far would be the strange decision to name a new series after your biggest competitor.

## New 2600 Games? Oh The Audacity



Activision co-founder and Pitfall creator David Crane has teamed up with former Activision game designers Garry and Dan Kitchen to form Audacity Games.

Audacity will be producing new Atari 2600 games with the first two games out now; *Circus Convoy* and *Casey's Gold*. Could we see these on the Evercade one day?

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

[Evercade.info](http://Evercade.info)



# Wata Load of Sh!#



Written by  
**Liam Isaacs**

**You've probably noticed retro game prices shooting up in recent years, becoming less and less affordable. Well you might have Wata to thank for that.**

Over the last few years the record for the most expensive video game sold has been smashed over and over again. The fishy thing is most of these games were graded by the grading company Wata. On top of that all of Wata's suspiciously high priced games have sold through their "auction partner" Heritage Auctions.

We've seen a sealed copy of Super Mario Bros sell for a then record \$114K in 2020. In April this year a sealed copy of Super Mario Bros sold for \$660K. A few months later in July, a

sealed copy of The Legend of Zelda sold for \$870K. That record didn't last long though as they have now sold a sealed copy of Super Mario 64 for \$1.5M. That's £1.1M to us Brits.

Many people are now accusing Wata and Heritage Auctions of working together to artificially inflate game prices. It does look odd when they set the record for most expensive game in 2020, then just 18 months later they sell a game for over 10x that record amount.

This is more believable when you take into account Heritage Auctions co-founder James Halperin was fined \$1.2M in 2004 for, you guessed it, fraud.

Now there are reports Wata co-founder Mark Haspel is going against his own company policy and selling games using his eBay account to make over \$50K so far.

# Tenet Out Now On Blu-Ray & GBA



Christopher Nolan's epic movie Tenet has been ported to the Gameboy Advance by YouTuber Bob Wulff.

The 2 hour and 30 minute film has been compressed down to a jaw dropping resolution of 192x128, runs at a silky smooth 6 frames per second and takes up very little physical storage space as it's only spread across 5 carts. Grab the popcorn!

## A Really Long Lost Saturn



This huge Saturn shared by Japanese twitter user @ranma\_mtb is apparently a Sega Saturn Address Checker. It's a development unit that checked games weren't violating Sega's memory usage guidelines. If you have room to spare under your TV it can be used as a standard Sega Saturn too.

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

[Evercade.info](http://Evercade.info)



# First Commercial GBA Game Since 2007!



Written by  
**Liam Isaacs**

**Goodboy Galaxy will be the first Gameboy Advance game to see a commercial release since Midway released The Bee Game in 2007.**

The adventure platform game being created by Rik Nicol and Jeremy Clarke will see digital releases on Steam, the Switch and GBA. The exciting news however is that there will be a physical cart release for the GBA costing £44.

The project is currently on Kickstarter where it had no trouble surpassing its £18,000 goal sitting at £132,000 at the time of writing.

You control Maxwell, a dog, who is searching for a way to save his home world on the brink of collapse. Unfortunately

Maxwell's quest didn't go to plan and he now finds himself stranded on a hostile planet.

Your job is to help Maxwell explore this dangerous world, meet new friends and defeat the "mysterious forces". You can upgrade your blaster and abilities along the way in this impressive game described as a "cuter Metroid".

You can even play a demo mission called Chapter 0 or download the ROM file at

[hotpengu.itch.io/goodboy-galaxy-demo](http://hotpengu.itch.io/goodboy-galaxy-demo)

With the likes of Tanglewood and XenoChris getting the Evercade treatment in the past, here's to hoping we see this gem in the future! There's even a secret hidden character called Azure who is pulled from the upcoming indie action adventure game Orange Island. ...I smell another dual cart!

# Doom Ported To ...An Ikea Lamp!



Software engineer Nicola Wrachien has ported a memory optimised version of the game onto an Ikea \$15 smart lamp. The 160x128 display runs at an impressive 35 FPS. Using the lamp's ARM-based Cortex M33 processor with 96 + 12kB of RAM and adding 8MB of flash memory Nicola was able to play the first level of Doom.

# We're Fitter Than We Thought



Esports platform Stakester have done their research and apparently us health nut gamers can burn up to 420 calories over an intense 2 hour session. That's as much as 1,000 sit-ups. We don't get the abs though.

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

[Evercade.info](http://Evercade.info)



# It Wouldn't Work Without Him!



***This issue we sent our budding journalist April to talk to Ryan one of the lead brains behind the Evercade and the new VS.***

**Hi Ryan, could you tell us a bit about yourself and how you got into gaming?**

*I'm a retro game collector/enthusiast who has worked on a number of game related jobs in the past and somehow found myself working for Blaze and the Evercade!*

*I have been into video games since I was a small kid, I spent countless hours on the living room floor in front of the NES and our 286 PC playing Sim City and Duke Nukem. Never really stopped since then!*

**For those who don't know, what is your role at Blaze?**

*Chief Technical Officer aka the "ones and zeros" guy*

**How did you come to work at Blaze?**

*A mutual friend introduced myself and Andrew just after the Evercade first launched and pretty much hit the ground running since day one working on new and exciting things!*

**What sort of things had you worked on before joining Blaze?**

*I've worked on a number of game hardware related projects and making some indie games. Prior to that I was doing general programming*

**What has been your highlight since joining Blaze?**

*Pizza and beer Friday. (It's a thing).*

**What's a typical day for you working on the Evercade?**

*10% games, 30% banging head*

*against desk, 20% Zoom meetings, 40% typing away like a mad man.*

**What was the toughest/trickiest point during the Evercade's development?**

*The VS. Everything VS related. We effectively crafted this from scratch following the success of the handheld. The VS has very much been a passion project for the team so we have been putting so much energy into it. Hopefully it will show on release!*

**Have there been any interesting firmware ideas which haven't seen the light of day?**

*Honestly? All the cool ideas we have we put into a "todo" list. So I don't really want to spoil it. 🙄*



**What has been the trickiest emulator to get running properly so far?**

*Intellivision and arcade emulation has given us lots of sleepless nights!*

**Are there any systems you have had running smoothly which we haven't seen yet?**

*Crysis... (joke) I've played some Quake 3 on the device because why wouldn't you? It's Quake.*

**Realistically what is the most powerful system we could see running on the current hardware?**

*PSP? We will want to look at potentially doing some native ports moving forward so maybe that's a thing for the future?*

**Have you had to ditch any systems as they just weren't working well enough?**

*Not yet. Apart from the obvious no go's like Saturn and Jaguar, when we have a troublesome system we have been working on optimising/fixing the emulation and so far we have been doing OK on that front.*

**Do you have any personal favourite systems you would like to see on future Evercade carts?**

*N64, Amiga, C64... I can go on!*

**Is there any chance for themed user interfaces in the future? Maybe a Speccy theme, SNES or Mega Drive.**

*Absolutely! The new menu UI was built to be completely themeable with different themes planned to come in the future*

**What's the first step when planning a new cart?**

*Play testing. Lots of play testing. This way we can see how well the games function on the device and make sure there are no fatal flaws with the proposal.*

**How do you decide what games are included on a cart?**

*Multiple factors, I usually leave this to Andrew and the IP owners. I just have to make them work!*

**Have you had to drop any games at the last minute?**

*Yes. :(It's the worst thing ever, especially when you have already done artwork and manuals for it... But we would rather cut or replace a game than knowingly give it in a non-functioning state.*

**Is there anything you would have really liked to see in the current version of the Evercade hardware, but just isn't there?**

*Super Wide Gear Magnifier screen attachment of course. EVERY handheld had one...*

**On average how long would you say it takes from initial idea to a retail ready cart?**

*Depends on the cart but usually it takes a month to confirm game list, fix any ROM/emulation issues, beta test, write manuals, design graphics and artwork and then do a final round of QA before getting it into production. Some upcoming carts have been at least a couple months in the works.*

**Which company/developer were you most excited about having on board?**

*Codies and Team17 is a good one for me. I played so much Cannon*

*Fodder and Worms Armageddon growing up.*

**How do you pitch the Evercade to a new company you want to work with?**

*This is more an Andrew thing. He does the business and I do the techy bits!*

**Is it always Blaze approaching prospective companies or do they sometimes approach you?**

*Since Evercade has become more established I would argue that we have a good 50/50 ratio of Blaze approaching companies and companies approaching us. I think what we are trying to achieve with the Evercade is really cool and I think more and more people are seeing that too.*

**Who would be your dream company to work with?**

*Already there. (Andrew didn't bribe me I swear...)*

**How can people keep up to date with your latest projects and goings on?**

*The best place is to hit us up on the Evercade discord. <https://discord.com/invite/u9sGzCY> the team are there including our wonderful community where there is lots of ongoing discussions and banter so make sure to come and say hi!*

*With all her questions answered April passed on our gratitude. Thanks Ryan for talking to us today and giving us some great behind the curtain content.*

*Finally from the community as a whole thanks for all of your hard work in helping create such an amazing system.*

# IT'S COMING HOME



EVERCADE  
VS

## AN IN-DEPTH LOOK AT THE UPCOMING HOME CONSOLE!



Written by

**Vaughan  
Ancombe**

**Do you remember when the VS was not a thing? OK, you can say it's still not a thing as it has not yet landed on our doorsteps, but you know what I mean. The VS is coming.**

As I write this, the cloud of excited pixels has settled, the hubbub of excited guesses as to exactly what the VS stood for has died down. We now know what the VS is and the forms it will take.

It didn't turn out to be a virtual scoreboard or some sort of online challenge mode. The groans of those wishing hard could be heard the retro world over. But as these gamers uncrossed their fingers and toes the excitement began to build about what the VS was and could be.

From an **ever so sexy Founder Edition** to the sleek family **retro white version** the home console was, it would seem, just what Blaze thought we needed even if we (me) didn't think so.



"Ever so sexy Founder Edition." - Vaughan Ancombe

Things seem to have moved on in the retro world that is Evercade. Even with delays in games shipping the **fan base has increased** with us early adopters having our ranks swell, if not to breaking point, it has certainly become very crowded in the forums (social distance people).

I'm even sitting here writing this wearing my Evercade T-shirt (Black for those that are asking. What colour did you go for?)

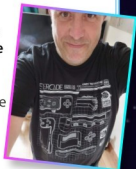
The VS has generated excitement from the converted and those that have yet to experience Evercade's charm. Indeed it would seem at one stage you couldn't load up YouTube without people trying to show their VS videos. (Is that the right word for YouTube - videos?)

### Now onto the VS!

We can go into tech specs and I will get to those later (patience my readers patience). Once it became clear what the VS was or would be I was not sure it was for me.

Bear with me here. I got into the Evercade because it was a handheld and I liked the flexibility that gave me. I guess I was **Blaze's target demographic**, a young :) middle-aged man looking to get back into retro games without all the hassle that entails for the PC illiterate.

**The excitement in the official and non-official Facebook groups was electric** and yet I still thought this would not be for me. Indeed, I remembered thinking the only way I would get one would be if Blaze numbered the console.



And yet I guess **Blaze knows me better than I know myself** because it turns out I did want the home console, even though I would have nobody to play with. Even though for me it would be left sitting under the TV.

OK enough scene setting. Let's get back to what we were talking about in the first place, the VS.

## TECHNICAL SPECIFICATION

Processor	1.5Ghz quad-core processor
RAM	512MB DRAM
Internal Storage	4GB
Controller Ports	4x USB ports with support for third party controllers
Video Out	HDMI output with 1080p resolution, making it the highest resolution compact gaming system on the market
User Interface	Updated UI with resolution options (4:3, Pixel Perfect, Full Screen), Scan-Line Filters, visual game library and visual save states
WiFi	Built-in for easy updates and future network-enabled features
Cartridge Slot	Dual Cartridge slot for expanded library
Power	5V micro USB power (cable provided, power adapter not included)

*Technical Specs (Courtesy of Evercade Info Central)  
<https://evercade.info/> Cheers Deadlock.*

### “Suffice to say it operates on par with the PlayStation Classic”

I'll leave that there for the more technical minded amongst us to digest, talk about and analyse. For me I'm much more interested in the actual console and the first thing that hits you, other than the colour you chose, is its shape.

A rather cool looking 90s inspired console with a video recorder style **NES front loading lid**. It's funny how much joy that brings to me (No really. Who would have thought a plastic lid could do that?)



Maybe it's more about what lifting that lid reveals. Drum roll .....

Hold on to your hats (I know we already know. Let me have a little fun). **A Dual Cartridge slot!**

## DUAL CART SLOTS



Ryan NotByatt ▸ Evercade Fans Group (Non Official) ...

Jul 25 · 🌐 · FYI. Plugging in certain combinations of carts into the VS to unlock bonus free games is 100% a thing in the initial release of the VS. What's your game combo speculation and what games you think will be there? 🎮 🎮 🎮

Simple and yet genius. You, me, we can now plug in two carts and have access to as many games as those carts hold without having to swap quite as many times.

Plugging these games in **specific combinations** will also, it has been announced, **unlock certain hidden games** (I know! Mind blown right!) The excitement just keeps on coming.

At the time of writing it could be any game, arcade, console, home computer. But the educated guess (at least Erik says he's educated) would go for multiplayer games.

I guess there will be a flurry of cartridge swapping, mix and matching just to see what secret delights the VS has hidden.

**Four sexy USB ports** at the front of the VS for the controllers again mimic years gone by. And why not? Feel your nostalgia levels rising.

(Elvis was ahead of his time, Blaze almighty I feel my temperature rising higher, higher. It's burning through to my retro soul).

And the controllers themselves look, and I'm going to say feel (I have not had my hands on one), like the Evercade handhelds.

(Your Evercade is listening and maybe getting a little worried or even jealous so let's put her processor to rest). You can even **plug your beautiful, sexy Evercade in and use her as a controller.** Will this reveal yet more secrets? Well, shh, that would be telling.

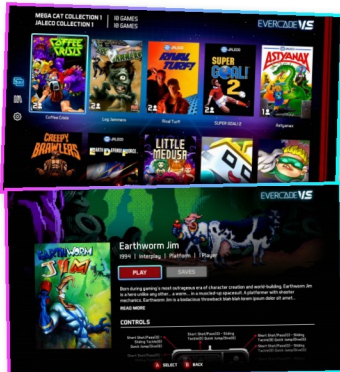
## THE CONTROLLERS



*The Evercade inspired controllers should fit perfectly into our now Evercade shaped hands. But which systems would require 4 shoulder buttons? Hmm... future systems perhaps?*

Our fears of a split community were quickly allayed. The **cartridges will work across both systems.** What will work on one will work on the other. With the exception being Namco 1 and 2 (licencing issues restrict this to the handheld only, for the time being).

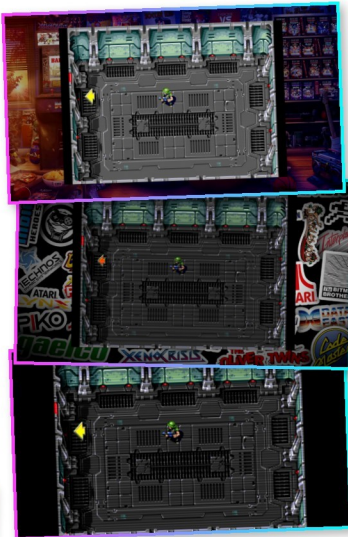
## ALL NEW USER INTERFACE



*Sleek looking games library shows games from both inserted carts and comprehensive game information screen.*

## COOL NEW FEATURES

The VS has a **new UI that enables it to have more features** than previously possible. Choosing scan line filters (if that's your bag), having images next to save states, bezels and even the much requested pixel-perfect resolution. (Pixel perfect will also come on the handheld via a firmware update).



*Create a truly personalised experience with your desired combination of resolution, bezel and scan line filters.*

On a personal note I do hope the handheld will have its firmware updated when plugged it into the VS, which in itself would make it all worthwhile.

(I thought I would slip in a little personal subliminal message. Looks like nobody noticed).

So I, like the rest of the Evercade community, am looking forward to the console's release with barely controlled anticipation. All from a guy who did not think he needed one. And who knows I may even get some friends over to play with me (I would have to make some first, I hear my Mrs saying over my shoulder).

**Thank you for reading. I have been Vaughan and you will find me in the VS credits.**



# WHICH GLORIOUS PACK DID YOU GO FOR?

## FOUNDER EDITION



Console	Black (Limited edition)
Controllers	2x Black (Limited edition)
Games	Intellivision Collection 1 (21) Bitmap Brothers Collection 1 (22) Technos Arcade 1 (01) Data East Arcade 1 (02) Gaelco Arcade 1 (03) Atari Arcade 1 (04)
Founder Edition Exclusives	Packaging / Evercade Link Cable / Certificate of Authenticity / 2x Art Cards / Poster / Steel Book Cartridge Holder / Key Ring / Your name in the Evercade VS Credits
Price on Release	£159.99 GBP

## STARTER PACK



Console	Red & White
Controllers	1x Red & White
Games	Technos Arcade 1 (01)
Price on Release	£89.99 GBP

## PREMIUM PACK



Console	Red & White
Controllers	2x Red & White
Games	Technos Arcade 1 (01) Data East Arcade 1 (02)
Price on Release	£109.99 GBP

## MEGA BUNDLE

Funstock Exclusive



Console	Red & White
Controllers	4x Red & White
Games	Atari Lynx Collection 1 (13) Atari Lynx Collection 2 (14) Jaleco Collection 1 (15) Piko Interactive Collection 2 (16) Indie Heroes Collection 1 (17) Worms Collection 1 (18) Codemasters Collection 1 (19) Mega Cat Studios Collection 2 (20) Technos Arcade 1 (01) Data East Arcade 1 (02)
Price on Release	£229.99 GBP

BRING ON NOVEMBER!



## Time \* Money - Gaming / Life

I was thinking (yes that again, but then that's really what this section is all about) these steam-driven grey cells getting an idea that takes a little while to form. It's what I like to call a ramble and if you have had the pleasure :) of sitting and reading my thoughts before, then it should be something that you are used to by now.

So sit back, grab your snack of choice and keep a caffeinated beverage handy. It could be a long one.

In the first few months to maybe half a year or so of the Evercade's life I found it strange. Not with the system itself! That had me satisfied on so many levels. No, it was the relentless march of incoming cartridges each with 6 to 20 odd games on them.

But I am getting ahead of myself (again I hear the readers whisper, who employed this guy?)

I received the Premium Pack for my birthday and so started off with the three carts that came with

it, so that was already well over thirty games. I also had the extra carts that were around at the time as part of that birthday (a spoilt man? Yes I most certainly was).

As I have rambled on about before all the cartridges are numbered so even if I don't particularly like, or I am not interested in a particular one I feel the need to buy it just to have them looking complete on my shelves.

Being a handheld console you would think I would be able to find more time to game, whether it's taking it to work and getting it out ;) during my lunch break, sitting on the toilet trying to best John Crothers at Mappy or lying in bed putting sleep aside, looking to be awesome at golf.

But you see there is always a nagging feeling that there are too many games still to play, I am spending too much time on one when there are cart loads to try (literally). 🙄

*You can keep up with me on Twitter, on my blog or read my sci-fi stories below*



6thDr



6thdr.wordpress.com



wattpad.com/user/VaughanAnscome

And behind that thought is a sound of relentlessness. The stomp Stomp STomp STOMP STOMP of little carts marching towards my PayPal checkout. (well I have made this up, I am entitled to some artistic licence, but you get the point).

So not only do I have all these games I need to play or to try, or to even open the cart. Or simply to sit back, relax and read the manual and just gaze lovingly at them all lined up, wondering how I am going to fit any more into my limited shelf space.

To be fair Erik's high score challenge has forced me to (that makes it sound like I didn't want to) play some of these games, to put more time into them than I already was. Which is great. However that eats into the time I have for other things. It is relentless.

All the while I hear the STOMP STOMP STOMP.

And then one day the marching stopped at least for us in Europe and especially for me. Lovely silence, I could hear the birds calling, the babbling brook singing its calming song, the gentle rustle of grass swaying in a light breeze. The distant laughter of children from a nearby school (LoL. You get my point).

(If you have come to this paragraph as directed then please return to where you were directed from - it was a joke. If you are reading this wondering what is going on then you have yet to read that far - ignore and continue reading dear reader). We had a delay in the release schedule, a push back on the incoming carts. Whether this was down to Covid or container ship trying to sail sideways down the Suez Canal doesn't really matter to me. My pre-orders were made, I had no real reason to think they would not get here. Yes some people voiced their opinions that our friends across the pond were getting them and not us.

But to me, I suddenly had more time, I felt the weight of collecting them all if not lifted then at least held at bay while I got to spend more time on those games that I already had. Games that had sat there patiently awaiting their turn to be played, even if I then thought "Nah this is not for me" (I'm looking at you Tin Head. Sucking me in with your looks only to break me with your level design).

So I guess I'm arriving at my point and I should apologise for the way I have gotten here again but by now you should know how my brain works. Maybe I'll get a disclaimer put on to the top of the page (a Bruce - Bruce Banner).

Gaming should be a laid back relaxing experience. Collecting those cartridges considering I buy them online should be the same. No queues, no greasy teenager trying to tell me to buy a PS5 instead while looking down his spotty nose at me. Granted I do miss the admiring looks as this handsome chap walks through the shopping centre ;)

But you get my point. I know the games are coming. I preorder the games (although I mix and match between Funstock and Amazon depending on if I want to pay upfront for them at the time) and as I write this Amazon still have not listed the Mega Cats 2 or Codemasters for preorder. So I have had to burn an immediate hole in my pocket, mainly due to the fact that I ordered Jaleco and Piko 2 via Amazon so I could budget my spending. This had the kibosh put on it as the games were delayed (please go to paragraph 14)

So these break-in releases have been welcome for me. A chance to play, game, and still order those games that are to be released. It's been a time to actually relax my fragile mental state (really you hadn't guessed that yet?)

And actually enjoy the quiet and listen to the Evercade beeping away with whatever game I decide to play

But hang on a minute, can you hear that?

I could have sworn

No!

No!

NOOOO!

They're back!

STOMP STOMP STOMP STOMP STOMP

NORMAL SERVICE IS RESUMED!!

VAUGHAN

# It's-a Me, CAMEO

Christian Howard got in touch and told us about his quest to appear in as many video games as possible, either himself or his handle "The Crimson Howler". It's a fascinating story and we're really grateful he decided to tell it through us. Here's what he had to say.

*"I grew up in the '80s and '90s and as a kid I remember riding my bike to my friend's house to play the Sega Genesis. He would also come over to mine and play Nintendo NES. The long days of Mega Man, Mario Bros, Contra and Double Dragon, drinking Jolt soda and reading tips in Nintendo Power magazine."*

*"There was this one day I remember seeing an ad in Nintendo Power to win a chance to be in a video game for the NES. If you won you would actually get to see your face in a game on a NES cart. I knew I had to enter the contest. I remember when we played Double Dragon, Contra and Battle Toads, I was wondering what it would be like to be the main character in the game and of course I wanted to win."*

*"I did not win, ha, and never saw anything like it again... then I got older and like most '80s and '90s kids we stayed true to the time. We still play and collect old school games. Well, that's when I decided to start my quest. I would try to get in these cool new retro games and become the Guinness World Record holder for Most Cameos in Indie Video Games."*

*"I sent tons of emails to indie devs to help with my quest. I got some No's and some Yes's but one that helped right away was a game company called Elden Pixels. They created a game called Alwa's Awakening and was working on the sequel Alwa's Legacy. I sent an email over to Mikael Forslind explaining my love for video games and the record I was trying to set and he said Yes!"*

*"After seeing the cameo of myself in that game I was over the moon and went on to feature in more and more games, some big names, some small."*

*"I started to learn about the Evercade handheld during my quest and became so thrilled with the system I had to collect everything I can for it. It's my favourite system easily. Then I saw coming in 2021 Indie Heroes was being released for*

*Evercade and saw on the list of games was Ploid, one of the games I'm in. My excitement is ever higher as I feel I'm so close to that dream I had as a kid, a cameo in a game on a real cart and a NES style game to boot!"*

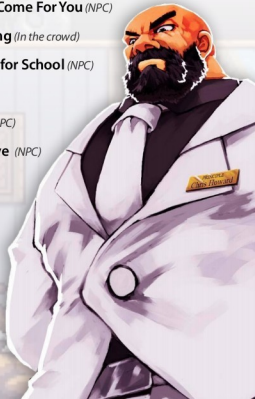
*"Some of the games you can see me in are listed below and on the next page. Some games are still in development and some are out now."*

*"Also now I'm excited I ordered the Evercade VS Founders Edition to play the Indie Heroes cart that you can see me in."*

*"This '80s child is super excited as that dream has now come true. Now all I need is a Jolt and the Evercade Evolution magazine to feel young again!"*

Christian has now appeared in over 30 video games and there are many more in the works. Here are just some of the games you can find him in:

- Alwa's Legacy (NPC)
- Mutant Football League (Quarterback in the New Gorelean Zombies)
- Tower Princess: I've Come For You (NPC)
- Retro Mania Wrestling (In the crowd)
- Detained: Too Good for School (NPC)
- Xydonia (Mid level boss)
- The Hand of Glory (NPC)
- Marko: Beyond Brave (NPC)
- Hunt the Night (NPC)
- Okinawa Rush (NPC)
- Hapervil (NPC)
- Ploid (NPC)
- Bugs 'n' Boo Hags (NPC)
- Sikanda (NPC)





# WANTED

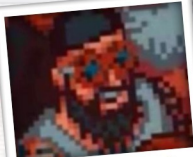


## CHRISTIAN HOWARD

AKA THE CRIMSON HOWLER

## HAVE YOU SEEN THIS GUY?

His name is Christian Howard but may also be known as The Crimson Howler. He has previously been seen in the following games...



Retro Mania Wrestling  
(In the crowd)



The Hand of Glory  
(NPC)



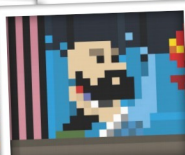
Reknum Souls Adventure  
(Save State NPC)



Tower Princess I've  
Come For You (NPC)



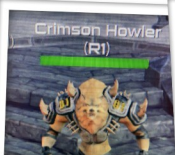
Okinawa Rush  
(NPC)



Bugs 'n' Boo Hags  
(Playable character)



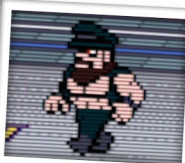
Detained Too Good  
For School (NPC)



Mutant League  
Football (Quarter Back)



Reknum Fantasy of  
Dreams (Weapon Seller)



Last Beat  
(Level Boss)




Always Legacy  
(NPC)



Christian wants to thank **Napoleon** from **Nape Games** for all the help during his quest. Most importantly helping him achieve the dream he had as a kid of appearing in a NES game.

You can keep up to date with Christian's quest by following him on twitter

 @ImCrimsonHowler

# PETE'S CHEATS...

NEW



His identity is a complete mystery and a closely guarded secret known by only a few admin. In fact, he's possibly the closest thing we have to **Al Capone**. All we do know is his name's **Pete** and he probably doesn't cheat that much. **Honest**.

## AWESOME GOLF

Not great at golf but want a few Birdies? Put your name as **LANDLORD**, select your club, **press START** to swing then **START** again when ball is in flight...  
**Birdie**

## MIDNIGHT RESISTANCE

### Level Select

On the main menu highlight **Start Game**, hold **Y** and **Press Start**, while playing, **pause game** and then **press A**.

## FIGHTERS HISTORY

**Play as Bosses:** To fight as a boss quickly press **Right, Right, Up, Up, L, R, and Start** after the title screen appears. If entered correctly you will hear a chime confirming the correct entry.

## TANGLEWOOD

To enter cheat mode: At the legal disclaimer screen, hold **Start** and **Left** until the **Djakk** eats the **Fuzzl**. At the main menu, the cursor will be red and angry to indicate cheat mode is active. >>

## JOE & MAC 2

### Status Passwords

Both have kids  
First stone  
Fourth stone  
Seventh stone

RKGP TNFB LDML FRFB  
RJNK BQKT THQH JGCB  
RJNK BRGK TJDH JCDB  
PFGT JPDF QFML FLDB

### Level Passwords/Effect Password

- 1 Deep tropics
- 2 Snowy Rockies
- 3 Murky Swampland
- 4 Scarlet Carpet
- 5 Kali Village
- 6 Gork's Lair

HDMF GQJT KGRK CQBB  
GRJL KBLG JPDR HHCB  
KGRF NFJP KCBC GGFB  
RFGL JTCD QDMS FSDB  
MJND BNCSTBDJ JJFB  
MHDQ FDPNS NTP BGFB

## XENO CRISIS

### Cheat Menu

Highlight **Options** on start screen hold **L D-Pad, Y+B** and **Start**.

### Backer Menu

Highlight **Options** on start screen hold **R D-Pad, Y+B** and **start**.

>> Enter **Sound Test** and play the following sound effects:

**0x19**

**0x65**

**0x09**

**0x17**

then back out to the main menu.

## BAD DUDES

**Super Punch:** Hold **B** until your character begins to flash, Release the button to execute a super punch.

**Spinning Kick:** Press **A,B** and **Left** together or **A,B Right** together and make contact with your opponent to do spinning kick.

## COFFEE CRISIS

At password screen enter code then go:

Immortal **yp2py**  
Level Skip **5k4b5**  
(pause then unpauses game)  
Always Bonus **az3b5**  
Instakill Enemies **ur2py**  
(one punch)

## \*XUMP - THE FINAL RUN PASSWORDS - PART 1

Level 2 - AVCI	Level 11 - QAKT	Level 20 - HTSG
Level 3 - AASM	Level 12 - QLBF	Level 21 - XFOA
Level 4 - AKRO	Level 13 - GFHA	Level 22 - NBGD
Level 5 - PXQS	Level 14 - WAPW	Level 23 - MLWH
Level 6 - FAOV	Level 15 - VDF G	Level 24 - TPOT
Level 7 - EDOR	Level 16 - CPWT	Level 25 - CJUO
Level 8 - LOMS	Level 17 - LCDN	Level 26 - TECO
Level 9 - UBMM	Level 18 - BELO	Level 27 - RISU
Level 10 - RWUI	Level 19 - AHBV	Level 28 - ATJO

\* Thanks to **John "Yeban" Zug** for these (more next issue).

**GOT A CHEAT FOR PETE?** Just post a message on the Facebook page and one of my 'mates' will give me the nod. You never know, there might be a pint in it for yer!

# Shhhh! Pete who?

# DATA EAST

## Collection 1

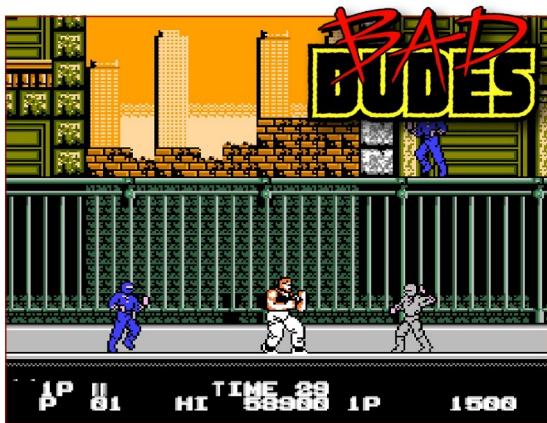


High-res manual scans & game guides available at [Evercade.info](http://Evercade.info)

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







SYSTEM:  
NES

RELEASED:  
1990

DEVELOPER:  
DATA EAST

PUBLISHER:  
DATA EAST

GENRE:  
BEAT 'EM UP

MEDIA



Reviewed by  
**Vaughan Ancombe**

A side scrolling two-player brawler. Two guys 'Lincoln' together (I know, stay with me) by their love of violence.

A ninja crime wave is raging through the good old US of A, taking turf and claiming victory and now they have 'Nixon' (cringe) ok, kidnapped Ronnie the president of the United States. They need 'Reagan' in (ugh, more bad puns).

The secret service and Uncle Sam's vast might have decided not to beat about the 'George Bush' (wince) and approach two dudes to save the President.

They are the Bad Dudes.

Blade and Striker (sadly only one at a time on the Evercade) without an 'Obama care' (groan) for their own safety set off in pursuit, brawling their way through hordes of Ninjas that are out to stop them.

From Washington to New York, take the fight to the ninjas. Battle across moving trains and atop the back of lorries. From forests to sewers the ninjas are everywhere.

Where the standard sneaky ninjas fail there is a boss 'Biden' (shakes head) his time at the end of each level to overcome. One of these is Karnov, a fire breathing bad guy who has a game all of his own but for some reason seems in with this ninja crowd.

A brawler that performs punches and kicks with one button and holding it down charges a devastating long-range attack. The Bad Dudes, not bad guys (it's easy to get confused) come across power-ups from weapons to extra health or more level time.

Different ninja classes have their own attack patterns you will have to study hard to.... er, no. We are Bad Dudes. We don't study, we just kick butt.

*If all the President's men can't keep him safe who will 'Trump' (no more!) the ninjas' plan?*

*\* Sung as Bad Boys*

*Bad Dudes, Bad Puns, what ya gonna do? What ya gonna do when I review for you?*







## VAUGHAN'S SCORES

**GRAPHICS**  
8/10

*Very well drawn but with an annoying flicker that hurts the eyes.*

**AUDIO**  
8/10

*Fast in game music that's a little too repetitive.*

**GAMEPLAY**  
8/10

*Run right and smack the hell out of ninjas, it's a tough mission.*

**FUN FACTOR**  
6/10

*This is a fun game and that my fellow patriots is my declaration.*

## CAN WE GET A SECOND OPINION?



Reviewed by  
[Sir\\_Top\\_&\\_Hat](#)

Bad Dudes was a large part of my childhood growing up. Side-scrolling beat 'em ups was my thing and tasked with rescuing "President Ronnie" from ninja kidnappers sounded like a task for me!

You can charge your "inner energy" by holding the punch button to throw a more powerful punch which I thought was fantastic.

Karnov makes a cameo appearance at the end of Stage 1.

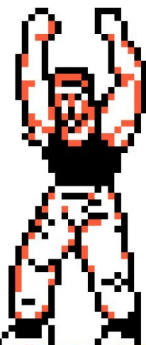
The Stage 2 music is definitely worth a listen. It really gets me in the mood to kick some ninja butts who never stop coming I might add. From the front, behind or suddenly jumping from off-screen.

Unlike the NES version, it's arcade cousin is simultaneous two player, so fingers crossed it comes to the Evercade VS cause "I'm Bad".

## SIR TOP N HAT SCORES IT 6/10



# BAD DUDES





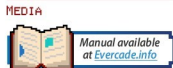
SYSTEM :  
NES

RELEASED :  
1985

DEVELOPER :  
DATA EAST

PUBLISHER :  
DATA EAST

GENRE :  
ARCADE



Pulling down my red BT cap and straightening my red BT apron I look in the mirror and think, yes, I'm ready for my induction.

The Chef Peter Pepper shows me how it's done. Run around various plank strewn levels, avoiding Mr. Hot Dog, Mr. Pickle, and Mr. Egg who are trying to stop you from serving your fast food.

Four shots of pepper are all you have to defend yourself and that's not to be sneezed at, so use it sparingly.

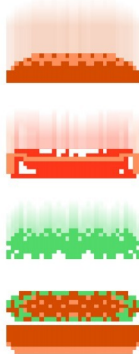
Run over the buns, patties and other ingredients and they will drop to the level below (erm, not sure I want to take up the free lunch option) until your burger is complete at the bottom.

If you're clever you'll catch the evil ingredients beneath and crush them.

This is very addictive and I often find myself putting in the extra hours (unpaid).

In-game music plays over the tannoy (apparently it encourages add-on purchases by the patrons) and the restaurant is filled with sounds and ditties.

*Get my burgers out in time and promotion will be mine.*





## VAUGHAN'S SCORES

**GRAPHICS**  
6/10

*Not plain but flavoured in juicy retro goodness.*

**AUDIO**  
6/10

*In-game music is short but memorable and various spot effects spice up your experience.*

**GAMEPLAY**  
8/10

*Sometimes frustrating but so much fun all wrapped up in a nice seeded bun.*

**FUN FACTOR**  
10/10

*More fun than the toy you get from the kids burger meal.*

## CAN WE GET A SECOND OPINION?



Reviewed by

 [Sir\\_Top\\_&\\_Hat](#)

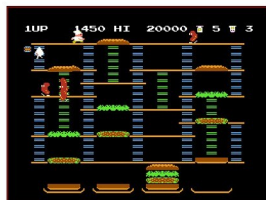
There was only two chefs I'd heard of in the '80s, Keith Floyd & chef Peter Pepper from BurgerTime! I also love the enemy foods that wander the level: Mr. Hot Dog, Mr. Pickle, and Mr. Egg.

You can score extra points by either crushing them under a falling ingredient

(buns, burgers, lettuce, tomato, etc.) or by dropping an ingredient while they are standing on it. You also have a limited number of pepper shots so use them sparingly.

For myself the NES and Intellivision versions are the best conversions and we are lucky to have one - but I wouldn't say no to the arcade version on Evercade VS.

## SIR TOP N HAT SCORES IT 7/10



# BurgerTime





SYSTEM:  
NES

RELEASED:  
1988

DEVELOPER:  
DATA EAST, SAKATA SAS

PUBLISHER:  
DATA EAST, VIC TOKAI

GENRE:  
RACING

MEDIA



Reviewed by  
**Vaughan  
Ancombe**

Part car combat, part vertically scrolling racer that's actually a lot of fun.

A little help bubble appears above a car as it drives away. Who's in the car and why they need help is not made clear but who cares. Jam your foot onto the accelerator and get after them.

Race up the road bumping the cars and trucks that try to stop you onto the road side and don't hang around watching them burn; you don't have the time. Jump 'Knight Rider' style, albeit not in slow motion, at the press of a button. If you land on a car or truck that will destroy them, as well as your suspension and back. Probably. :)

Controlling your car is easy. Just rest your thumb on the d-pad and keep an eye out for petrol cans to top your fuel up. (Run out of fuel and it's Game Over).

The road narrows the further you progress so keep an eye out for the indicator that will warn you of any bridges that are out! 'Dukes of Hazzard' style jumps can loom from almost nowhere.

In-game tunes change for each level and are easy on the ears. Jumping, crashing and bumping sound effects feel a little light but are in keeping with the fun nature of the game.

It's a charming little game that is, as Mr. Kipling would say, "exceedingly" fun.

Fun fact: Complete a level without destroying an opponent for a nice surprise.

*It feels like it lacks weapons or power ups but then I guess it would be Spy Hunter if it did.*







## VAUGHAN'S SCORES

### GRAPHICS

6/10

*Colourful if a little square.*

### AUDIO

8/10

*In-game tunes you will hum along to.*

### GAMEPLAY

8/10

*Simple premise and surprisingly addictive game.*

### FUN FACTOR

8/10

*When is Burnin your rubber not fun (wink).*

## CAN WE GET A SECOND OPINION?



Reviewed by  
**Erik Downie**

My girlfriend has been kidnapped! Better jump in my car and save her then. Vroom vroom!

And that's the basic premise of Burnin' Rubber. No need for anything fancier than that. Which is a blessing as the game is plain and simple fun.

Drive your car as fast as you can up the road until you eventually save her. Or crash into the side of the road. Or into a wall. Or into the sea. I don't think she's going to be getting saved by myself personally.

With the simplest of mechanics you race up winding roads, jump over giant gaps of broken tarmac that's crumbled into the sea and avoid or smash into enemy vehicles.

But makesureyoupickupfuelalongtheway or it'll be a short trip. The aforementioned enemies have a tendency to nudge your car away when a fuel pickup is appearing. Very annoying. Maybe I should jump on their roof to teach them a lesson?

The gameplay is fast and fun with just enough 'one more go' attitude. It feels like Spy Hunter but without the weapons (apart from enemy vehicles dumping stuff on the road) The only slight niggle is having to press up/down on the d-pad to accelerate/decelerate. Only one button is used for jumping so perhaps they could have used the other one to accelerate? It soon becomes second nature though and although I wasn't very good at it I found I wanted to try again. The sign of a good game.

## ERIK SCORES IT 8/10



# Burnin' Rubber





SYSTEM :

SNES

RELEASED :

1994

DEVELOPER :

DATA EAST

PUBLISHER :

DATA EAST

GENRE :

FIGHTING

MEDIA



Manual available  
at [Evercade.info](http://Evercade.info)



Reviewed by

Vaughan  
Ancombe

Karnov, yes that Karnov, has done rather well for himself since 1987 and from his successful platform game the royalties continue to roll in.

"I want a fighting competition set in various locations", he was heard to announce.

He set out the rules for 9 participants to fight across best of 3 rounds, with the eventual winner taking on Karnov himself.

"I don't care if it's been done before", he was heard to shout through the boardroom door.

"Get me a gimmick", he was further heard to roar at scattering aids.

A few days later a memo appeared on Karnov's desk.

Each fighter has a weak spot and they have to wear an item of clothing that lets the opponents know the location of their weakness.



Smiling he rubbed his hands and set the wheels in motion.

Various modes are included with the shoulder buttons used for heavy kicks and punches. It pretty much looks as close to an arcade game that I have seen on an Evercade.

"Looks like Street Fighter", one aide was heard to yell before he mysteriously disappeared never to be seen again.

*I will admit fighting games are not really my thing. I have no patience for learning moves and I button bash my way through combat, so how this compares to similar games I will keep that to the 2nd opinion.*

*But I will say Karnov has another winner.*





## VAUGHAN'S SCORES

**GRAPHICS**  
10/10

*Smart, animated street fighter style graphics.*

**AUDIO**  
10/10

*Grunts and groans that are pleasing to the ears (make of that what you will). Speech and tunes all add to the overall feel.*

**GAMEPLAY**  
8/10

*Nine fighters each with their own individual moves to master.*

**FUN FACTOR**  
10/10

*Brings out the American Ninja in you.*

## CAN WE GET A SECOND OPINION?



Reviewed by

Crazy Burger

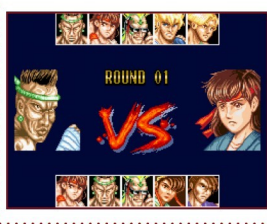
Quite possibly Fighter's History is the best one on one beat 'em up on the Evercade! Despite looking like a Street Fighter 2 clone, this SNES version of the arcade 1993 original is top drawer. Interestingly enough Capcom tried to sue Data East claiming Fighter's History was too similar to Street Fighter 2... they probably had a point but the court ruled in favour of Data East. I'm pretty glad they did as I think I might actually prefer Data East's game.

Choose from 9 playable characters across a variety of levels, each character having

their own unique moves and special move, not to forget each character also having weaknesses that can be exposed during the fight. Personal fave fighters are Ray and Samchay... "Samchay Wins" being bellowed out after the victory is always satisfying! Gameplay does move slightly slower than Street Fighter however, but I don't think this is a bad thing!

The game does spring an interesting surprise after the "Final" boss is defeated... you'd be a "Clown" for thinking the game was over! Overall this is an excellent fighter that fans of beat 'em ups should not miss. Slightly easier to play than Street Fighter which is perhaps why I absolutely love this game!

## CRAZY BURGER SCORES IT 8/10



# FIGHTER'S HISTORY







SYSTEM :

SNES

RELEASED :

1994

DEVELOPER :

DATA EAST

PUBLISHER :

DATA EAST

GENRE :

PLATFORMER

MEDIA



Reviewed by

Vaughan  
Ancombe

Joe swears blind their game came out before Super Mario. About 65 million years before. But as the plumber points out even though they may think that, it took 65 million years to be released.

Either way, Joe and his pal Mac can be pretty proud of their 2nd game. It's a real prehistoric corker.

A stolen crown, rainbow stones, ninja cavemen and dinosaur bosses. Who would be a writer?

Crazy story yes, but the game plays like a dream. Travel the tropics pick up special hammers and seek out the stolen crown.

Eating food increases your hearts or bestows special powers like breathing fire.

Volcanoes, rock falls and various other natural elements hinder you. Large screen filling dinosaurs (the ones that couldn't get a part in the Flintstones) pepper the landscape, taking out their anger on you.

Mine cart rides, grassy elevators, wobbly bridges; this game has it all.

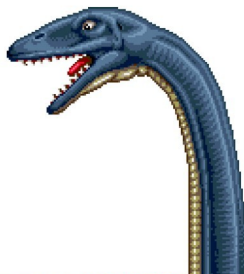
Once you complete a stage you can choose your route through to the end.

Spend your Stone Age loot on your home and your lady, you can even marry and have a child. (Just like real life, next it will be a mortgage).

The graphics are as lush as a game set in the tropics would suggest with beautiful parallax scrolling and excellent animation.

Off stage (and never seen) the 'Rolling Stones Age' band play all the old favourites and chip in with the incidental sound and effects.

*This is a fun platformer romp that deserves its place in prehistory.*







## VAUGHAN'S SCORES

**GRAPHICS**  
10/10

*Aged so well for 65 million years.*

**AUDIO**  
10/10

*Lovely sounds and prehistoric music all dusted off and given an airing.*

**GAMEPLAY**  
8/10

*I'd say it's the Flintstones of Jurassic platformers.*

**FUN FACTOR**  
8/10

*A fun game that with just six levels may be a little short a sauras.*

## CAN WE GET A SECOND OPINION?



Reviewed by  
**Erik Downie**

It's big. It's colourful. It's fun to play. It's... just above average?

Let me rewind that a bit, prehistorically speaking. Joe & Mac 2 is a very fun game. A side scrolling platformer with some vertical climbing thrown in for good measure. It looks great. The characters are large, well animated and filled with humour. It controls well. What's not to like about it?

First problem is how short the game is. You don't notice this until you complete the first level. Once that has been finished and you've done a bit of shopping in your local village you then get onto the world map to choose your next level.

Unfortunately this is not Super Mario World. It is positively barren in comparison with only 4 locations (plus a 5th once you've completed everything else) to choose from. It would have been simpler to just choose a level from a list.

The second issue only rears its Jurassic head at you when you get to the final section of that 5th location. A boss rush from all the bosses you've already defeated and then a final annoyingly tricky boss to win the game. The cheapest way to extend a games play time. All I'm going to say is thank you save states!

Apart from these issues it's actually a very fun game and if you like platformers you should get some enjoyment out of this.

## ERIK SCORES IT 7/10



**JOE & MAC 2**  
LOST IN THE TROPICS





SYSTEM:  
NES

RELEASED:  
1986

DEVELOPER:  
DATA EAST

PUBLISHER:  
DATA EAST

GENRE:  
FIGHTING, SPORTS

MEDIA

 Manual available at [Evercade.info](http://Evercade.info)

Reviewed by  
 Vaughan Annscombe

When the funfair rolled into my village I remember grabbing my pocket money and racing to meet my mates there. One year we didn't get much further than the arcade tent and one of the games that swallowed our money was Karate Champ.

A dual joystick one on one fighting game where Red vs. White with no special moves or life bars. Sounds boring right?

Wrong!

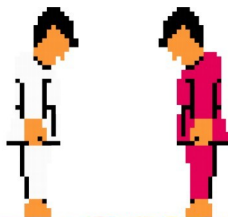
It was pure martial arts combat distilled down to 24 moves. A hit can win you a half or full point and it's the first to two points to win the bout. Think of the Olympics and you will not go far wrong. Best of 3 rounds wins the contest.

Sadly, this is not as good as I remember and the dual control being replaced by the d-pad seems to make it more difficult than it needs to be. Maybe it's simulating candy floss gunking up the micro switches.

The B button is your forward attack and A is reverse attack which takes some getting used to. Pushing up on the d-pad will make you jump. I find it's like fighting after several jugs of sake, everything seems delayed and slow and you wake up with a roaring headache.

The graphics are well drawn but they feel stilted. I'm sure in my mind's eye it seemed a little more natural, more fluid than this is.

*Maybe I have taken one too many kicks to the head for this Karate Kid, who used to practice balancing on one leg on the old lady next door's fence post, the game is not as I remember it to be.*





## VAUGHAN'S SCORES

### GRAPHICS

6/10

*A good representation of an old arcade game.*

### AUDIO

6/10

*Speech and spot effects.*

### GAMEPLAY

4/10

*Slow and ponderous controls seem overly laggy. Maybe more 'wax on wax off' is needed.*

### FUN FACTOR

4/10

*A game of beauty and skill in the Arcade, to this. A game that feels like two old age pensioners meeting outside a pub after having to much to drink, and settling a 30 year old grudge.*

## CAN WE GET A SECOND OPINION?



Reviewed by

[Sir\\_Top\\_&\\_Hat](#)

Bruce Lee was a big household name growing up and just about every kid on the block wanted to be like him. Enter - Karate Champ which didn't disappoint.

It has a wide variety of karate moves. You control a guy wearing a white gi and there's a second karateka (your opponent) wearing a red gi.

There is no health bar. A hit successfully landed ends the round. The first to score two points clear is the winner.

A nice extra are the various bonus rounds where you can earn extra points by knocking down flying objects etc.

Two player on Evercade VS would be the cherry on the cake.

## SIR TOP N HAT SCORES IT 7/10



# KARATE CHAMP







SYSTEM :	SNES
RELEASED :	1996
DEVELOPER :	DATA EAST
PUBLISHER :	DATA EAST
GENRE :	PUZZLE
MEDIA	



Reviewed by  
**Vaughan  
Ancombe**

I had a dream last night, it was so strange. What can it mean?

An anime lady in an ill-fitting green banner drifted towards me, lightning flashed revealing a dark castle. Various figures appeared and the ceiling was filled with coloured balls.

Balls in the ceiling, my brain struggling to make sense of the multi-coloured orbs. I stared in horror as they descended towards me, wanting to crush me under their colourful weight.

I was frozen. What was happening to me and where the hell was that jolly tune coming from? It sounded like it was making light of my predicament.

"Pull and Throw", an ancient voice sounded somewhere in my room.

I grunted as I made a pulling movement (now, now) and wanted to scream as a red ball fell towards me faster than the others.

"Now throw it back", the disembodied voice whispered quietly.

The red ball crashed into 3 other red balls causing a chain reaction. Lights sparkled and then there were fewer balls. But still more were coming. I started moving left and right, pulling and throwing balls.

The room was an explosion of colour as they disappeared only to be filled by new ones. Some had strange markings on them which caused huge chain reactions and some were hollow and looked like indestructible bubbles (if there is such a thing, but then this is a dream).

I was moaning as fear gripped me. The ceiling was now so close as they were almost on me, surrounding me, pushing me down, all the while a happy, snappy tune was playing me out.

I screamed!

*Empty bottles of beer, wine and spirits lay scattered around my room. My head was pounding along to a tune I couldn't quite recall.*

*Off to the left an unnoticed green banner lay strewn across the end of the bed.*







## VAUGHAN'S SCORES

### GRAPHICS

6/10

Basic but colourful. Like a vengeful ball pit.

### AUDIO

8/10

Insanely fast, high-pitched tunes.

### GAMEPLAY

10/10

Four modes of ball clearing fun.

### FUN FACTOR

10/10

A good puzzler that will push you on later levels, or bury you in balls.

## CAN WE GET A SECOND OPINION?



Reviewed by  
**Liam Isaacs**

I'm a big fan of bubble popping games and this one didn't disappoint. The traditional mechanics are all there but we have some interesting new ones too.

The major difference to other games in the genre is that rather than firing bubbles up, you have to pull down the bubbles you want before throwing them back up.

This adds an extra layer of strategy to the game as you don't necessarily have to take bubbles down and throw them up to clear

them. You can use this to your advantage to just move bubbles around, clearing a path to the ones you do want.

Another new mechanic is the magic door on either side of the screen. This instantly warps you to the opposite side of the screen rather than having to cross the entire screen.

The special bubbles are there, clear all etc. which gives the game a familiar feel. As does the ever descending wall of bubbles.

This was a game I had never heard of so it had passed me by. Thankfully Blaze offered it up to me and I'm so glad they did.

## LIAM SCORES IT 8/10





SYSTEM:  
MEGA DRIVE (GENESIS)

RELEASED:  
1991

DEVELOPER:  
OPERA HOUSE

PUBLISHER:  
DATA EAST

GENRE:  
SHOOTER

MEDIA



Manual available  
at [Evercade.info](http://Evercade.info)



Reviewed by

Vaughan  
Ancombe

"I've just rolled into cover because I have been asked to interview this soldier about Midnight Resistance."

"Get down fool", he tells me.

"And shhh", he whispers, putting finger to lips and gesturing to the patrol walking by.

We have already traversed open ground and the outside of what looks like the large metal doors of a base stand before us as we lay silent in cover.

I can see the sergeant doesn't want to talk to me, contempt in his eyes.

"Listen up sonny", he whispers, starlight glinting off his camo cream covered face.

"King Crimson has taken my family and I am going to get them back", he says, all the while his eyes scanning our surroundings.

"They want my father's serum. They know it will break the addiction of the drugs they peddle." His voice sounds harsh and determined.

He carries a large machine gun and knows how to use it. I have watched from afar as he runs from left to right killing the thugs that are trying to stop him, destroying armoured vehicles that seemingly have pinned him down.

I know he can rotate his gun through a full 360 degrees.

"All the better for killing", I remember him saying when I asked him about it.

I can see the keys he collects from the fallen hanging on a chain around his neck. He uses them to open lockers at the end of each level to gain better weapons.

That smile he showed when he picked up the flamethrower sent chills down my spine and there were even more weapons to choose from, including backpack weapons.

One time I saw him take a hit and the keys and his special weapon scattered and fell around him but he quickly set about retrieving those that had not fallen beyond reach.

Two shots startle me as he takes out an approaching guard.

"This interview is over."

With a snap of his right arm he cocks his rifle, leaps up and charges away towards the aforementioned metal doors.

Soon only the sound of the injured or dying breaks the night's silence.

**80s action shrunk onto the Evercade's screen.  
Tighten your bandana and check your ammo.**

*It's time to bring it!*





## VAUGHAN'S SCORES

### GRAPHICS 10/10

*Shows the over the top action in a beautiful graphical splendour.*

### AUDIO 10/10

*Smart sound effects and explosive tunes set the scene.*

### GAMEPLAY 10/10

*Run, gun, jump, duck and kill, kill, kill!*

### FUN FACTOR 8/10

*As is the norm with these games it's hard A slightly fussy control between ducking and shooting down losing it a few points. But that might just be the shrapnel in my left hand playing me up.*

## CAN WE GET A SECOND OPINION?



Reviewed by

 [Sir\\_Top\\_&\\_Hat](#)

Set in a dystopian future Midnight Resistance is my personal favourite side-scrolling run and gun non-stop action game!

You play a member of a resistance movement who goes on a mission to rescue his kidnapped family while attempting to topple a drug lord's empire.


Collecting keys from downed opponents allows you to obtain additional firepower at the end of each stage. The 3-way spread is my favourite but my late brother preferred the flamethrower!

The absent two-player mode is a shame with the Evercade V5 fast approaching but fingers crossed the arcade version comes at a later date.

## SIR TOP N HAT SCORES IT 8/10



Reviewed by

 [Crazy Burger](#)

Christmas 1990 brings back fond memories for me. A memorable Santa Claus gift of a C64 Night Moves/Mindbenders pack that included a conversion of the 1989 arcade hit Midnight Resistance! Easily the most played game from that pack and even still the C64 version holds up well today. (Especially the Soundtrack!).

The version included on the Data East Cart is the Mega Drive conversion and this was actually Data East's first video game for the console!

Midnight Resistance is a side scrolling platform shooter, with the ability to shoot

in multiple directions. The main character (Johnny Ford) is on a mission to rescue his family from the evil King Crimson, taking down an endless stream of enemies on his way across 9 stages.

During each stage, enemies tend to drop keys. These keys can be traded for better weapons such as flamethrowers, rocket launchers etc. between each stage.

Progress through the game is very tricky as the difficulty level is set quite high. Many lives will be lost trying to dodge, shoot and jump (no its not dodgeball!) as you avoid enemy fire. Despite this I do really enjoy the game and keep coming back for more.. especially to hear the fabulous main theme tune!

## CRAZY BURGER SCORES IT 7/10

# MIDNIGHT RESISTANCE





SYSTEM:  
MEGA DRIVE (GENESIS)

RELEASED:  
1992

DEVELOPER:  
DATA EAST

PUBLISHER:  
DATA EAST

GENRE:  
SPORT

MEDIA



Reviewed by  
**Vaughan  
Ancombe**

Sitting in a smoke-filled pool hall I can feel the blonde's eyes on me from the other side of the hall, watching my cue action to see if I am good enough to progress to the next level.

The waiter brings over a Jack Daniels and I sip the liquid letting the burning in my throat settle down to my stomach.

A mellow, nondescript but catchy tune plays in the background and I find myself humming along to it.

The control I have over my cue is second to none and I know all I need to progress is to master my nerves. Backspin, power, fine-tuning; they are part of my skill set and I just need to prove it.

The target is set. The challenge is to beat it and claim victory and then onto the next city. Muted gasps ripple around the hall as the cushioned break has left me with a good chance to claim that prize.

Pocketing balls is a skill, but I know the real skill is in hitting the required ball in a selected pocket. I can gain bonus points, I'm on fire and that's what I am doing. It's not long before the blonde is looking over my shoulder purring appreciably.

I feel her hand on my shoulder as I stand watching the scoreboard light up the balls I have potted in the order asked of me. I turn to the onlookers; a Jack Daniels is thrust into my hand and the blonde leans in closer.

"Move onto the trick table", she whispers into my ear, building up my ego as if that even needed building up.

Silence slowly descends into the crowd as they await the shot.

These shots are one-off selected pockets with various obstacles on the table. The crowd gasps as I show my prowess once again potting the required ball.

And then at the end I am announced the winner and told to make my way to the next venue.

But first I have a date with a blonde.

*They came from all over thinkin' they were pretty hot,  
Put all their money on the table; wanna play the best  
we got,*

*Nine in the corner, five in the side,  
Take a hundred dollar bill and just let it ride,  
I tell him listen son, ain't no disaster,  
There ain't no shame in being beat by a master.*

"Rack Em Up" Jonny Lang







## VAUGHAN'S SCORES

### GRAPHICS

6/10

*A pool game with a difference. You can almost taste the atmosphere.*

### AUDIO

6/10

*Merv and the Magi tones play lounge music in the background with cool spot effects.*

### GAMEPLAY

10/10

*Perfectly Judged*

### FUN FACTOR

10/10

*Initially harder than it needs to be but that's the fun isn't it? Mastering this game.*

## CAN WE GET A SECOND OPINION?



Reviewed by

[Sir\\_Top\\_&\\_Hat](#)

The first thing to strike me about side pocket was the new smooth jazz-oriented soundtrack. It's music to my ears!

You start off with 8 lives. Levels are represented as "cities" (Los Angeles, San Francisco, Las Vegas, New York, and Atlantic City) but my personal favourite bit

has to be the trick shot "mode". Everyone has broken a glass or twenty but there's such a feeling of achievement once you work it out!

I'd definitely like to see the arcade version on Evercade VS in the future - but take nothing away from this version as it's excellent.

## SIR TOP N HAT SCORES IT 7/10



# SIDE POCKET





SYSTEM:  
MEGA DRIVE (GENESIS)

RELEASED:  
1992

DEVELOPER:  
OPERA HOUSE

PUBLISHER:  
DATA EAST

GENRE:  
BEAT 'EM UP

MEDIA



Reviewed by  
**Vaughan  
Ancombe**

New York is a wasteland, destroyed following a nuclear blast by an unknown hostile.

As time moved on a gang called Big Valley (strange name for a gang) took over the remnants and now rule the destroyed city with an iron fist.

The government wants you to infiltrate (oh do they?) this organisation and bring it down. It would seem that once again the American might is busy somewhere else.

The government's idea of infiltration is obviously different to yours as marching across the wasteland laying the smack down on all that oppose you probably was not what they had in mind. But hey, they get what they paid for.

Once you have chosen your muscle bound hero (only one player) it's off to earn your reward. Pull on your 80s ripped t-shirt, expose those rippling biceps and let the fists of justice loose.

BigValley(maybetheyareovercompensating for something?) gang members will rush you from all sides doing their best to be the one that brings you down.

Fast moving agile warriors to large hulking wrestler types attack you. Smack

them around a little and kick them where it hurts. You can also pick them up or even any barrels, lampposts and cars and hurl them into the attacking hordes.

Jump between levels, smash up obstructing walls; it's all in a day's work for a muscle bound Dude.

The graphics are excellent; bright and vibrant for such a depressing premise with large colourful sprites and well drawn backgrounds that are a real treat for the eyes. Comic book "smack" panels indicate your hits and shows a real attention to detail.

Large sound effects and a rattling good tune spur you along the way.

As with most two player beat em ups or brawlers I'm not sure the game plays fair when you're forced to play one player but other than that it's a rather excellent game.

*The title lends itself to a mocking toilet level humour but in all honesty I think I managed to rise above it, like the mushroom cloud that could be seen over New York.*





## VAUGHAN'S SCORES

GRAPHICS  
10/10

*Beautifully camp and very arcade.*

AUDIO  
10/10

*Grunts and groans and an action packed tune.*

GAMEPLAY  
10/10

*Muscle bound fighting action. Play it in lycra for added realism.*

FUN FACTOR  
8/10

*My only gripe is maybe it's designed for 2 players rather than playing with oneself.*

## CAN WE GET A SECOND OPINION?



Reviewed by  
**Mark Rutland**

As it says on the tin this comic book inspired brawler features some over the top, detailed graphics and large sprites which seem to move around the screen fairly swiftly although I did find them a little too large for the game area. It's easy to play but certainly hard to master although fans of 'beat-em-ups' probably find it pretty straight forward.

Personally I'm not into fighting games so I'm probably not the best person to give a 'second opinion' but when playing it for **Erik's High Score League** I did find it quite enjoyable. I didn't do that well but it was addictive enough for me to come back for more in the vain hope that I might get a half decent score!

Sadly I didn't get on the high score table but did manage to beat the hell out of a reasonable number of 'baddies' so it wasn't all bad.

For me it's a game I probably won't go back to time after time but it's fun enough. The graphic style is pretty good and it certainly has that 'comic book' feel to it. I found that certain characters kept catching me out time and again and that ultimately stopped me from getting further into the game. If I was a hardened beat-em-up gamer I'd probably work out fairly quickly how to defeat particular enemies but for the casual gamer it's not so easy. It's an enjoyable game though and one I think most will enjoy even if ultimately you're not that good at it!

## MARK SCORES IT 6/10



Reviewed by  
**Liam Isaacs**

Growing up with a Mega Drive I think I might have been spoilt with the Streets of Rage franchise. Any other beat 'em ups have a lot of work to do to compare.

The controls seem sharp and responsive but as a game it just didn't blow me away.

I don't think the flat 2D level design lends itself to a beat 'em up game but that is sadly what we received.

On the positive side the sprites are fantastic;

bright, colourful, big. But that is also the downside for me. The sprites are too big. Your character is practically half the height of the screen making for a rather cramped playfield.

The cramped playfield really shows when there's an onslaught and you barely have time to react. The moment the enemies are on-screen they are already on top of you.

This must be a rougher neighbourhood than Streets of Rage too as the bad guys aren't as easy to defeat. All in all the difficulty to fun ratio wasn't quite right.

For me it's an "OK" game but there are better beat 'em ups out there.

## LIAM SCORES IT 6/10

**TWO  
CRUDE  
DUDES**





# DATA EAST COLLECTION 1



*Fighter's History (SNES)*



CART NUMBER : 03  
RELEASED : 22/05/20  
GAMES : 10

- Bad Dudes (NES)*
- Burger Time (NES)*
- Burnin' Rubber (NES)*
- Karate Champ (NES)*
- Fighter's History (SNES)*
- Joe & Mac 2:  
Lost in the tropics (SNES)*
- Magical Drop 2 (NES)*
- Midnight Resistance  
(Mega Drive)*
- Side Pocket (Mega Drive)*
- Two Crude Dudes  
(Mega Drive)*



Reviewed by

**Mark Rutland**

The **Data East Corporation (DECO)** was founded in 1976 and continued in the video games market until 2003, releasing 150 titles during that period. Initially making arcade games, they also produced pinball machines before moving into the console market.

Their three most successful early arcade titles were; *Karate Champ* in 1984, a version of which is on this cart; *Kung Fu Master*, also 1984; and *Commando* released in 1985 and a game which many people would have played either in the arcades (if you're old enough) or on home computers and consoles of the time. Sadly this one didn't make it onto this cart.

Many of their well known titles are here though and the *Data East Collection 1* offers a good variety of gaming genres and certainly enough options for most gamers. Everything from platformers to fighting games, beat-em-ups to racing. There's even a puzzler, a 'run

and gun' and a pool (sports?) game thrown in for good measure.

For me the **Evercade** is the perfect system for keeping in your bag and using when you have 5 minutes spare. Unless you're going to carry every cartridge you own, having one or two with a selection of different game genres is perfect. It means you don't have to carry lots of extra carts and there's enough alternative styles of games to keep you occupied. The *Data East Collection 1* definitely fits that bill.

Starting with the first game on the cartridge and probably my favourite, **Burger Time** is a great game and this is a pretty good version. It's perfectly suited to the Evercade and whilst it can be a little frustrating, it's definitely addictive. It reminds me a little of *Mappy* but with food(!) and I found myself constantly coming back for another go. It's easily my most played game on the cart.

**Data East** produced a number of 'fighting' style games so it's no surprise that there are four on here although two are considered



'beat-em-ups' whereas the other two are purely 'fighting'.

**Bad Dudes** is from the late 80s and whilst the graphics are of that time, the game still has a lot to offer. **Two Crude Dudes** was released a little later (1991) and includes the added element of a 'platformer' to the gameplay. With its colourful, brash graphics and comic book feel it's a good game although I did find it hard work at times.

**Fighter's History** and **Karate Champ** are two solid fighting games. Released nearly 10 years apart, **Karate Champ** is the original fighting brawler and the one many other games are based on. If you were a Commodore 64 user you can definitely tell how it influenced Way of the Exploding Fist which was released on the C64 a year later.

Those who never got to play the C64 version but have played the unreleased NES version of Exploding Fist on the **Piko 1** cart will instantly be able to see the difference between Karate Champ and the **Piko 1** game and why many gamers have said that the NES version of Exploding Fist isn't as good as the original C64 version. Maybe that's part of the reason it was never released?

**Karate Champ's** showing its age now and is quite slow and not the easiest to control (although it's probably just my lack of skill!) but fans of the genre will love the trip down memory lane I'm sure.

**Fighter's History** takes the fighting game to a new level. With it's much improved graphics and variety of options when fighting, it's certainly a game worth taking your time to play. As

with lots of games; easy to play, difficult to master!

**Burnin' Rubber** isn't the best game going but is still fun to play. Released in 1982 it's one of the oldest games on the cart and is definitely showing its age – it's more 'squeal' than 'burn' rubber but it adds to the variety of the cart and isn't too bad if you give it a chance.



*Joe & Mac 2: Lost in the Tropics (SNES)*

I actually found I enjoyed this a lot more than I thought I would. It's simple mechanics and the need to 'jump' over gaps in the road make it worthy of your time. It's probably a game most people would gloss over but I think to do that would be a shame. If you look past the aging graphics it's an addictive game and one which is perfect for a quick go when you have 5 minutes spare.

The Joe & Mac series of games are well known and we have **Joe & Mac 2: Lost in the Tropics** on this cart. It's a solid platform game; challenging and with great graphics, there's a lot to like. It's a game that will appeal to a large number of gamers and one of the stand out games on the cart.

**Magical Drop II** and **Midnight Resistance** were two games I'd not heard of before so were new to me. Neither were bad games and I think with a bit more effort I could really get into **Magical Drop**. I enjoyed playing it although if I'm honest I wasn't totally sure what I was meant to be doing! Clearly getting 'runs' of colours is the aim but I wasn't completely sure why other balls were removed as I made a chain of what I thought was just one colour. Perhaps reading the instructions would help!

**Midnight Resistance** is a 'run and gun' shooter and plays quite well. It's not a bad game and is the only shooter on the cart. I prefer a standard 'shmup' if I'm honest so this isn't the game for me and I think there are better alternatives around.

The last game is **Side Pocket**. I've always been a fan of pool games and this game is one of the better ones. The mechanics of the game work really well and it's great fun to play. Graphically it's pretty good (there's only so much you can do with a pool game) and the added element of trying to get enough points to progress to the next level only adds to the overall addictiveness of the game. Everyone should play at least one sport so why not make that sport pool, it's a lot less stressful than running!

**With 10 games to play it's a cart which offers good value for money. It might not be one of the 'big hitters' but there's enough variety for everyone and gamers would be hard pushed not to find at least a couple of titles that appeal to them.**

*See how we scored it on the next page!*

**WANT MORE?  
THERE'S MUCH MORE!**

Watch James' playthrough on his YouTube channel "[ItsMuchMore](#)" where you'll find a whole host of Evercade and other retro game videos plus live sessions.



# AND THE SCORES ARE IN...



## VAUGHANS'S SCORES

Data East is a strange one for me. There are not really any outstanding games on it but then other than Karate Champ there are not any poor games either.

The real star for me was BurgerTime which practically lived in my Evercade in the early days and I still go back to it now (yes, I enjoy this version). A cart filled with good games – does that make it a bad cart?

### GAME VARIETY

8/10

*A nice selection of games, just maybe not the versions you were wanting.*

### GAME QUALITY

7/10

*Fewer games more quality? Take them for what they are and you will find some enjoyment.*

### PLAY TIME

7/10

*A nice mixture of high score games to straight out blasters take your pick.*

### REPLAY VALUE

7/10

*Newer shiny games may come along, but there are a few games here that will draw you back for one more go.*

## UK KRAUT GAMING SAYS

Let me get this out the way. I'm a 50 year old man and for me personally the Data East collection holds a dear place in my in my heart, I have always been a big fan.

Josh has only just discovered them in the last couple of years so it was very interesting to hear a 15 year olds opinion.

For me the crowning glory on this fantastic collection is having Two Crude Dudes. I have always been in love with this title.

For Josh it was discovering Joe & Mac 2. He thinks it's brilliant game play and awesome looking.

To be fair out of the 18 titles there is only one game that funnily enough we both don't like and that is Karate Champ. I have never liked this title and Josh played it for the first time

on the Evercade and he said in his teenage way it sucks.

We both love Magical Drop 2. It's playing just as well as I remember from the Saturn.

Another total gem for both of us is the fantastic Midnight Resistance. What a wonderful game in our opinion.

Josh is also not a fan of BurgerTime. He said it's fun but way too hard. As for me I think it's a wonderful version and I really enjoyed playing it on the Evercade.

So all in all myself, a 50 year old, and Josh 15 years old are in total agreement this is a fantastic collection and worth every penny.



## MARK'S SCORES

Whilst not my favourite collection, I certainly like the variety of games on this cart. As a bit of an old school gamer **Burger Time** is the standout game for me, although I did find myself spending an unusually long time playing **Side Pocket!**

With 10 games to choose from it's a cart I'll definitely go back to from time to time.

### GAME VARIETY

8/10

*Decent selection of games that will appeal to most gamers.*

### GAME QUALITY

8/10

*Pretty good quality games with a couple of standouts.*

### PLAY TIME

7/10

*Good selection to keep players interested.*

### REPLAY VALUE

7/10

*Enough variety and quality to make this a cart that will last.*



## LIAM'S SCORES

Another company I'd not had much experience with and only bought originally as part of the premium bundle. I set it aside for quite a while thinking it was just a cash cow and nothing special.

Well... I was wrong again. I may not have played many of these games before but it turns out they're pretty good. I only played them for this issue and now I realise I've been missing out.

### GAME VARIETY

7/10

*A little heavy on fighting games but a good assortment overall.*

### GAME QUALITY

8/10

*Some great games on this cart. A solid collection with no real duds.*

### PLAY TIME

7/10

*Great games you can get stuck into but nothing story driven.*

### REPLAY VALUE

9/10

*A few classics you can keep coming back to for a bit more fun.*





# EVERCADE WORLD CUP



Written by  
**Vaughan  
Ancombe**

## FIRST HALF

Now I was at a loss as I recovered from Covid (which I have talked about elsewhere) so don't fear a repeat. I needed things to keep me occupied as I convalesced during the long Covid stage.

Having written quite far ahead for the reviews for Evercade Evolution I did not need to carry on with them for a while and if the truth be told, I had reached Interplay 2 which just like the first Interplay I seemed to have a writer's block against them. Those that read my rambles may say that's a good thing and each to their own.

I had the urge to keep busy, at least mentally busy (as I had been told to rest) and so the idea struck me; why not do a competition like the **World Cup only with the games on the Evercade?** To be fair I take part in a similar one a friend of mine (well a Twitter mate) runs for Doctor Who so how hard could it be right?

Anyway I mulled the idea over for a few days and decided to list all the games that had been released into Excel. **Wow, 160 who would have thought?** I certainly wouldn't and if I had been asked to guess I doubt I would have come near that figure.



Conscious that I would be returning to work again I put it off thinking that I would not be able to give it the time it deserved. And then in the midst of a fever the thought came to me **"BOLLOCKS, I'll do it."** I know you were probably expecting something more profound but that is the way it was. Sorry to disappoint you.

I plotted all the teams into groups and agonised if I should split Super Asteroids and Super Missile Command up or leave it as one cartridge. In the end to balance up the groups I split them up. I also thought about leaving out the MegaPac Vol 1 but the 'game' is on the cartridge and who am I to leave it out!

*(Note: Vaughan you are the games master, the referee the controller, your word is law).*

So I set up the polls and put them onto the Facebook page, no fanfare, no lead up. Looking back now I would have tried to build up some anticipation but we live and learn.

Then I thought this could look a little sexier and added little pictures next to each game from the second poll onwards (a very time consuming job that ended up clogging my phone with more than 180 pictures) but worth it. If only because Erik didn't know you could click the pictures.

The feedback was great and the voting built as people became aware of what was happening. I liked it and it felt like (feels like - at the time of writing this round two has just started) I am contributing to the group and in my state I think was a good thing.

Now part of my illness is the extraordinarily high blood pressure I have been afflicted with as a result of Covid and I really had to try getting it down. I was starting to worry that I would return to work before group one would be complete and as a result not be able to keep up with the deadlines I had set myself. (Silly I know as it's all just a little fun, but you can see how my brain was working).

I seriously debated to go for three groups a day as opposed to two and I messed around to see what that would entail. In the end it was just too much for me. Plus I felt that the round would end too early and maybe there would be voter burn out, so I left it as it was.

Only as round one started taking shape did I decide to start planning round two and three and so on and so forth. I sat and mapped out a basic World Cup group right through to the final. (I know I should have done all this before I began, but my brain was addled. That's my excuse and I am sticking to it). As I did this I realised that Super Asteroids had been entered twice.



I could type the words I used here but I would not want to offend your eyes. Suffice to say I was very annoyed and it had in effect screwed up some of my groupings, I fiddled around trying various ideas but in the end they had to be disqualified and a smaller group was entered.

Various other issues cropped up but like a professional or a duck (it's the legs. You never see them in the water paddling away furiously) I managed to overcome them all bar one. As I sat back looking at the World Cup grouping chart I had set up it occurred to me that I was going to have odd teams in round three.



Again my house was awash with foul language as I tried to plot my way out of this. There was no way around it. I thought of adding a wild card into the mix for the two best losers and messed around with that for a while but gave up on that idea. In the end I had to settle for two groups that were larger than the rest (will it work? We will see, as we have not reached that stage yet. (Of course it will I say with my fingers crossed).

Two games, Little Medusa and The Gates of Zendocon, drew in their group stage and then again in extra time. I **decided to run penalties** and so drew up a (very basic) chat with Medusa on one side and Gates on the other. It was first to five goals that consisted of rolling a dice. My D30 and whoever got the highest number scored the goal. I filmed this for a little fun and posted it on the group.

For round two I left a few teaser posts to build up the anticipation to make up for the fact that I just did not have the time to start it the same day as round one finished. In retrospect it was a better idea to have the gap between rounds.

Would I do things differently if I started it again? Yes I would not have a lot but I certainly would have planned it beforehand (My bad). At one stage about halfway through round one I decided I should be recording the votes each game had, for no other reason other than I wanted to add them to my spreadsheet.



But I had taken pictures of the winning groups on my phone before deleting them from the group and for some indefinable reasons only pictures of the top three positions. So I had lost that opportunity and that is a regret that bugs me.

Overall it has been and continues to be a good experience and probably **more important it has been fun!**

I have had lots of kind comments both publicly and privately messaged. I am glad to see it has been fun for you as well.

## Who will win?

That's really down to you; I am just the Video Assistant Referee.

## 2ND HALF 2.5

Take all fourteen cartridges and study all the games. Pick out the ones that you think are the sixteen best games from that selection. I bet there will be some easy choices and some harder ones until you have finally come up with your top sixteen games from 160.

How do you think that would compare to the games that actually made the last sixteen? Yes it's personal preference but it is an interesting exercise to match those up you think are worthy and those that actually made it. **Send them in and let us know.**

We can now see not only the popular games that have made it this far but the cartridges themselves. It has been interesting to see how that has changed over the course of the first two rounds. For example. The Oliver Twins Collection had such a strong presence in the second round, with many commenting that they thought the Dizzy games would win or at least go close (some mentioned that this was the rose tinted vision of the Europeans amongst us) but only two games from that collection made it as far as the last thirty.

Classic big hitters continue to dominate their groups the most notable being **Galaga**, **Pac-Man** and **Dig Dug** with **Xeno Crisis** being the more modern game from the bunch. Most of the other groups have been if not fairly close, then not quite the landslide victory these games have achieved.

Voting has increased so much from the early rounds which pleased me. It was good to see people enjoying the competition. That led to quite a lot of verbal participation by those that chose to have a chat about why they are voting as they are and there has been some really funny banter.

As the groups get smaller it has been harder to make the choices with one person lamenting about their old friend **Asteroids 2600** in favour of **Brave Battle Saga**. It's like choosing between two of your children and it will only get harder.

## NEARLY FULL TIME

The Semi-finals were pretty much dominated by one game in each group which is strange considering all the entrants must have been popular to get that far.

**Galaga** struck down **Blue Lightning** and **Xeno Crisis** cleared **Dig Dug** with ease. The final was all set to be the battle of the giants.

Now over the course of the rounds **Xeno Crisis**, the new retro game, had destroyed all before it and had built up quite a positive following in the comments. It was assumed that Xeno would win and that had been the train of thought for quite a while, if not near the beginning of the round.

Galaga had also performed strongly throughout with it only struggling in the quarter finals.

## THE STAGE WAS SET!

In the end **the final was a stage too far for Xeno Crisis** but there is no shame in coming second. If you listened closely amongst the **Galaga victory music** and celebrations a croaking voice in the corner from a broken and battered game was heard "**Man down, Man Down**".

I will say that the groups were all random. Up until the last 16 to the quarter finals – these were predestined i.e. the winners would be populated into set groups like the FA Cup (World Cup) or Wimbledon.

I obviously knew what was coming (not the results but the respective groupings) and I debated whether to share that info because after all, you would have seen that with a wall chart for an actual 'real' competition. But I decided against it thinking the suspense would be better than the anticipation.

Was I right? Let me know.

I hope you guys enjoyed this as much as I have and after we have had a few more carts we will go again.

**Final Whistle "peeep"**





# EVERCADE WORLD CUP

2021


## Last 16

Pac-Man 52   
Treasure Island Dizzy 29 

Galaga 33   
Double Dragon II 25 

Tanglewood 36   
Mystery World Dizzy 30 

Dig Dug 35   
Galaxian 16 

Blue Lightning 30   
Double Dragon 29 


Old Towers 34   
Burning Rubber 14 

Tanzer 31   
Brave Battle Saga 28 

Xeno Crisis 43   
Food Fight 23 

## Quarter Finals


Pac-Man 24 

Galaga 49 

Tanglewood 34 

Dig Dug 42 


Blue Lightning 30 

Old Towers 21 

Tanzer 31 

Xeno Crisis 42 

## Semi-finals

Galaga 44 

Dig Dug 38 

Blue Lightning 27 


Xeno Crisis 42 

## 3rd & 4th Place

Dig Dug 48 

Blue Lightning 16 

## Final

Galaga 49 

Xeno Crisis 32 

## Winner



Thanks to everyone who took part and to Vaughan for running this fun little tournament.

We'll see you again next year!



# SPLATTERHOUSE



FOREVER  
ARCADE

Hello everyone, my name is Jay and I run the Facebook group called **Forever Arcade**. I'm a huge fan of the Evercade and of course arcade and retro gaming.

With Arcade games on the way to the Evercade this year could we see this game on the Namco collection 3? It would be fantastic having all 3 main Splatter House games on the Evercade. Here is my **Arcade Icons** review for **Splatterhouse**.

## TODAY'S GAME:



## SUMMARY:

Being a huge horror fan this game has always been one of my favourite arcade games. Splatterhouse is definitely heavily influenced by some classic '80s horror movies like Friday the 13th, Evil Dead, Nightmare on Elm Street and, of course, Re-Animator, which was based on a short story by H.P. Lovecraft.

## STORY:

Rick Taylor and his girlfriend Jennifer Willis are both parapsychology students. They were so fascinated by the work of the late parapsychologist Dr. West, they went to visit his abandoned West Mansion.

The Mansion was known to the locals as Splatterhouse. It got this name because it was said that Dr. West was conducting lots of grisly experiments and practising in black magic. The rumour from the locals was that Dr. West's experiments were a success but these things, these creatures he created, are not from this earth.

Rick and Jennifer rush into the house to get away from the storm. On entering the house Jennifer screams and Rick awakens bloody and disoriented with the **Terror Mask** on his face.

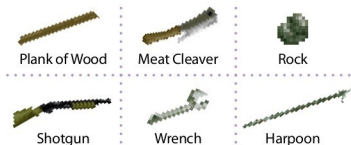
## GAMEPLAY:

Rick does not move as good as you would like. This is definitely not a smooth game to play. Rick feels a bit like a tank so you have to move nice and slow and attack the monsters at the right time. Rick has a punch button and a jump button. The best way to do well at this game is to keep the weapons you find.



You have to watch out for monsters and traps throughout the 7 levels Splatterhouse has to offer. Each level has an end boss that look great but can be quite tricky to master.

## WEAPONS:



All the weapons are lots of fun to use, especially the **shotgun found in stage 3 only.**

## GRAPHICS:

Some of my favourite graphics of any arcade game. Everything in this game is so grimy and grisly and it's what makes it so much fun to play through. You get corpses, monsters, exploded heads, bats, skeletons and severed hands. This really is like being in a classic haunted house.



## SOUND:

The sounds match the graphics perfectly with some very nice ambient noises. You get groans from the prisoners chained up. When your meat cleaver connects with a monster's head you get a satisfying thud that actually sounds more like you have gotten a strike at ten pin bowling. The music is really atmospheric and fits in well with the whole creepy vibe.



## REPLAY VALUE:

It's not the biggest game but it's still a hard one to get through. I think this game's replayability will depend on how much you like horror games and movies. I always **play this one around Halloween time** and I always will.



## FINAL THOUGHTS:

This is still one of my favourite horror games and the two sequels on the Mega Drive I really enjoy too. I will review both of them for a 16-bit hits soon.

*I will see you next time for more Arcade Icons in the next issue of Evercade Evolution magazine.*

JAY





# SAFETY HATS MUST BE WORN FROM THIS POINT ONWARDS.



Written by

**Vaughan  
Ancombe**

This is a little bit of a challenge to write about **bitcoin mining**, something I don't have any idea about, and to

A - make it sound interesting!

B - have it sound like I at least have a passing idea of what I am writing about!

C - maybe have that little thread of humour that I try to have running through my words.

**Let us see how I get on.**

It all started with a shady looking lady in a yellow hard hat beckoning me over to offer me the deal of the century. I did tell her I am not interested in any pyramid schemes or timeshares. Also, I pointed out that I did not have a relative in Nigeria that had died and left me a fortune that could only be released with payment upfront.

The lady waved away my protestations, gave me a yellow hard hat and took me into a portacabin where she showed me to a chair while she sat on the edge of her desk.

The room was sparse with a few wall charts showing a steeply rising red line in various details.

She had told me her name but it had slipped my mind as I looked at a

**Commodore 64** chugging away on her desk and next to it sat what looked like a **Gameboy!** Strange, I remember thinking. Luckily for me, Penny was printed on her name badge so I didn't need to make myself look a fool.

Penny had been talking all this time while pointing at the various red lined charts. I tried to look like I had listened to her.

*"It's a digital and global money system currency. It allows people to send or receive money across the internet, even to someone you don't know or don't trust. Money can be exchanged without being linked to a real identity. Oh, it's secure if that's what you are worried about."* She looked sharply at me.

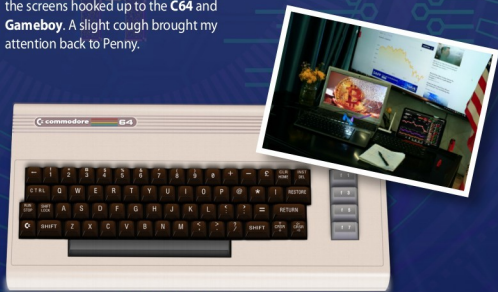
*"The mathematical field of cryptography is the basis for Bitcoin's security, don't worry."* she added in a stage whisper.

My attention wavered as I glanced at the screens hooked up to the **C64** and **Gameboy**. A slight cough brought my attention back to Penny.

*"Ok, each Bitcoin is basically a computer file which is stored in a 'digital wallet' app on a smartphone or computer. You can send bitcoins (or part of one) to your digital wallet, and you can send bitcoins to other people. Every single transaction is recorded in a public list called the blockchain."* Her smile was disarming and I felt myself warming to her.

*"Bitcoin is entirely digital, there are no pounds and pennies here, no Royal Mint needed. No central banks or countries keep track of the cryptocurrencies movements. Instead, each transaction is logged within the blockchain, which is a massive ledger shared by every Bitcoin user."* For some reason, I thought of a DNA helix cartoon shown in Jurassic Park but didn't voice it for fear of annoying her.

*"Transactions, encoded as 'hashes', are added to a blockchain that needs to be verified mathematically by multiple independent users."*







Penny smiled.

"That is a computationally expensive process, and that is where we come in." Her voice again dropped to a stage whisper.

"There is money to be made here."

"If you have a computer that performs those verifications you are compensated with a small amount of new bitcoin — this is usually a value slightly more than the cost of the electricity required to perform the computations."

She tapped her yellow hard hat, "That's the lot of a Bitcoin Miner."

I think Penny had seen she had lost me so she changed tack, pointing at the old systems sitting on her desk.

"Let me tell you about these," she said with a sly smile.

"This **Commodore 64** is set up to mine bitcoin." Something in her voice had changed, I could almost sense her excitement.

"A friend of mine, **Mackij Witkowiak**, developed a program for the **C64** that will allow that ancient machine to mine bitcoin. I know, crazy right?" Penny laughed.

"It works the same way as any modern computer used to mine bitcoin, by processing transaction hashes."

"And get this," she smiled, "it processes them at a magnificent 0.2 hashes per second."

She held up her hand to stall my obvious question. "I'm getting there. To compare with today's mining computers, well they process work in giga hashes." Penny sighed at the obvious expression on my face.

"Geez," she said, "I picked a right one here." Her smile is back.

"Billions of hashes," she explains.

"Not to mention getting it hooked up to the internet with a serial adaptor or external modem."

"Yeah it costs more in electricity than you'll ever make in bitcoin, but it's fun yes?"

"The **Gameboy** was a challenge, and something I'm particularly happy with. It was set up by a YouTuber named **Stackmasher** and he explains it all on his channel."

"But here and now it's just me and you," she smiled.

"Using the link port we attached a **Raspberry Pi Pico** and we allowed for voltage change with an adaptor. Using custom software from a flash cart the **Gameboy** gives the results to the computer which then updates the Bitcoin network." Penny took a sip of water from the cooler in the corner.

"It runs at 0.8 hashes per second, which is an improvement over this poor old **C64**," she smiles, "but still it is trillions of times slower than dedicated mining rigs."

"But it's fun!" she beams



"Hey, think of it as long term, say around 50 trillion years," her voice confident in her pitch.

"Hey where are you going?"

"I thought we had a deal going here?"

"Hey come back!"



(Thanks to Xav for checking that Penny was telling the truth before publishing.)

# ERIK'S HIGH SCORE CLUB

## HEY GUYS IT'S ERIK

It's been a manic few months for our high score chasers with plenty of ups and downs.

**February** started off well with the main event ending up being **Galaga** that saw a lot of love. There were some massive scores posted but one huge score claimed the top spot.

**March** and **April** both had competitions running as well so there were three games all being played at once.

The highlight for March saw some serious to and fro for the top spot in **Mappy** with once again a massive high score right in the top spot.

In **April** we saw a drop in participants probably because people were getting burned out trying to play three games per month and the games in April were all pretty tough going which didn't help.

To rectify that there was only one game run in **May**, **Super Missile Command**, which saw a lot of fully focussed participants.

Plenty of great scores all round so until next time score chasers...

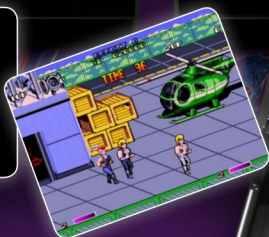
*Keep pressing start.*

### END OF AUGUST

JUSTIN ROYCE LANCE	109
DAISUKE SASUKI	97
JOHN CROTHERS	83
VAUGHAN ANSCOMBE	74
DAVID PHILLIPS	67
ERIK DOWNIE	60
LIAM ISSACS	46
LAWRENCE BULLINGER	36
DARREN PORTMAN	27
ANDREA ZEN/MARTIN STEPHENSON	25

### LEAGUE TABLE 2021

WHY NOT GET  
INVOLVED?



## Galaga

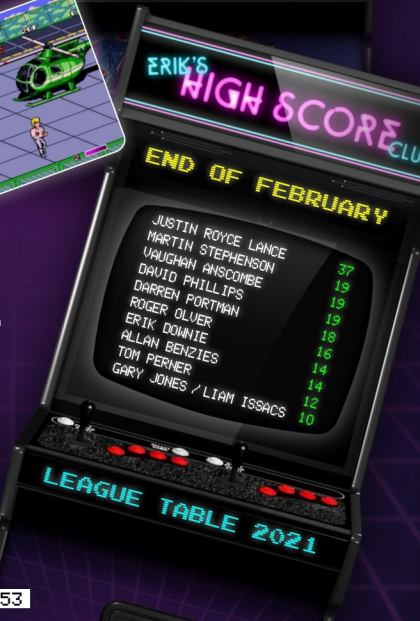
### Namco Museum Collection 2

This 1981 fixed shooter arcade game, developed and published by **Namco**, as a sequel to **Galaxian** (1979). You're tasked with destroying the Galaga forces in each stage while avoiding enemies and projectiles. Enemies can capture a player's ship via a tractor beam, which can be rescued to transform the player into a "dual fighter" with additional firepower!

## Double Dragon II

### Technos Collection 1

This side-scrolling beat 'em up produced by **Technōs Japan** was originally released as a coin-operated arcade game in 1988. The sequel **Double Dragon II** was initially developed as an upgrade kit for the original **Double Dragon**, but evolved into a stand-alone game due to an increase in memory size, resulting in the developers reusing assets for both games.





## Mappy

### Namco Museum Collection 1

An arcade game by **Namco**, introduced in 1983 is a side-scrolling platform game featuring a mouse protagonist and cat antagonists, it runs on Namco Super Pac-Man hardware modified to support horizontal scrolling. The name "Mappy" is likely derived from mappo, a slightly pejorative Japanese slang term for policeman!

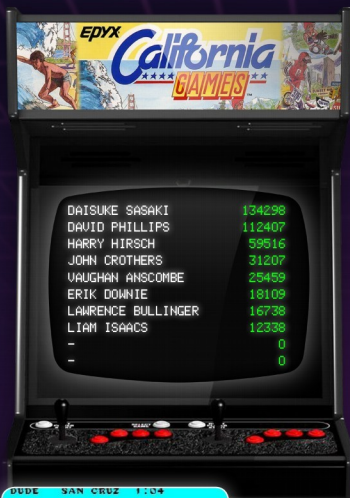
## Burning Force

### Namco Museum Collection 2

A 1989 third-person shooter developed and published by **Namco** in Japan. A version for the Sega Genesis was released a year later. The player assumes control of the 21-year-old space cadet Hiromi Tengenji, a pilot training to become a member of the Space Force, who must complete each level by shooting down enemies with her airbike and avoiding projectiles.







## California Games

Atari Lynx Collection 2

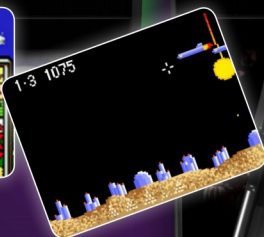
California Games is a 1987 Epyx sports video game originally released for the Apple II and Commodore 64 and ported to other home computers and video game consoles. Branching from their popular Summer Games and Winter Games series, this game consists of a collection of outdoor sports purportedly popular in California.

## Tinhead

Piko Interactive Collection 1

This platform game was developed by Microprose U.K. for the Sega Genesis. An evil intergalactic goblin steals all the stars, seals them in glass spheres and scatters them far and wide across distant planets. Tinhead, the Guardian of the Edge of the Universe, picks up a distress signal. Arming his head-mounted ball bearing gun, he rushes to the stars' rescue.





## Awesome Golf

Atari Lynx Collection 1

Thanks to **Lawrence Bullinger** (GreyGhost) for kindly donating a Funky Kong Switch case for this one-off competition which also went towards the 2021 league. All you had to do to win was beat GreyGhost at Awesome Golf, a 1991 golf video game developed by **Hand Made Software**. Congratulations to **John Crothers** for winning this 'Awesome' prize!

## Super Missile Command

Atari Lynx Collection 1

Super Asteroids and Super Missile Command is an Atari Lynx video game released by Atari in 1995. It combines the classic video games Asteroids and Missile Command into a single game cartridge and was the final game released by **Atari** for the Lynx handheld.



ERIK'S  
HIGH  
SCORE  
CLUB

## HEY GUYS IT'S ME AGAIN!

As the team had a break from Evercade Evolution due to other 'creative' endeavours – they've been playing the new carts(!), we've managed to get a couple more months of competition under our belts...

With flame-proof gloves at the ready there was a steady stream of players for **Dragon Spirit** in June. Definitely one of the highlights of the Namco Museum Collection 2.

The winner of our **Summer Challenge Tournament** (full report coming in issue 4) got to pick the **July** game and **Pac-Attack** it was. Lots of scores came in for this one but that top score was insane. No wonder they chose the game...

And **August** was **Justice Duel**, a fine little Joust clone with weapons. Somehow I managed to get first place. I guess managing to get the choice you wanted in the vote actually does help...

*Until next time score chasers, keep them coming in!*

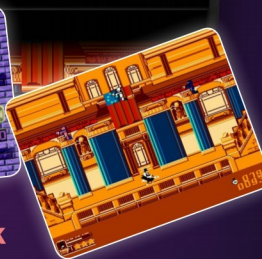


## Dragon Spirit

Namco Collection 2

A 1987 vertical-scrolling shooter arcade game developed and published by **Namco**. Controlling the dragon Amul, the player must complete each of the game's nine areas to rescue the princess Alicia from the demon Zawell.





## Pac-Attack

Namco Collection 2

Also known as Pac-Panic, it's a 1993 falling-tile puzzler developed and published by **Namco** for the **Super NES** and **Sega Genesis**. It was the first game in the Pac-Man series to be released exclusively for home platforms and involved clearing out blocks and ghosts without them stacking to the top of the playfield.

## Justice Duel

Mega Cat Studios Collection 1

A platform game developed and published by **Mega Cat Studios**. It was released on the **NES** in 2017. The game plays similarly to Joust and sees players battling one another while riding cybernetically enhanced eagles. Something I personally see regularly in the local park!





Hello all, it's Vaughan

I don't really know where to start other than please stick with me for a paragraph or two.

I would like to take your attention away from gaming, at least for a little while, and ask that you **consider helping a fellow gamer.**



**Retro Rich** (Bacon Ice Cream Productions on Youtube), one of our admins, one of the retro gaming community, one of our virtual friends, just a plain old normal person (sorry Richard, I mean that as a compliment) who is a thoroughly nice chap has **suffered badly at the hands of Hurricane Ida.**

We, the Evercade Fans Group (Non-Official) would like to promote the **GO FUND ME** page set up by a friend of his to **help Richard and his family get back on their feet.**

I would ask that you follow the link either on our group or look him up on **GO FUND ME**, or if you're feeling old school, type it straight into your browser. Read what has happened and how it has affected Richard and his family.

**Please consider donating if you feel that you are able to.**

We are in a position to do something special. We as a group can make a family's life better.

In times of crisis communities come together.

**Thank you for your time.**

[gofundme.com/f/retro-rich-lost-everything](https://gofundme.com/f/retro-rich-lost-everything)

Support us on...



**Ko-fi**



Please help with our giveaways!

If you like the work we do here in the fanzine and in the Facebook group, **please consider donating** over at Ko-fi.

**100% of money donated will go towards our giveaways and competition prizes.** In the past prizes have been donated or bought by Roger & Pete out of their own money. With the help of donations we can have **more regular and bigger prizes.**

[ko-fi.com/evercadefansgroup](https://ko-fi.com/evercadefansgroup)

Thanks for donating

Mark, Mike Witts, Thom French, Vaughan, Retro Rulez, David Phillips, Retro Gaming Revival, OEB Pete, John Crothers, Douglas Flatt



**NEVER MISS AN ISSUE AGAIN... SUBSCRIBE FOR FREE AT [EVERCADE.INFO](https://evercade.info)**



Head over to the brilliant [Evercade.info](https://evercade.info) where you can join our mailing list and read all previous issues too!

# CONGRATULATIONS!

## YOU HAVE COMPLETED EVERCADE EVOLUTION ISSUE 3

Hi everyone, thanks for sticking with us, it's been a while!

Apologies this issue has taken so long to produce. We were originally aiming for a new issue every 2 months. Unfortunately real life got in the way.

I took on 4 months of freelance work on top of my full time job so that was my evenings and weekends taken up. Mark is a partner at a design agency/printers and they were swamped after lockdown ended. Everybody wanted new flyers, posters and banners to advertise that they were re-opening.

Poor old Vaughan was still slogging away on his reviews and articles as he always does so we have plenty in the bag.

We hope you enjoyed this issue. Personally I think it's the best yet by some distance.

You may have noticed we took on Andrew's suggestions from his interview in issue 2 and created a few new sections.

Pete's Cheats will be a god send. I don't know if I'm just getting old and my

reactions are going but half of these games seem way to hard. If you have any cheats get in touch.

There's always plenty of chat about what carts people would like to see so Fantasy Carts should be popular. If you have an idea for a cart send us your list of 8 games and a 500 word write up and it could make issue 4.

Arcade Icons is another new section brilliantly written by Jay Drury from the Forever Arcade Facebook group. With arcade games coming to the Evercade these could be ones to look out for.

Finally the customary thank yous to everybody who contributed. Ryan for taking time out of the VS development to chat with us. Christian for sharing his Cameo Kid story with us. Last but not least Sir Top & Hat, Crazy Burger, UK Kraut Gaming and our own Erik Downie for helping review the games. Erik gets another thanks for all the proofing he does. Me and Vaughan give a challenge.

*P.S. If you're debating whether to donate to our Ko-fi or Retro Rich, go with Rich!*

### YOUR EVERCADE EVOLUTION TEAM



LIAM



VAUGHAN



MARK

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