

EVERCADE

EVOLUTION

ISSUE

04

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

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ARE TWO BETTER THAN ONE?

EVERCADE
INFO CENTRAL
EXCLUSIVE

Vaughan looks to answer this difficult question and lots more!



ALSO INSIDE

FANTASTIC REVIEWS...



As well as an in-depth look at the two **Interplay** carts we take a look at the new **arcade range**.

GREAT INTERVIEWS...



We've been busy this month to bring you **three top interviews** from the world of **Evercade**.

AWESOME CONTENT...



Splatterhouse 2
It's **Evercade Evolution**, so why wouldn't the content be awesome? Check it out inside...
Psycho Pinball



WELCOME TO EVERCADE EVOLUTION ISSUE 4

Welcome everyone to the new and improved Evercade Evolution. You'll notice a few things have changed around here.

The first thing you will have noticed is the price point of the paperback edition. Without going too far into it we didn't fully understand how the royalties worked on Amazon when we first started publishing. It turns out at the £6 price point, after print costs and Amazon's fees, we get on average 5p to 10p per printed copy. For some reason Amazon's fees are higher in Europe so we get nothing at all for printed copies sold on the continent.

The idea is to put the money back into the running of the mag, competition prizes, etc. Because of this there's been a slight price increase so we've upped our game to ensure you get more for your money. We've reduced the font size and condensed our designs so we can fill the mag with more content.

Talking about competition prizes you'll soon see that we have our first ever competition with your chance to win two newly released Evercade carts.

As we're putting more effort into each issue we've also scaled back from our target of 1 issue every 2 months to 1 issue every 3 months. So in effect rather than £36 a year (6 x £6) it'll only be £28 (4 x £7). You see we're so nice we're saving you money too.

As well as the price change you'll notice we've been joined by a whole host of new faces. We welcome YouTube's Crazy Burger and Retro Ed UK who will be helping Vaughan out with cart reviews and second opinions. They're joined by David Phillips, an ever present member of the Facebook group and Andrew Joseph. Andrew not only works for Blaze as a tester but he also runs the official Dizzy fan site, YolkFolk.com.

The final new member is our resident illustrator James Williams. James got in touch offering his talents and as you will see he's very talented, from his Micro Mages and Phoenix illustrations in the news pages to a certain strange old man you'll see later on.

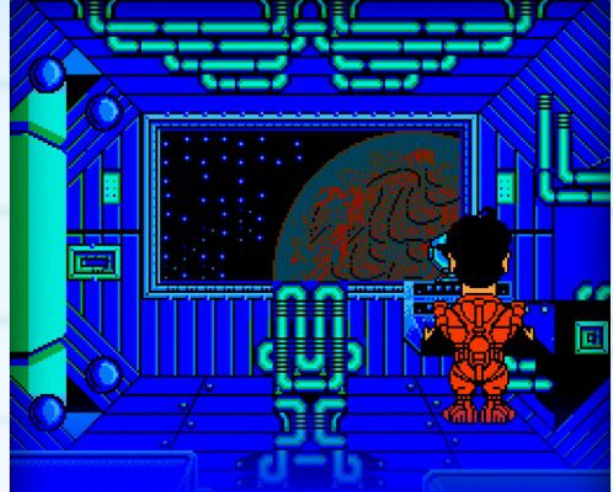
Enough about the team let's talk about content. We've got three cart reviews this time, two console cart reviews and our first ever arcade cart review. The arcade cart review is a little different to what we've done before but we know you'll love it. We've got three interviews this time. April has been busy. She sat down with three of the Indie Hero devs; Dale Coop, Alastair Low and John Roo the brains behind Kubo 3, Flea and Quest Arrest respectively. Jay Drury from the Forever Arcade Facebook group has also stopped by with another cracking Arcade Icons. We've also created a brand new section where Roger will keep up to date with all the goings on in the Evercade Fans Group (Non Official) and Erik's High Score competitions too.

That raps it up from me so I'll let you get stuck into Evercade Evolution issue 4.

Just one last thing before I go. I'd like to give huge thanks to Christian Howard (the Cameo Kid), Paul Twist, Allan Benzies and Lawrence Bowyer for helping out with the second opinions in our game reviews. We asked for help and they came calling.

See you all next time

LIAM



NAVIGATOR



Liam

SCIENCE OFFICER



Vaughan

CHIEF OF OPERATIONS



Mark

TACTICAL OFFICER



Erik

CHIEF ENGINEER



Andrew

SECURITY CHIEF



Crazy Burger

FLIGHT CONTROLLER



Retro Ed UK

WARFARE OPERATOR



David

MEDICAL OFFICER



James

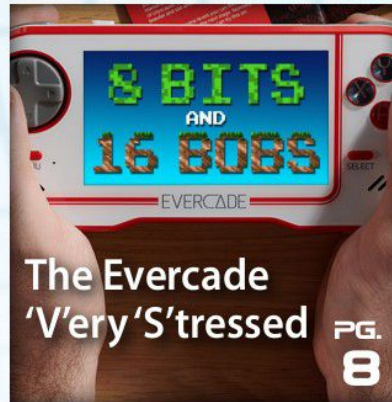
A FEW OF JAMES' CHARACTER IDEAS FOR AN OLD MAN I'M SURE YOU'LL COME TO LOVE!



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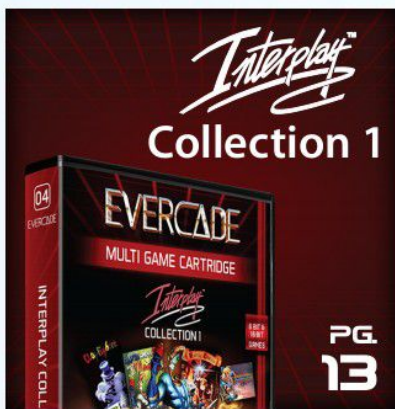
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Evercade Chronicle

New Carts Announcement



Written by
Liam Isaacs

Yeah I know we were a little late to the party but this issue took longer than expected to complete. First up we have the German outfit Morphcat Games who are best known for their indie-retro smash hit *Micro Mages* which is one of their games making its way over to the Evercade. Following up from cart 25 is cart 26, *Intellivision Collection 2*, bringing even more *Intellivision* goodness to our favourite modern retro console. Both games are scheduled for a May 31st 2022 release!

Even if you haven't heard of Morphcat Games you've almost certainly heard of *Micro Mages*. Originally developed to run on an original NES, this fast paced action platformer saw a physical release before finding a wider audience on Steam.



Micro Mages is 1 of the 5 games on the Morphcat cart. Well, 3 games and 2 “bonus” games. This confused some at first but it turns out it's 3 full games, 1 expansion pack and 1 full game still named as a “demo”.

Alongside *Micro Mages* there's *Böbl*, a “physics-based *Metroidvania*” which looks like great fun, and Mario meets Flappy Bird in *Spacegulls*.

The aforementioned expansion pack is *Micro Mages: Second Quest* while the demo is *Super Bat Puncher*; the first NES game demo Morphcat ever created.

Moving on to *Intellivision Collection 2* we have 12 more early 16-bit games to sink our teeth into.

Intellivision Collection 1 was well received. A huge nostalgia hit for the fans

across the pond and a chance to play a system most of us had heard of but never played over here in the UK.

Two of the standout games from the upcoming *Collection 2* are *Cloudy Mountain* and *Tower of Doom* which were originally the first and third games in the *Advanced Dungeons and Dragons* trilogy. The AD&D branding has been dropped (for licensing reasons I assume) and we're missing the second title in the trilogy, *Treasure of Tarmin*, but we still can't wait to get stuck in.

Rounding out the cart we have *Hover Force*, *Star Strike*, *Vectron*, *Auto Racing*, *Sharp Shot*, *Stadium Mud Buggies*, *Super Pro Decathlon*, *Motocross*, *Mountain Madness Super Pro Skiing* and *Reversi*.

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

Evercade.info



Sega Arcades are Dead... Again!!!



So last issue we told you how Sega's famous Ikebukuro GiGO arcade was closing down in September 2021. Well a few weeks later a new Sega arcade appeared right across the street as you can see above.

The new arcade had posters in the window claiming "We came home" but they didn't quite make it.

The posters also showed that the new multi floor arcade would have claw machines, arcade cabinets and a cafe. Sega announced the new arcade would open on October 22nd 2021 but that didn't go as planned.

You see Sega Entertainment, the arcade branch of Sega, sold 85.1% of the shares to Genda Inc. in December 2020 after a few tough years. As we said last issue arcade footfall was falling and then Covid hit causing a perfect storm.

Part of the agreement was that Sega's arcades had to retain the Sega name. In some cases Genda just added their own acronym "GiGO" (Get into the Gaming Oasis) to the name of the arcade. Hence why the famous Ikebukuro arcade was called the Ikebukuro GiGO for its final few years.

The closure of the original Ikebukuro arcade was because of the ending of

a lease agreement but it appears there was more trouble behind closed doors.

At the end of January this year Sega sold its remaining 14.9% of shares to Genda Inc. bringing an end to over 50 years of Sega arcades in Japan.

This isn't anything new. As we shift further and further to console gaming the arcades are slowly dying out. Many of the big players have pulled out or are scaling back their arcade operations but Genda seem confident they can buck the trend.

Maybe Genda's CEO is some sort of Japanese Mike Ashley* saving the arcades on the high streets of Japan.

The new arcade is now open but is simply called the Ikebukuro GiGO with no Sega in sight. That must have been a real kick in the teeth for Tokyo's arcade lovers who had the excitement of a new Sega arcade taken away from them before it even opened.

Well all we can say is good luck to Genda Inc. as it would be a real shame if arcades disappeared all together. Hopefully they can thrive where others have failed and get them buzzing again.

**Mike Ashley being an English businessman who buys up failing high street chains and attempts to turn them around.*

Smells Like a Hedgehog!



Sega have finally answered all of our gaming merch prayers by releasing a line of unisex colognes.

Have you ever wanted to smell like Sonic the Hedgehog, the Yakuza franchise or maybe Shenmue? Well now you can for a modest £29.99.

Sonic's "Blue Blur" is apparently endorsed by the "speedy blue hedgehog himself". Yakuza's "Bourbon and Smoke" will "have you smelling like the Tojo clan's greatest crime boss!" while Shenmue's "Tobacco and Gold" is supposedly "rebellious and addictive".

Green Hill Zone Sing-a-Long



Masato Nakamura, the original composer of Sonic's iconic Green Hill Zone track, has got together with his band Dreams Come True and released a new version with lyrics. It's in Japanese but I'd be willing to learn it if it meant I could belt this one out. Just look for "Tsugino Seno! De - On The Green Hill" on YouTube.

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The Curious Case of Aquaventure



Way back when we got Aquaventure on the first ever Evercade cart, Atari Collection 1, it was a previously unreleased 2600 game which most of us played and never gave a second thought to. It will soon see a physical release from Atari and that's when things started to get confusing.

Atari announced the launch of Atari XP which they describe as "an initiative to bring rare and never-released Atari game cartridges to market".

The first three games to be released under the Atari XP brand are Saboteur, Yars' Return (another game we saw on Atari Collection 1) and Aquaventure.

The confusion started when Atari credited Howard Scott Warshaw with creating all three games. Warshaw then came out stating he had nothing to do with Yars' Return, which was a homebrew game by Curt Vendel, or Aquaventure.

The original prototype of Aquaventure was found at a Florida flea market in the

mid 90s but it seems Atari didn't have any records of the game ever existing.

For years the game was wrongly credited on the Atari Protos site as being programmed by Gary Shannon but when interviewed Gary clarified he had nothing to do with it.

Tod Frye was also credited as being the developer but he says the kernel looks like one he made freely available so even though the core was his he didn't actually make the game.

As it stands the Atari XP product page boldly claims Atari developed the game even though they still have no idea who created it.

The last thing the Atari XP team said was "The search continues, we will have an update soon. In the meantime, if you know anything contact Atari through one of our social channels."

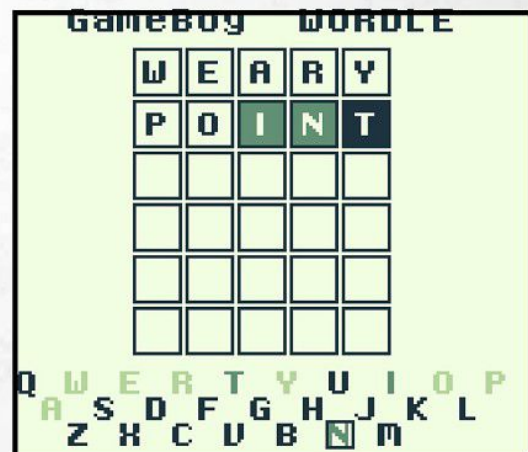
PS. The games are available for \$49.99 or \$149.99 depending on the edition you want so the fact we got two of them on Atari Collection 1 is a bargain.

Netflix?... Just get a Game Boy



The techy Twitter user Sebastian Staacks (@diconx) has developed a way to watch movies and play the latest games on his original Game Boy. Sebastian has created a WiFi cartridge which allows him to stream content to his 8-bit handheld in glorious 160x144 resolution at 20 FPS. He demonstrates this in many ways including streaming Star Wars: A New Hope and Grand Theft Auto V.

Play Wordle on your Game Boy



Wordle, the viral word guessing game created by Welsh developer Josh Wardle, was sold to the New York Times for over \$1,000,000. The original may be subscription based now but YouTuber StackSmashing has ported it to Game Boy and released the ROM on GitHub for free. What a guy!



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Many video games are cancelled before they are ever released. Sometimes these games are even complete but never see the light of day. For years these games are forgotten about with many lost forever. Luckily for us retro game fans a few of these games are found, finished and finally released for us all to enjoy!

Our first game this issue is at long last seeing a physical release on the Gameboy Advance thanks to John Roo. John will be known to the Evercade community as the creator of Quest Arrest on the Indie Heroes cart.



Back in 2001, Dune: Ornithopter Assault was cancelled as Cryo Interactive ran into money trouble. Now The Retro Room Games have acquired the rights to the game (minus the Dune IP) and will finally release the game as Elland: The Crystal Wars after a successful Kickstarter.

Next up we have American Hero, an unreleased Atari Jaguar FMV game inspired by 90s action films.



Empty Clip Studios have picked up the unfinished game, tied up all the loose ends

and even recorded missing voice overs to complete the project. American Hero has been released by Ziggurat Interactive for the Xbox, PlayStation, Switch, Atari VCS, and PC and apparently promises "violence and sex appeal".

Our third game this issue is more of a service which allows access to multiple games, the Sega Channel.



The Sega Channel ran from 1994 to 1998 and was an early online game subscription service in the US via TCI and Time Warner cable. It allowed players to download new games and demos through their TV.

Billy Time has created a ROM to emulate an offline version of the Sega Channel with 40 games available. Sega Channel Revival v2 can be found on Archive.org.

Finally we have Speedster II, a 1995 arcade game which ran on Atari Jaguar hardware. The game was found at an auction in 2001 and it's unknown whether the game was ever released or just a prototype.



The game was supposed to have a cabinet with a seat which moved with the car like a sort of kids' ride. This strange ROM has now been dumped by Gaming Alexandria.

CAMEO

Catchup

In issue 3 we told you how Christian Howard aka The Crimson Howler aka The Cameo Kid was aiming for the record of most cameo appearances in video games. Here's where he has cropped up since then...



SKALD: Against the Black Priory - RPG coming soon to Steam.

Cursed Mansion - Adventure game available on Steam.



Marko Beyond Brave - Hand drawn Metroidvania in development.



Tcheco In Another Castle - 2D platformer in development.

Christian will also be in later releases of Paprium by WaterMelon (on a poster) and Gemaboy from Nape Games (Makers of Ploid) coming to the Nintendo Switch. You can keep up with Christian's latest escapades on Twitter or join him on Xbox Live!



ImCrimsonHowler



TheCameoKid

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

Evercade.info





8 BITS AND 16 BOBS



The Evercade 'V'ery 'S'tressed It's no Fun waiting for Stock

I have not really written much to do with the Evercade lately (if you take out all the reviews of which I am now pretty far ahead and the time travelling Christmas Carol that was written for the rebooted issue 1).

Now that I think about it, I have written some articles for issue 4, at least one that I quite liked but decided against putting it in, so my point about being in a writer's slump seems rather redundant and, well, frankly untrue.

I think I am in a malaise. The excitement that I got from issue 1 and 3 going physical took me up so high but now I seem to be wallowing around looking for inspiration. So yes, a malaise is as good a word as any.

The cause of this slump, well it sounds silly but I feel as if I am in a sort of no man's land waiting for

my VS Founders Edition to drop. Everybody else seems to have theirs winging their way to eager hands. Now I think I ordered mine pretty much last minute on the last day, May 27th, so that no doubt has me somewhere near the bottom of the pile. I would guess that maybe mine is in a crate somewhere in the Atlantic still to arrive or buried under another crate in an Indiana Jones style warehouse. Who knows?

I have not had any notifications from Funstock. Believe me, I have trawled my emails like a fisherman looking for the big catch.

No emails stating delays, no emails saying a container has arrived and some Founders are shipping. I am only going on what others in the Facebook group are talking about and now

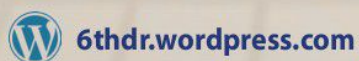
I'm seeing pictures of all these Knight Rider like units sitting proudly under the televisions of others.

You could say I was jealous and you would be right, which is strange as I didn't think I would be. Indeed as mentioned elsewhere I wasn't even sure I wanted a VS. I was happy with my handheld, wasn't I?

It was bad enough watching, or rather avoiding, the flurry of YouTubers trying to 'influence' me into what they thought about the new console. Sorry, but I'm not one for influencing. I had, and if I hadn't, would already have, or would have made my own mind up (LOL. Work your way through that sentence). *[I have a migraine... - Editor]*

And as I had already bought or rather pre-ordered one, I guess I

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



had made my mind up. Anyway, it's been three days since the VS went live, shipped or just started to appear under the TVs of others (Hey, it is almost Christmas) and that brings me full circle.

Eventually I succumbed to the retro anxiety that had been niggling away at me; that little 8-bit voice that insisted on saying "Maybe they have forgotten you."

"You won't be getting your VS."

"Somebody else has your console."

"One console to rule them all." No, not that voice. That's too 'Sméagol' like.

I emailed the support team to see if mine was on its way anytime soon. Oh, I worded it very calmly and collected, just a routine enquiry, guv. But I'm sure they could read my underlying anxiety. My calm words were doing their level best to cover up.

Even though this is relatively small for one of my rambles [*Thank you! - Editor*], it has taken me a while because I am constantly checking my emails for any notifications from Funstock, or any reply to allay my fears and reassure me that my unit will eventually be dispatched.

So the console I had ordered in

May for my birthday in July has (or had, depending on when this is published) still not arrived. I'm trying to stay calm. Really, I am. It's so very hard watching everybody else proudly show off their units.

Until then it's just me and my little handheld Evercade. And do you know what? I'm sure she is trying extra hard to get my attention. I'm sure her screen is somehow extra shiny and her white surface beckons my fingers to hold her as if it too doesn't want to be forgotten.

I WANT MY VS!

If only games reviews were easy

Sometimes it's hard to play nice

Come be a game reviewer they said! Bear with me after all we are talking about stress. You would think this is a dream job wouldn't you, after all, how hard can it be to write about games. Or Evercade or both?

Well, I have sort of touched on this before *and so I'll not reload old saves. I'll just add on to that based on the title that *Gandalf selected for me ;)

**in-joke please see the physical copy of issue 1*

Anyway, the ED who shall remain nameless (*Paul Daniels as he likes to call himself - again see issue 1*) decided that we would go for two carts per issue plus an arcade cart. Now if I wasn't so far ahead I would have quit and gone to work for Women's Weekly Magazine.

(Apparently, they know how to treat a writer; - just saying.)

Wow three carts which are twenty games, granted I had already done the Interplay games this time last year (so for me it was just eight arcade games, and Harrys). The games are not really the issue, it's writing about the same games more than once and trying to be interesting (did I succeed?).

As you may have gathered either from my telling you or you thinking what the hell is he talking about!, I like to do things a little differently. It keeps me interested and flexes the little grey cells, and because of this, that's how Harrys came about.

I sort of wanted the Arcade to feel and come across differently. Initially, the reviews were going to be part of the 'story' and it sort of works, well I like it. But then just like the Arcade it sort of twisted things, Harrys became the 'summing up' page and I had to do the reviews anyway.

'Mini-reviews granted but still averaging four to six hundred-odd words.

**cut to a darkened room with a solitary spotlight from an old anglepoise lamp. A rather handsome man changed to a typewriter, writing about games with a cup of tea and an Evercade just off to his left. An Evercade VS glows in the dark ahead of him.*

He appears to be typing lines.

Write about games - no time to play them - take your BP tablets.

Write about games - no time to play them - take your BP tablets.

Write about games - no time to play them - take your BP tablets.

**Camera pans away leaving the incessant sound of typing.*

VAUGHAN

How do you create a game? Start from scratch!



In the first of three interviews in this issue, we send April to talk to Alastair Low, indie game developer and the creator of the amazing Flea!

Hi Alastair. Thanks for sitting down with us. Let's go back to the very start. What were your earliest experiences with video games?

I think the first system we had was the NES or Master System from a car boot sale. I remember Mario 1 and Alex Kid taking a lot of our time. I think Sonic Chaos on the Master System may have been the first game I ever completed in a single sitting. I then picked up most of the other systems at car boot sales and a friend's Amiga so played something on basically every main system since the 90s.

Did you have any favourite systems and games growing up?

I really liked the NES growing up with Mario 3, Zelda and Ducktales being our go-to games. But I was also very fond of the Master System as the games were a bit more common at the car boot sales, playing games like Wonderboy, Alex Kid, Sonic Chaos and Land of Illusion.

I think my favourite is the PS2 though. Just so many cool games that you've never heard of with a great controller. Games like Viewtiful Joe, Jak & Daxter and Prince of Persia: Sands of Time.

Which games do you think have had the biggest impact on the games you develop?

Games like Zelda: Ocarina of Time, ChuChuRocket!, Mario 3, Prince of Persia, Okami, 1000 Spikes, Escape Goat, Meat Boy... Too many to list. They all inspired the games I make.

At what point did you decide you wanted to develop games rather than just play them?

I think when I was very young. I would always doodle characters and rough level layouts for games. I got an old hand-me-down PC from a family friend and messed around in MS Paint 95, honing my pixel art skills.

When I was in primary school I found a copy of "The Games Factory" in a bargain bin in Toys R Us and that was an amazing tool that really opened the world of possibility for me making games. I didn't get the internet at home until quite late so I just examined the example projects and followed the included tutorials. Sadly all my games from that time were deleted in a system wipe at some point.

After that I really wanted to get into making props and costumes for film but had little money and discovered the power of 3D, which led to the Blender game engine and it's been second nature since then.

How did you go about developing your first game?

As I said above, my first games were developed in "The Games Factory", a great piece of software where you could visually code. It turned into Clickteam Fusion more recently.

Most of our readers will know you for the amazing Flea! but what other games have you created?

I create loads of smaller games. Most that still exist can be found on my itch page. I've done a ton of game jams too, loads of little projects. I did work at a games studio for a while as a 3D art specialist but Flea! was the first game I could really call my own. I did have a lot of help from people in the homebrew community to get it over the line.

The other big game is Tapeworm Disco Puzzle, a spin off to Flea! It's a grid based puzzle game somewhere between Lolo, Anteater and Snake.

There's also a free to play, infinite jumper called Flea Jump! on mobile and a text based game that tries to raise dyslexia awareness called "A Familiar Fairytale: Dyslexia Text Based Adventure".

Would you be looking to release any of your other games on the Evercade in the future?

I would love to get Tapeworm on Evercade but we'll see how things go. Let's hope after the popularity of Flea! on "Indie Heroes Collection 1" that they will have me back for Tapeworm.

I'd also like to bring some of our new, non retro games to Evercade but the system architecture isn't aligned with the main engines right now.

Can any of your other games be purchased on other platforms at the moment?

Oh, yes. A lot of my old games or prototypes are available on my itch page.

<https://lowtekgames.itch.io/>

Flea! is on NES, Dreamcast, PC, Evercade.

Tapeworm is NES, Dreamcast, PC.

Flea Jump! is our free to play, HD infinite jumper game and is out on Mobile.

*And our antisocial bowling game **Bowl 'Em Down** is also out on mobile.*

Do you think the Evercade is a platform indie developers could find success on?

Maybe. I know it has definitely helped with the visibility of Flea! but I'm not sure how this would scale if Blaze opened up to more indies. I'm excited to see what they do with the VS.

How does releasing on the Evercade compare to other systems?

You work quite closely with the team at Blaze and they are really friendly, unlike a generic interface where you just upload your game on other platforms. They sent us an Evercade with a prototype of the game to test before going gold and when the game launched they sent out a normal and a framed copy. They really want to keep us devs happy. It was a great little surprise.



Back to Flea! How long did the development take from initial concept to completion?

That question has a couple of answers. I had the concept for an infinite jumping game that used swipe gestures on mobile back in 2011. I looked for a character that always jumped. Frogs and rabbits seemed to already be covered so I went with fleas.

I released a demo called Flea! Free on the Google Play Store but it was buggy and got removed by Google as standards changed. That concept was revived in our game Flea Jump! which is available on mobile now.

Then when I was playing with NESmaker I used the concept of an always jumping as a mechanic as a twist on the standard platforming tutorial I was following and the rest is history. The NES version took around a year from initial concept to Kickstarter demo. Then we did the Kickstarter and around another six months to finish it off during the pandemic lockdown which I think actually happened as I couldn't do much else with my time.

How did the idea come about for Flea!?

I wanted to make a game where the character always jumped and the player had to swipe the background under them on mobile. I liked the idea of a gross setting and loved coming up with parasitic puns.

Flea! is the definition of a "just one more go" game. Is there a secret to developing such an addictive game?

I'm glad you think so. From playing games like The Impossible Game and 1000 Spikes I really enjoy the games where you get a little further each time you have a go. Some of those games can take it a little too far in difficulty for my liking. I tried to keep Flea's frustration to a minimum. The mostly single screen design really helped with that but made the chase sequences stand out as a boss fights.

Initially I had the blood just as a collectible and didn't know what to do with it. Then I realised what type of game it is and knew that the blood had to turn into lives but couldn't just be lives as soon as you get them. There had to be some kind of banking checkpoint system. I think this helps with the passing of the game and organically gets the warp zone secret to non experienced players. I do also think the system is very generous and the next time you play you will probably get further using less lives, achieving some level of mastery over the mechanics.

Talking about mechanics, I also tried to slowly feed new mechanics into the game to stop you getting bored. I really love that you have the ability for the small jump through the whole game but



only learn how to use it about a quarter of the way through.

The constant jump mechanic is a unique feature which really sets the game apart. It adds strategy and planning you don't get in standard platformers. How did you come up with that idea?

I was looking at mobile games that always ran and allowed the player to jump and flipped it so you always jump and control the movement I later found out about Doodle Jump which has the same gimmick.

The small jump mechanic came about from a glitch. I couldn't figure out how to make it not do that but got to like it so built a few levels around it.

A lot of the levels can still be done with no small jump, it just makes things a little easier.

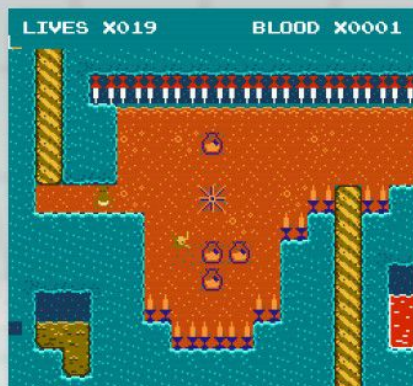
As Flea! is such a solid game could it be the start of a franchise? Could we see Flea! 2 in the future?

Thanks.

I would love to build a larger franchise world for Flea! spanning across console generations with a bunch of new characters and mechanics.

We have already started doing this with the spin off Tapeworm Disco Puzzle where you play as the fan favourite character, Tapeworm.

It has its own unique twist on a well known mechanic along with the return of endlessly jumping fleas.



We have also started making a children's ebook series building out the characters and world a little more. The first book can be found on Kindle.

And also Flea Jump! on mobile.

Are you working on any other projects at the minute?

We are working on a puzzle platformer based inside an online media player where you use the playhead to manipulate time. That game is called Playhead and is ramping up production as we speak. It will be available for PC to start with as the control scheme really fits that system.

Is there any way fans can keep up with your current projects?

The best places to keep up to date are on Twitter @wallmasterr or on the Lowtek Games Discord.

Do you have a dream project you've already had an idea for that you would like to create in the future?

Like most game designers I have many of these dream projects. The trouble is deciding which one to do next and then finding the available funding to make it happen. We're working on another of my favourite ideas right now.

It's called Playhead, a puzzle platformer where you play inside an online media player using the media bar to manipulate time.

But future projects in the list include the full rollout of our projection mapped pop-up book or something in the visual style of my cross stitch tests as well as the dyslexia awareness stuff I do.



What's been your proudest moment you've had since you started developing games?

So far it's just been hearing how much people enjoy Flea!. Getting a great mini review in RETRO GAMER mag was also a major highlight as well as showing the game off at events and meeting people who have actually heard about the game from Youtube or Evercade etc.

Finally, if you could achieve one thing in game development what would it be?

This is the big one. I really want my mark on the gaming industry to be making things more accessible for dyslexic players. I'm very dyslexic and struggle reading. We've been working on a tool to make it easier for developers to add text to speech in their games. The tool is called Dislectek and we hope it will help solve the problems we face.

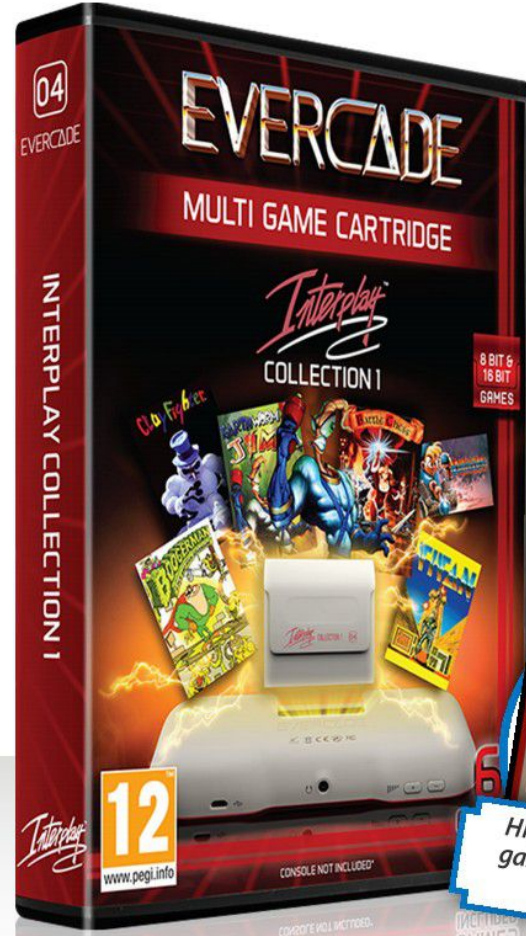
Thanks to Alastair for a great interview and for taking the time to talk to us.

We love Flea! and really look forward to seeing more content from him on the Evercade in the future.



Interplay™

Collection 1



High-res manual scans & game guides available at Evercade.info

We take a look at the 6 great games included on this cartridge...



Interplay

COLLECTION 1

OVERALL SCORE



ENERGY

034
BONUS

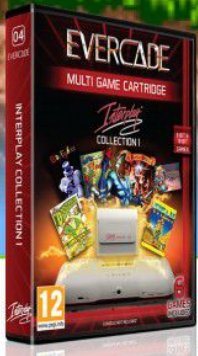


ClayFighter (SNES)



Boogerman (Mega Drive)

Incantation (SNES)



CART NUMBER : 04
RELEASED : 22/05/20
GAMES : 6

- Battle Chess (NES)
- Boogerman (Mega Drive)
- ClayFighter (SNES)
- Earthworm Jim (Mega Drive)
- Incantation (SNES)
- Titan (NES)



Reviewed by
David Phillips
the_lynx_cader

Interplay was founded in 1983. They are an American video game developer and publisher based in Los Angeles and have worked on some of the world's most famous and successful games.

Some of the games they have been involved in are Fallout (sadly there's no sign of this on the cart), Baldur's Gate and the iconic Earthworm Jim. We will have more on the latter later.

The Interplay Collection 1 cart brings us six games. There's a mix of 8-bit and 16-bit games. We are treated to three platform games, one puzzle game, one fighting game and a chess game. Maybe that one's just a cart filler or is there more to it?

CLAY FIGHTER

It's a one on one fighting game like Street Fighter but the twist is that your characters are made out of clay. The graphics are nice and the gameplay is reasonable for what it is. It's not as polished as other fighting games but it is original and funny. A pick up and play game

for 5 minutes of fun. A good handheld game when your time is limited for a quick gaming hit.

TITAN



Titan (NES)

This is classed as the one puzzle game. Think of the game Breakout in a slightly more advanced setting. You control a small square which you use to help manipulate the ball's direction. The aim is to destroy all the blocks with the ball. The blocks are set in various mazes and there's plenty of obstacles in your way. Quite a fun game I had never played before, even if the action is a little on the slow side.

BATTLE CHESS

I'm not a chess player and this game does not excite me. It's very slow. The chess pieces are animated and you can easily make out the King, Queen, etc. There are little cut scenes where the

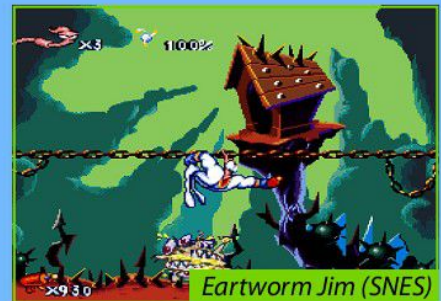




Battle Chess (NES)



Incantation (SNES)



Earthworm Jim (SNES)

pieces do battle as you advance across the board. It's nice to have 3D animated chess pieces as it makes things more interesting. If you like chess you may enjoy it but for me it's not a game that I will go back to. More of a stalemate than checkmate.

INCANTATION

A platformer game where you play as a wizard. A very, very small wizard at that. The reason for this is the game was aimed at the younger generation on release. The game looks very nice. The graphics are good and the animation is fine. The game does not have a huge amount of depth and it's pretty easy to get into with the difficulty being not too high. A simple platformer that is worth a play on a lazy Sunday afternoon.

BOOGERMAN

A side-scrolling platformer. This is a very fun and original game. Think of a gross filled booger world, a pretty and bright one at that. Your weapons are also gross as you have the power to burp and have booger-like ammunition. It's no bogey of a game though. A solid platformer that is original, humorous and presents a fair challenge. It's certainly worth a pick as you flick through the game.

EARTHWORM JIM

The last of the three platformer games and probably the most famous. The graphics are great, the animation is smooth and the game is humorous. Remembering the game from my childhood was hyping the nostalgic

hit that so many Evercade games bring to people. Maybe games as we know them now have got easier, controls are tighter or I'm just not as good at games as I thought. It's definitely worth playing, providing that nostalgic feeling, but prepare for a frustratingly fun time.



AND THE SCORES ARE IN...

DAVID'S SCORES

GAME VARIETY
6/10

A few different genres with three platformers. Thankfully the three platformers are vastly different.

GAME QUALITY
6/10

Nostalgic hits which may not last but some quality unknown finds.

PLAY TIME
7/10

You'll have hours of gaming with the platformers and a puzzle game to keep you occupied. A pick up and play title for that 5-minute gaming itch.

REPLAY VALUE
5/10

Once the platformer games are done there's not much to revisit.

MARK'S SCORES

GAME VARIETY
6/10

Some variety and just enough to keep you occupied.

GAME QUALITY
6/10

A couple of classics and decent quality.

PLAY TIME
5/10

If you like platformers you'll certainly be kept busy.

REPLAY VALUE
5/10

Okay but once complete there's no incentive to return.

ERIK'S SCORES

GAME VARIETY
6/10

Half of the games are platformers and the rest are...almost there.

PLAY TIME
7/10

Decent amount of time to go through the games.

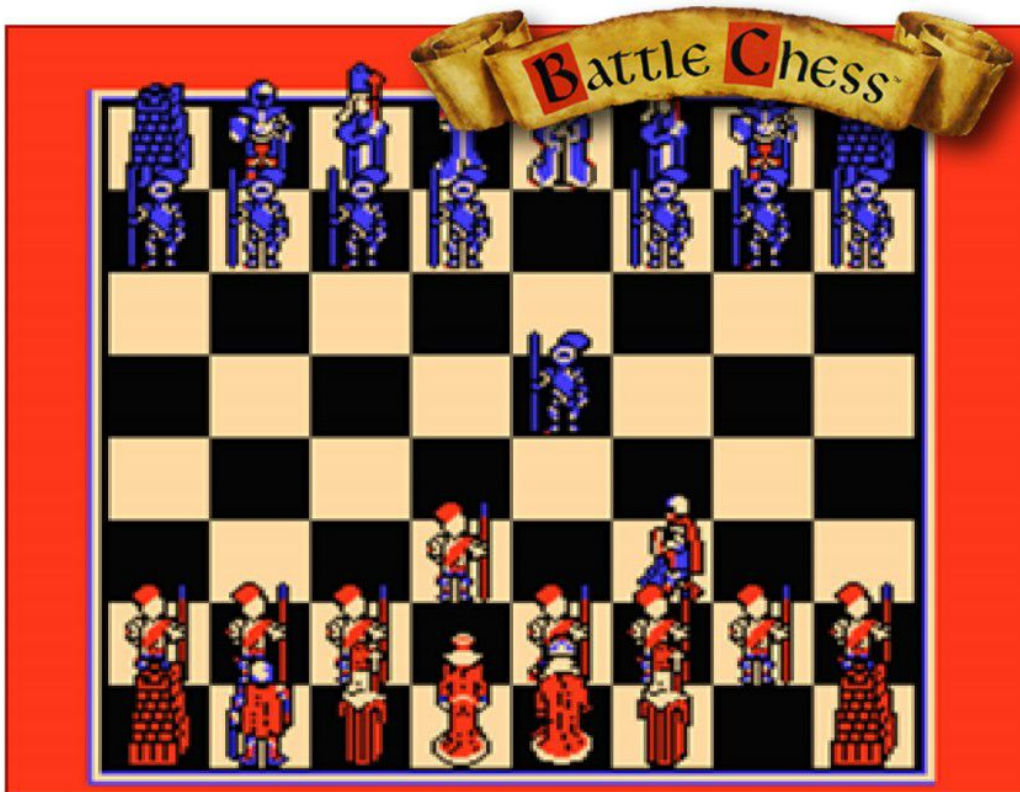
GAME QUALITY
6/10

The platformers are the stars of the show with great animation.

REPLAY VALUE
5/10

Not much reason to go back once completed, even for some chess or fighting.

Now let's see how Vaughan scored the games....



SYSTEM :
NES

RELEASED :
1990

DEVELOPER :
BEAM SOFTWARE

PUBLISHER :
INTERPLAY

GENRE :
BOARD GAME, STRATEGY

MEDIA



"Wow!" little Jonny said looking at the Evercade box. "Animated Chess pieces" he said in awe.

He had visions of "Harry Potter's" chess scene running through his mind and his excitement was written all over his face.

*Narrators voice: "Whoa there little Jonny, this is 1990 after all! Reign in that overactive imagination and prepare for a let down!"

*The narrator goes on to explain, "This is chess and plays just like chess. The much-vaunted animated pieces stutter around the board like they have been caught short."

"Only one piece can move at a time," he continues. "Hold on, I know what you're going to say Jonny."

"It's chess," Jonny adds smugly, "only one piece can move at a time."

"Jonny, Jonny," the narrator shakes his head. "I know that my lad. Let me continue. Now as I was saying only one piece can move at a time."

*Narrator raises his hand. "When one piece has to move out the way to let the other through you have to wait an age while they stutter in turn around the board."

The narrator continues, "The much-vaunted battle system takes two pieces onto a sub screen where they face off."

The narrator sees tears welling up in Jonny's eyes. "Now, now," he says rubbing Jonny's hair, "I mean fight to the death."

Jonny looks up, hope flickering in his tear-filled eyes.

"No Jonny I'm afraid you bought a duffer," the narrator states.

Jonny runs off to cry in the corner and he has plenty of time while the pieces procrastinate around the screen.

Note: Procrastinate may imply a certain level of speed - I was being generous to save little Jonny from further pain.

"The blunders are all there on the board waiting to be made. And in my opinion they have been."

VAUGHAN'S SCORES

GRAPHICS

4/10

They don't really add anything positive to the game of chess.

GAMEPLAY

6/10

Best described by the chess term 'tempo'. Slooooooow.

AUDIO

2/10

In its 'defence' there is very little to speak of.

FUN FACTOR


2/10

I suppose you can switch off the animations and just play chess but that's not the point is it!

CAN WE GET A SECOND OPINION?



Reviewed by

 Crazy Burger

Originally released on the Amiga, Battle Chess in theory sounds pretty cool. However in practice it's horribly painful to play through. The slow, laborious chess animations on every move are amazingly frustrating to watch. Trying to play a full game in this mode is a tough premise. Admittedly, chess can be a slow, thoughtful game but in computer game form this does not translate well at all. Thankfully there is an option to turn off the animations and play in the standard 2D top down style but this totally defeats the purpose and design of the game. It's difficult to recommend this game, even to Chess fans.

CRAZY BURGER SCORES IT 3/10



SYSTEM:
MEGA DRIVE (GENESIS)

RELEASED:
1995

DEVELOPER:
INTERPLAY

PUBLISHER:
INTERPLAY

GENRE:
ACTION, ADVENTURE

MEDIA



Manual available
at Evercade.info



Last night I had a chilli sauce covered kebab with lots of green chillies in preparation for writing this review.

So while I sit here **generating my own sound effects and smells** which, fortunately for you, are in text form only it does add a little gravitas to my experience but luckily not yours.

A side scrolling platformer that despite its gross gimmick is actually rather good.

A pepper induced sneeze was enough to break a machine that was ridding the world of pollution. This in turn opened a portal in which a purple-gloved hand appeared and stole the power source of said machine.

You are the eccentric billionaire **Snotty Ragsdale** who like any eccentric billionaire worth his salt has a **super alter ego: Boogerman**. (Yes, really. All the good names were taken.)

Jumping into the portal where the hand came from, you travel to Dimension X-crement to find the turgid bad guy who is causing all the problems.

The graphics are pleasing to the eye; they look like they have been taken **straight from the pages of a comic book**. A world dredged up from every kid's wildest imagination **full of snot, goo and slime**. A land where gross is cool and farts are super powers.

The levels are fairly large and full of secrets and power ups but that's snot all. Boogerman will flush himself down sewers and travel between screens by climbing in and out of large noses. Collect toilet plungers and red capes, root through piles of rubbish, it's all in a day's burp for Boogerman.

Your hero **picks and flicks his bogies** and snot at the enemies he encounters, burps for added charm offensive and if you crouch and face away from an enemy he will **fart and your enemies are blown away**.

Phew!

Boss battles lurk (like the darkest recess of your toilet bowl) at the end of each level, ready to put your gaseous superpowers to the test. Pull up your trousers as you'll be flushed with pride when you wipe them away.

The game is fun if a little bog standard and certainly not very hard. It will not drive you potty, put it that way.

I liken it to taking your book or newspaper to the library (toilet). It's a relaxing experience that although full of flatulence leaves you smiling and feeling rather good.

VAUGHAN'S SCORES

GRAPHICS

10/10

Beautifully drawn.

GAMEPLAY

6/10

Mucas of Mucasness ;)

AUDIO

8/10

Plenty of tunes and speech.

FUN FACTOR

8/10

Leaping from the ground to the branches felt a little picky otherwise it was slime, I mean fine.

CAN WE GET A SECOND OPINION?



Reviewed by

Andrew Joseph (Evercade QA / UAT Tester)

You may have heard of scratch and sniff; well, this game is a pick and flick adventure. Following the same vein as Earthworm Jim, Boogerman is the alter ego of Snotty Ragsdale, an eccentric millionaire who travels to Dimension X-Crement to retrieve the Snotrium 357 power source which has been stolen. A game which shares some similarities to other titles such as Bubba 'n' Stix by Core. This surreal title is definitely one you won't flush away.

ANDREW SCORES IT 6/10



SYSTEM :
SNES

RELEASED :
1993

DEVELOPER :
VISUAL CONCEPTS

PUBLISHER :
INTERPLAY

GENRE :
FIGHTING

MEDIA



Let me set the 'plasticine'

There was this travelling circus that toured the states. They had just pitched up in a new area to entertain the masses with derring-do and slapstick humour. Unluckily for them a stray asteroid fell right on to the Big Top.

Not so unluckily this asteroid was made entirely from clay and not something harder.

The clay contained some alien DNA that infected the circus attractions giving them a life of sorts in the form of weird Claymation animated fighters.

Think some sort of a cross between Ray Harryhausen and Morpho after a drunken binge in the back streets of Little Rock, Arkansas.

The animated fighters face off against each other street fighter style and decide to have a fight. Whoever is the last one standing can claim the title **King of the Circus**. (Shakespeare it's certainly not. More EastEnders.)

Choose your character from a selection of eight, each having a variety of moves and specials that are there to be mastered.

From Bad Mr. Frosty, a snowman with bite (well, frostbite), to Blue Suede Goo, an Elvis impersonator in clay form and not quite the King of Rock and Roll, uh huh.

Cassius Clay this game is not. **It feels more like a button basher** than the structured world of SF2 and that suits me as I like bashing buttons. But for those looking for more depth you're probably going to want to try another game.

The normal array of light and hard attacks, blocks, jump etc. respond to your 6-button input but the game does miss out with no playmate for a 2-player dust off.

A game maybe for younger players, like Play-Doh or plasticine.

VAUGHAN'S SCORES

GRAPHICS

8/10

A supermodel of Claymation.

AUDIO

6/10

A circus jig plays in the background with various kicking and punching effects and speech.

GAMEPLAY

6/10

Not quite Play-Doh, more just Doh! It's just, well, a little simplistic button basher.

FUN FACTOR

6/10

It's ok but I would rather watch an episode of Wallace and Gromit.

CAN WE GET A SECOND OPINION?



Reviewed by

Crazy Burger

Clearly inspired by Street Fighter 2, this is a unique one on one fighting game with a lot of style! Characters made from clay each have their own personalities and designs. The graphics and sound are both fantastic. However it's the gameplay where the game falls down for me. Moves seem quite limited and at times it felt that button spamming was the only option to progress through the game. The difficulty level is also set very high and can be quite a frustrating experience. There is a lot to love about this game but for me I definitely do not love this game! More variety in the moves for each character could've made this game a classic. Too much time was spent on the design and look and not enough on the actual gameplay. Despite my feelings for the game I know it's well loved out there and has many fans. I'm just not one of them sadly.

CRAZY BURGER SCORES IT 7/10



SYSTEM:
MEGA DRIVE (GENESIS)

RELEASED:
1994

DEVELOPER:
SHINY ENTERTAINMENT

PUBLISHER:
INTERPLAY

GENRE:
ACTION, PLATFORM

MEDIA



Manual available
at Evercade.info



I know what you're thinking; a worm in a robotic suit is an unlikely hero for a video game let alone a franchise! But the guys at Shiny didn't think so and Earthworm Jim was born. Powered up with a robotic suit, armed with his laser pistol and head whip, Jim must rescue Princess What's-Her-Name.

*Reader "What is her name?"

Princess What's-Her-Name.

*Reader "That's what I asked, what's her name?"

That's her name. Princess What's-her-Name.

*Reader [blank expression]

Let's forget it and move on.

Travel the mixed up crazy world in **run and gun platform** fashion, use Jim's head as a helicopter or a whip or use it to grab onto overhead chains etc. Solve various puzzles and in some levels help your puppy Peter travel unharmed or he, like the famous worm, will turn on you too.

Crows and rabid dogs are just a few of the common enemies you'll encounter on your travels and unlike pigs **you will definitely see cows fly**. The bad boss guys would sooner step on you or swallow you up as a tasty treat, from Psy-Crow to Queen Slug-For-A-Butt.

Jim is noted for his **satirical sense of humour** as is the world he traverses. The graphics are still impressive today with Jim having more animation than your average worm should have.

Excellent music with cool but constant (after about 10 seconds) yelping from Jim when hit along with great spot effects assault and please the ears in tandem.

*Earthworm Jim, We Think He's Mighty Fine,
Earthworm Jim, A Hero For All Time
Earthworm, Earthworm, Earthworm, Earthworm Jim,
Hooray For Earthworm Jim!*

*lyrics from the cartoon.

VAUGHAN'S SCORES

GRAPHICS

10/10

Beautifully hand drawn cartoon quality graphics on your Evercade.

AUDIO

8/10

Excellent sounds and music, though I found Jim's constant yelping annoying after a while.

GAMEPLAY

8/10

Plays well if sometime a little hard to see where you should be going and it's pretty unforgiving as a hungry 'murder' of crows.

FUN FACTOR

8/10

A cool romp through 90s sarcasm and wit.

CAN WE GET A SECOND OPINION?



Reviewed by

Andrew Joseph (Evercade QA / UAT Tester)

Couldn't really call this an Interplay Collection without including Earthworm Jim. Our titular hero was just a happy go lucky earthworm with not a care in the world until an ultra-high-tech-indestructible-super-space-cyber-suit lands on him. Controlling Jim, or rather the suit Jim is in, you are able to whip, shoot and blast your way through this eclectic cartoon run and gun platformer. The first adventure for this mascot superhero sees Jim face off against Psy-Crow, Queen Slug-for-a-Butt, Evil the Cat, Bob the Killer Goldfish, Major Mucus and Professor Monkey-For-A-Head; all as equally disgusting as they sound.

A true classic of retro gaming.

ANDREW SCORES IT 8/10



SYSTEM :
SNES

RELEASED :
1996

DEVELOPER :
TITUS FRANCE

PUBLISHER :
TITUS FRANCE

GENRE :
PLATFORM

MEDIA



A young boy wizard (no, not that one) or a height challenged young male practitioner of the mystic arts is on an adventure.

Well for all we know it could be a boy wizard wandering around the woods picking up various items to pass the time. You see, for a fantasy game there is no mention of your quest.

So for the sake of this review I will fill in the standard Tolkien part.

You need to find the mysterious, powerful, all conquering McGuffin or rescue your girl, princess or queen.

Armed with your magical **rod of ABSOLUTE POWER** (hey, like I said I'm adding colour to this magic) conjure spells that you find around the land, open chests or jump on the rubber kind to gain access to higher levels. Shoot orbs that teleport you to new levels and perform a stomp (that seems pretty useless to me).

Critters from the fairy folk are out to stop you but why?

Hey I don't know, they just are. So use your rod of ABSOLUTE POWER and dispel them with the magic at your command.

Gorillas (apparently they are goblins) sit in a little shed with a lollipop man's stop and go sign and they won't let you pass without a troll (I mean toll).

Your short little wizard will face off against various baddies and bosses. **The graphics are really very good** if a little cute. Indeed if you waved your wand side on you could be forgiven for thinking it looked like Zelda.

Sound is limited to whimsical powder-puff effects with an in game tune; it's there and is nice, but nothing magical.

It's really not a bad game. It's like the spindle on the spinning machine that pricked Sleeping Beauty's finger: forgettable.

So to rank this game in terms of the great wizards and magicians that have and will ever be; it's a solid Paul Daniels.

VAUGHAN'S SCORES

GRAPHICS

10/10

The spell of everlasting cuteness will never fade.

AUDIO

6/10

Charmed-ing ;)

GAMEPLAY

8/10

For story turn to page 346. For linear, childlike fun turn to page 38.

FUN FACTOR

8/10

Not quite the spell of platforming nirvana it said in the scroll.

CAN WE GET A SECOND OPINION?



Reviewed by

Christian Howard (aka The Cameo Kid)

[@ImCrimsonHowler](#)

Incantation on Interplay Collection 1 is a side-scrolling platformer. You play as a wizard boy with six different worlds to beat and an upgradable weapon for stronger projectiles. The sprites are big and great looking, gameplay is fun in a Mega Man mixed with the Adventure Island style. The sound and music are bad and sadly lacking. It seems to be a game targeted towards young children but I had some fun playing it and would probably like to go back to it at some point.

CHRISTIAN SCORES IT

6/10





SYSTEM :
NES

RELEASED :
1990

DEVELOPER :
TITUS FRANCE

PUBLISHER :
TITUS FRANCE

GENRE :
ACTION, PUZZLE

MEDIA



A brainstorming session between programmers was taking place. They were trying to think of the next big thing, a new idea, or any sort of creative spark.

Smoke fills the room drifting lazily from the ashtrays dotted around the table. Somewhere off to the left past last night's pizza boxes and beer bottles, a coffee machine is quietly gurgling away, doing its best to remind the programmers that it is there and ready to please.

"Bollocks to this," a dishevelled man says, his eyes betraying the long hours worked.

"Let's just do a version of Arkanoid," he says.

Quiet mumbles of agreement travel around the table.

"But let's have the bat move anywhere on the screen," another adds lazily.

"Throw in a few obstacles," the first one carries on, "now at least we are getting somewhere."

And so Titan was born. A strange version of Arkanoid set on a scrolling table (I say scrolling but it sort of judders to keep up with the ball). You can't see what you have to do next because some objects by nature are off the screen as the map gets larger and more complicated as you progress.

With this in mind any real skill is lost as you just charge (if a square that judders can be said to charge) around following the ball.

So guide your square around the map, bouncing the ball until either the map is clear or you have hit one dangerous obstacle to many.

The in-game sound of the ball hitting something is rather excruciating on the ears, especially the smaller maps where the constant ping-pong makes you think of a drunken night gone wrong. (Which makes one think of the brainstorm that will not storm).

With quiet reluctance the group set about putting their ideas into code.

Later that night after the room fell silent from the last echoes of keys being pressed...

The screech of chairs almost drowned out the rush to the pub.

This is maybe the story of how a game based on a simple classic could be made worse or I just made it up on the fly perhaps like the programmers?

VAUGHAN'S SCORES

GRAPHICS

4/10

They are all rather square.

AUDIO

2/10

I want to give it a mark for the intro ditty and nothing more.

GAMEPLAY

4/10

Bad and poor level design do nothing to make you want to progress.

FUN FACTOR

2/10

What is this word 'fun' you speak of?

CAN WE GET A SECOND OPINION?

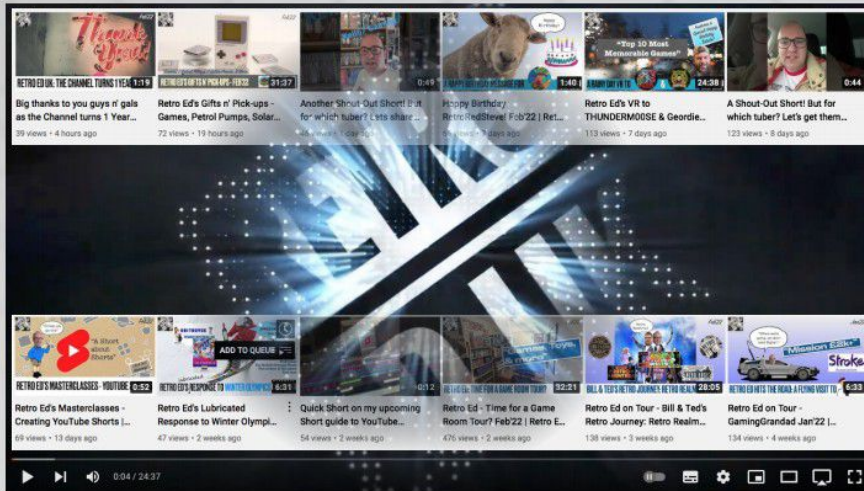


Reviewed by

Andrew Joseph (Evercade QA / UAT Tester)

Imagine Arkanoid in all directions and you have Titan. The game eases you in with a few welcoming levels of introduction to get the player used to the mechanics of the game. Hazards and enemies appear gradually throughout the 80 labyrinthian levels. A mechanic of this game which I particularly like is the ability to switch viewpoint between you, The Control Unit, and the ball you're propelling across the level. A fun puzzle arcade title.

ANDREW SCORES IT 7/10



Recommended By Retro Ed All



THUNDERMOOSE



NERDY GEEZER



RETRO ED UK

United Kingdom

7 Questions  Sort by

Add a public question...

SUBSCRIBE

Hi Retro Ed. How did you first get into video games?

One Christmas when I was around 6 years old, my dad brought home a ZX Spectrum 48K. Poor He-Man and my other toys of that moment were cupboard-bound and I was obsessed with this little technical marvel with its 15 colours.

Platformers such as Hunchback and Sir Lancelot ruled the screen and I also spent countless hours on some isometric classics like Knight Lore.

Living in the sea-side town Southend-on-Sea I also had some amazing arcades nearby. A love for driving games emerged (Daytona and Super Hang-On) but moreover I caught a glimpse of some top-notch graphics. Even though I wasn't to have an alcoholic drink for a few further years, the return from arcade delights to the Speccy was sobering in many ways.

Fast-forward a couple of years and my first near-arcade experience arrived; a Sega Master System with 3-D Glasses & Light Phaser!!

I'll be honest, the glasses and phaser rarely got a look-in and I found my first true gaming love; Shinobi. From that time onwards video games have always been a chunky part of my life.

When and why did you first start your channel?

I started the channel in February 2021. It's a modest collection compared to a lot of folk but over the years I've built up a fair few things; not just consoles and games, but also toys and film-related items.

My main aim has been to track down and buy the toys n' games I had as a child and to also find the things that I wanted back then but didn't e.g. a 1979 Millennium Falcon.

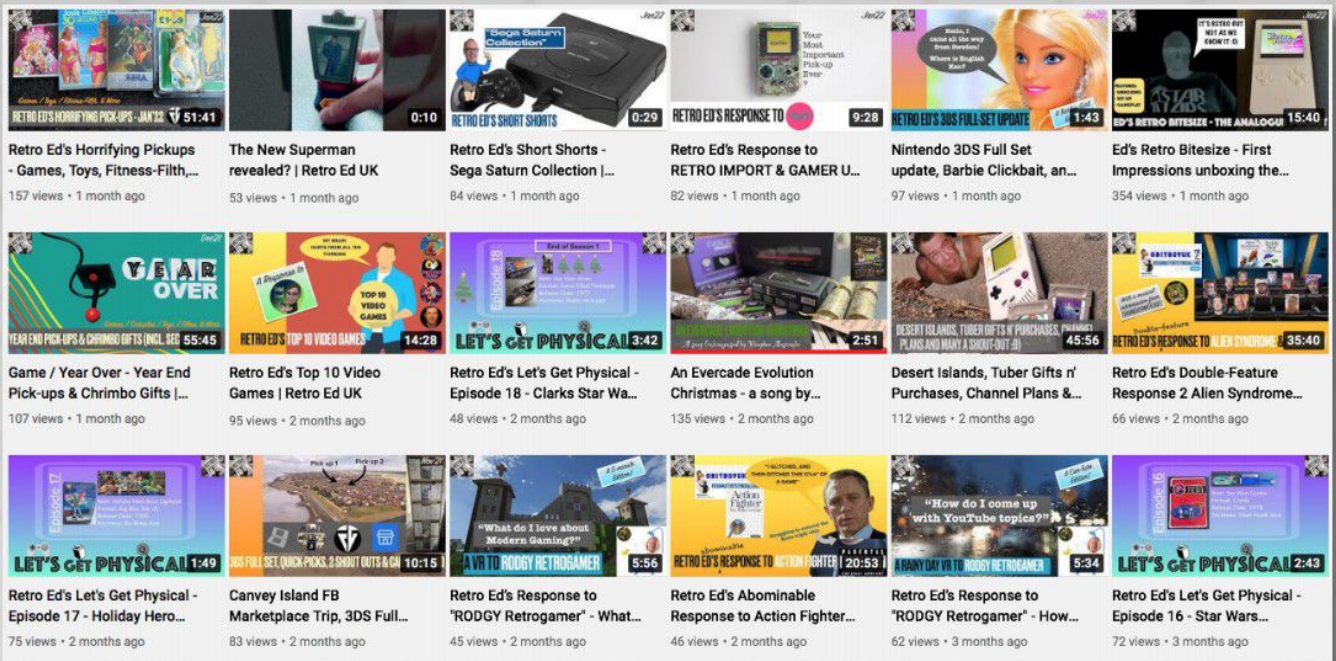
During the first lock-down I went on a mission to do an inventory of everything I had which is scattered all around our house. As I took photos of everything, a thought was triggered to put items onto Instagram. This drew in some popularity, not just from people of my generation but also from younger folk with an interest in retro games and toys.

A logical stepping stone from photos of my collection was to make videos of the collection. YouTube was the natural home for these creations. I'd watched a few US channels and then found a growing community of UK-based channels.

One Sunday afternoon I downed a pint of courage, grabbed my phone and a stack of books (makeshift tripod) and headed into our spare room; the location of Games Corner. A gazillion takes later I had enough footage to piece together an intro vid.

What sort of things do you cover on you channel?

I tend to do a monthly video showing what I've picked up, played, and watched over the period. Typically it'll include video games (mainly from the 8-bit days up until the Sega Dreamcast era), some toys (I'm really enjoying the Masters of the Universe Origins figures at the mo) and some other retro-related delights.



Although I don't have a big channel I've a real drive to share and help promote others with their creative endeavours. A recent example was the wonderful physical release of the Evercade Evolution magazine which I just had to tell folk about!

I also shout out smaller YouTube channels who deserve a lot more focus that they're currently receiving.

My main cheesy YouTube series for 2021 has been "Let's Get Physical!", a fortnightly video that focuses on something carrying oodles of nostalgia. They're not necessarily rare albeit some featured items are less common e.g. Empire Strikes Back Press Pack or a copy of Tengen Tetris. I get so much enjoyment from rediscovering the items and creating the short videos yet the true reward is reading and conversing with the lovely people who have left comments. Every now and again the video may trigger a memory for someone and that's pure magic for me.

Which is your favourite game on the Evercade?

Wow, this is a toughie! If it was based on the last couple of months I'd have to say Sensible Soccer but when I take a step back and think over my time with the Evercade it has to be Phelios (on the Namco Museum Collection 2 cart). A phenomenal shmup that I would have loved to have owned on the Megadrive. I can return to the game countless times and get immense satisfaction from donning the role of Apollo and flying Pegasus into a Grecian hellhole. Any game that has Medusa as the first boss gets an immediate A+ rating in my book.

Which is your favourite cart on the Evercade?

My favourite cart seems to change more frequently than my rapidly receding hairline. However right here, right now, it has to be Indie Heroes. Not only does it have something for everyone (platformers, RPGs, puzzlers, shooters), it is based around a theme that the Evercade is perfect for; independently developed games. It provides the ideal outlet for creatives to properly showcase their games and for gaming enthusiasts to lap it all up!

I recognised some of the Gameboy titles but I hadn't played any of the games on the cart. Making the most of a nice summer break in Yorkshire I enthusiastically worked my way through a lot of the games.

Standout titles for me are Anguna (a delightful Zelda-like game) and the fabulous Flea (a platformer that grants you an abundance of lives and you'll require ALL of them!). A lot of the games carry such replay value which further pushes this cart up my Evercade rankings.

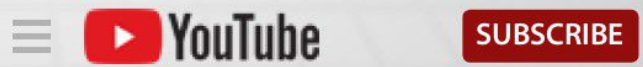
What game would you like to see on the Evercade?

I'd love to see Chase H.Q. appear on a future cart; ideally an Arcade cart so we can enjoy the Taito original. It was a childhood favourite of mine and although I've got most of the home computer/console editions they don't stand up to the arcade version (Sega Saturn comes close but wasn't released in the UK). Chase H.Q. has very simple controls and is a nice pick up and play; the Evercade would serve the game well.

And if you want to make all my dreams come true, put it in a Taito Arcade Cart with some other classics like Rainbow Islands.

Which system would you like to see on the Evercade?

I'd love to see the Neo Geo Pocket Color come to the Evercade. Some Metal Slug and The King of Fighters (2 player via the VS!) would be mega.



Recommended Channel 1

THUNDERMOOSE - A relatively new channel, THUNDERMOOSE has game reviews, playthroughs, and even covers of video game themes! In the last few months he has picked up an Evercade and has created content dedicated to his favourite games.

Recommended Channel 2

Nerdy Geezer - A fantastic channel that focuses on retro gaming, handheld emulation, homebrew games and, of course, the Evercade. Fronted by the extremely knowledgeable Lee, it's an informative channel for anyone who likes a bit of retro.

We meet one of the youngest developers around...



In our second interview, April talks to Dale Coop about Kubo 3 and his son Seiji, the development team behind the highly enjoyable adventure RPG.

Hi Dale. Thanks for joining us today. I suppose we should go back to the very start and ask when did you first get into video games?

Hello, and let me start by thanking you for welcoming me here. I really like the magazine, I read it regularly and I'm really happy that the community is so active and passionate.

Like many of your readers, I started playing games when I was a kid. My father had an Atari 2600 and I spent hours on Moon Patrol, Ms. Pac-Man, Galaxian and Centipede.

My parents gave me a NES for my birthday when I was about 10 years old. I was so happy: it was MY first console. I then got a Gameboy, SNES, PS1, then later the Wii, Wii U and now the Switch.

I'm now a casual gamer. I play from time to time when I have time. For that I prefer games that are not too long, either arcade for quick games or with a story that can be finished in about ten hours.

Seiji quickly became interested in video games. He started to play on our arcade cabinet and on the Wii U at an early age: he was 4 years old. Now he plays almost every day (for a limited period of time).

We see you've worked on quite a few games now. When did you first decide to start developing your own games?

In 2017, I spent a few months in bed due to health concerns. That's when I started to get more and more interested in the

NES homebrew scene. I knew a little bit about it, having played a few games. I had more the time to learn how these enthusiastic people were able to create new games nowadays.

And I discovered NESmaker, software that allows you to start creating games without needing to know how to code. Funded via a Kickstarter campaign, this software created by Joe Granato (The New 8-bit Heroes) was basically a level editor for his own game Mystic Searches. The team is passionate and very quickly the NESmaker community was created.

I am a developer by profession (on more modern language but not in gaming). The development language used for the NES in software is assembly. I knew nothing about it. But it's from that moment with these tools, that I started to learn to code in assembly and deepen my skills until I was able to modify the default game engine, create my own scripts and add features that the software doesn't offer.





I started making some prototype games and demos. I shared my work with the community and this was and still is, my first motivation; learn from and help the community.

Which games or developers had the biggest influence on you?

I guess my main influences come from the games I played when I was a child; Zelda, Super Mario Bros, Donkey Kong Country and others like Another World or even more recently Zelda: Breath of the Wild.

These are games that I really like; solid worlds, particular atmospheres.

What was the first fully complete game you ever developed?

I created some prototypes and demos of games on my own... but eventually I didn't have the time to create a full game. Since 2019, I collaborated on many projects with artists or indie game studios, doing the code for them. I really like the discussing and helping, sharing the effort and ideas in the creation of a game.

The first full NES game I worked on and released was Kubo 3, Seiji's game. There

are also Ploid (Nape Games), Dungeons & Doomknights (Artix Entertainment) and ZDey The Game (Art'CADE) that I worked on at the same time. Some others I participated in or helped with are Flea!, Doodle World and Pinky.

One of the most unique things about Kubo 3 is that you are a father and (rather young) son team. When did your Seiji first catch the game developing bug?

Seiji started to watch me working on NES projects, after school or at weekends. One day he said "I'd like to make a game too". And that's how we started doing "Let's create NES games" workshops from where the character of Kubo took shape.

Seiji was 5 years old. At the beginning, it was about training, little by little Seiji learned a lot about game creation with NESmaker and also about the limitations of the NES console.

Seiji must be one of the youngest game developers in the world. You must be really proud of him!?

I am obviously very proud of his work. Envious of all his imagination and talent. I don't push him, I accompany him and when he asks me something I try to help him. He went to the end of his project and is very happy. My wife and I are proud of him for that.

Developing games together must be a great father/son bonding experience. How cool is it to develop games together?

Working together was a very special time. I am sure it is an experience he will



remember, even if it was not always easy. Seiji has strong ideas and sometimes we disagreed such as when he asked me for a feature that I couldn't code for him and my alternative solution didn't suit him. I guess that's how it is to work with artists.

But most of the time we had fun... and sometimes we laughed a lot.

Which parts does Seiji work on?

Seiji created the whole universe of Kubo: the story, the character design, the levels, the bosses.

He first worked on his sketchbook or sheets of paper, then reproduced it in pixel art using the software on the computer, finally assembling everything via the different editors in NESmaker.

I took care of all the specific code (which the software does not offer by default).

I was also here as support, giving advice and testing feedback or when Seiji didn't know how to do something in the software, I showed him. (And I also corrected bugs >_<)

I bet Seiji is the coolest kid at school being a game developer. What do his friends think?

Not so much. Seiji is rather discreet about his activity. He doesn't talk about his games at school or with his friends. Only if someone brings up the subject then he will be very happy to discuss it.

Obviously we got Kubo 3 on the Evercade. Were Kubo 1 and 2 ever released?

Kubo was the first game he created, it was done together during our "Let's create NES games" workshops. The game is very short, top-down view with one level, some monsters and a crystal to find.

Kubo 2 was a game he created for the NESmaker Byte-Off competition and it's a bit longer than the previous one. This time the game is no longer a top-down adventure but a platformer; an opportunity to learn how to use this module in the software.

The game has two levels with a boss.



These two games were not released in physical editions (only cartridges for ourselves and some friends). However, with the success of Kubo 3, many people asked us for Kubo 1 & 2. So we will release a very small edition of Kubo 1 & 2, both games on a unique NES cartridge, in a few months.

How long did it take both of you two to develop Kubo 3?

It took Seiji 1 year to create Kubo 3. We worked a few hours per month, during some rainy weekends or during school vacations. The last weeks were quite difficult. Finishing the game took a long time. Motivation was low... but he did it!

And how did Kubo 3 make its way over to the Evercade. Did Blaze get in touch or did you approach them?

I was contacted by Nape Games and Evercade. They were looking for homebrew games for their future Indie Heroes Collection project. Kubo 3 was one of the games proposed and got selected.

Seiji and I are so happy and thankful for this opportunity to bring Kubo 3 to a wider audience.

On the surface Kubo looks like a cute little adventure game. In reality it's quite a tough game to beat. Was this intentional?

That's right. Seiji wanted an open world (like Zelda), top-down view in which everything would be quiet, which would be a stroll... And in this peaceful world have some secrets to discover and the entrance of each level, which were side-view and more dangerous with monsters and bosses.

Could we see more of your games on the Evercade in the future?

I don't know what the future holds but I would be very happy if more of my (or our) games came to the Evercade.

We understand you also helped out on a few of the other games on the Indie Heroes Collection. Which ones did you work on and what was your role?

Among the games on the Indie Heroes Collection, I worked on Ploid, for which I did all the specific code and also on Flea!

Plus, I gave Nate a hand on his game Doodle World (fixing some bugs).

Are you working on any games at the minute?

I just finished a few projects recently (Reknum Souls Adventure and Dungeons & Doomknights, among others). Right now, I'm working on the last modifications to Arcade Raft (by Jordan Davis aka Raftronaut) which should be out in the next few weeks.

And finishing the Kubo 1 & 2 edition.

There are some other projects (personal or not) that I can't talk about at the moment because they are not advanced along enough.

Do you see the Evercade as an ideal system for indie developers to release their games on?

The Evercade is a very interesting system for indie games especially for older console games.

Indie games are usually released on PC (or PS5/Xbox One) but they are drowned in the mass of new games released. For homebrew games it's even more difficult to find a place for distribution. There is still GOG or itch.io and some lucky ones can release their games physically.

The Evercade is a cartridge based, curated collection and has a strong community that is curious and loyal. This is perfect for homebrew games.

Are any of your previous games available to buy on other systems?

Kubo 3 (as well as most of the other games I worked on) is also available in a cartridge edition for the NES and in a limited edition for the Famicom (some copies are still available) and the digital edition is available for free on itch.io

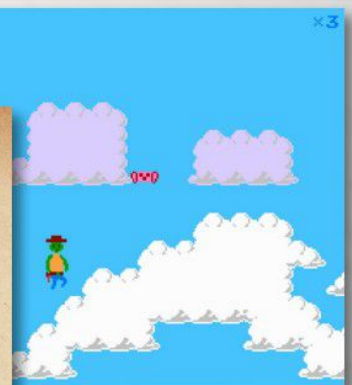
And finally, how can our readers keep up to date with your work?

For those who want to follow our news the best way is via Twitter [@dale_coop](https://twitter.com/dale_coop) or on our Instagram accounts [@SJ_Games_Seiji](https://www.instagram.com/SJ_Games_Seiji) and [@dale_coop](https://www.instagram.com/dale_coop)

Thanks for this discussion. It was a pleasure for me (and Seiji who is next to me). See you soon!

Thanks to Dale for talking to us about Kubo 3 and working with Seiji. He sounds like a great boss! ;-)

We certainly hope to see more games on the Evercade from SJ Games.



Spoiler Alert!
Will we ever get Kubo 1 & 2 on the Evercade? Why not go to the secret "seijiwashere" and see what happens.

Interplay™

Collection 2



High-res manual scans & game guides available at Evercade.info

We take a look at the 6 great games included on this cartridge...



Interplay™

100%

COLLECTION 2

OVERALL SCORE

6/10



CART NUMBER : 07

RELEASED : 22/05/20

GAMES : 6

ClayFighter 2: Judgement Clay (SNES)

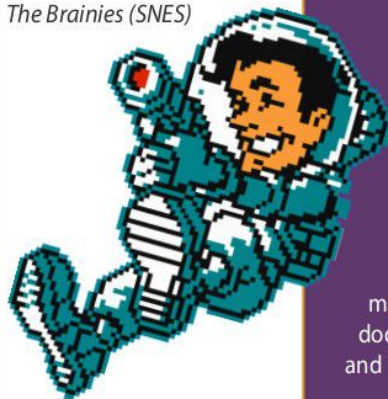
Claymates (SNES)

Earthworm Jim 2 (SNES)

Prehistorik Man (SNES)

The Adventures of Rad Gravity (NES)

The Brainies (SNES)



Reviewed by

Ed Regan

[▶ Retro Ed UK](#)

Founded in 1983, during a fairly turbulent time in the history of video gaming, Interplay Entertainment started its journey solely as a developer. It received increased recognition through *The Bard's Tale* Franchise and before long had built up a prominent publishing side to the business. However, it wasn't until the 90's that things started to go next-level with releases such as *Earthworm Jim*, *Fallout*, and *Baldur's Gate*.

With this healthy stock of games in Interplay's arsenal, I felt bittersweet when I first clapped eyes on the contents of Evercade's second Interplay Cart; although there were some expected sequels, the high proportion of platformers coupled with more dollops of clay left me feeling a tad "meh".

Keen to get off on the right foot I fired up **Earthworm Jim 2**. Having played it many years prior on the Megadrive / Genesis, I was immediately enthralled by its creative madness. Bouncing puppies on marshmallows, dodging grannies, battling maniacal goldfish, and that's barely scratching the surface of the



Prehistorik Man (SNES)



ClayFighter 2 (SNES)

Earthworm Jim 2 (SNES)

soil. The enhanced weaponry such as the Barn Blaster is a thrill, and the expressive gameplay is underpinned by an incredible soundtrack of both original themes and classical music.



Earthworm Jim 2 (SNES)

Regrettably my next geological game choice was **ClayFighter 2: Judgement Clay**. Even before the start screen popped up, I'd already docked mental points for the parody title. Picking up where the last game finished, and built on a different programme engine I just couldn't get to grips with it. And talking of grips, I felt the gameplay was slightly soured by no longer being able to grab your opponents and have a good ole tussle. Some of the special moves are fun (Ice Breath anyone?) but only once the controls had been remapped. A strong punch / kick on a shoulder button should be banned.



Claymates (SNES)

Could 2 wrong Clays make a right one? **Clay Mates** was up next. The eccentricity of the game didn't make it straightforward to understand what was going on but, for me, it just worked. It features a human protagonist who, through a serum, has the ability to transform into 5 animals. Platformer levels are interspersed by a top-down map with frequently blocked paths; however by completing the platform stages, 2 robots appear to diligently clear the route. The animals' abilities help explore different parts of the levels, for example the cat can climb trees, and the cheeky squirrel burrows down. The game mechanics are well executed and complemented by another beautiful soundtrack.

With 1 exception, all the games on the cart are Super Nintendo versions. The exception is **The Adventures of Rad Gravity** for the Nintendo Entertainment System. A seemingly innovative platformer that features an upside-down level, and a character who is the spitting image of Anton Du Beke (of Strictly Come Dancing UK fame), the game has its positives particularly when considering the hardware limitations at the time. However there are some not so rad elements such as the appalling colour clashes that make the platforms unclear, and the icy controls. By the time I'd reached a migraine-inducing warp sequence that resembles a ZX Spectrum loading screen, it was game-over.



The Adventures of Rad Gravity (NES)

I was relieved that for the next title I could engage the non-platforming part of my cerebrum, and attempt a puzzle game: **The Brainies**. If I had forked out full whack on this as a new SNES title back in 1996, I would likely have swapped my Mario Red Y-fronts for some Sonic Blue Boxes; aside from a touch of Mode 7 this isn't a graphical showcase and hasn't much gameplay depth. You have to get a small team of different coloured jumping beans back to their respective homes. Initially it looks easy but with obstacles often blocking the way and a ridiculous time-limit I started to feel a tad stressed. Perhaps an OK time-passer but not one for my replay list.

The slightly slippery controls took a bit of getting used to and it felt like the tutorial lasted an ice age, but **Prehistorik Man** was great fun. With the Village Chief willing to offer my character his voluptuous daughter's hand in marriage I was incentivised to progress through this cartoon-like platformer, battle big dinos, and even fly around on a glider. A very worthy title for this cart.

AND THE SCORES ARE IN...

RETRO ED'S SCORES

With a rollercoaster of a line-up, Interplay Collection 2 definitely provokes Marmite feelings from the Evercade community. There are a couple of very good titles in there but unfortunately, for me, dark thick yeast tastes just like clay.

GAME VARIETY

7/10

No grumbles here. A few different gaming genres feature on this cart.

GAME QUALITY

5/10

Although there are a couple of gooduns, overall quality is dragged down by some poor and mediocre titles.

PLAY TIME

6/10

If you dismiss the fillers and focus on Earthworm Jim 2 and Prehistorik Man, there are a few hours of fun to be had.

REPLAY VALUE

3/10

Regrettably this is a dust-gatherer on my Evercade shelf. If it wasn't for the cart numbering on the box spines perhaps it wouldn't be there at all.

MARK'S SCORES

GAME VARIETY

6/10

Very similar to Interplay 1 but I do think it's a better collection.

GAME QUALITY

7/10

Decent enough games but you need to like platformers.

PLAY TIME

6/10

If you like the games there's certainly enough to keep you busy.

REPLAY VALUE

5/10

Not bad. They're better than you think!

ERIK'S SCORES

GAME VARIETY

5/10

More platformers than Interplay 1. Luckily, I like them.

PLAY TIME

7/10

Platformers and puzzler all take a good amount of time to go through...

GAME QUALITY

8/10

Only ClayFighter 2 lets the side down, the rest are very nice.

REPLAY VALUE

4/10

...but once completed all you're left with is ClayFighter 2.

Now let's see how Vaughan scored the games....



SYSTEM :
SNES

RELEASED :
1994

DEVELOPER :
INTERPLAY

PUBLISHER :
INTERPLAY

GENRE :
FIGHTING

MEDIA



“Judgement Clay”. Excuse me while (ha ha ha ha! Oh my sides. Ha ha ha!)

Let me begin again (ha ha ha ha haaaaa!)

I'm so sorry it's the title you (haaaaa!) see **it's rather funny** and has (ha ha!) tickled me pink. Oh dear (he says, wiping his brow) that was rather unprofessional of me. I am so (giggle giggle gumpfff) sorry.

Editor looks at this screen shot while he composes him self (giggle giggle) oh dear you have started me off now as well.

Ah, Judgment Clay. So clever. Anyway where was I? Oh yes; we are back (See what I did there? No? Oh ok.) in Mudville, folks. Ground zero of that asteroid impact that we documented in ClayFighter (see the first games review). With **more one-on-one clay fighting** (I know, I know. Contain your excitement please.) we are back for hard baked pugilism.

Rumour has it and it is only a rumour that Doctor Evil, sorry, the evil Doctor Generic Kiln (gumpff giggle. Stop it! You're killing me! Or Kiln me. Haaaa!) has found out about the alien clay and has travelled to Mudville and collected samples only to drop them (on purpose) from his airplane and create more fighters (Hey, it's evil doctors and their plans. Go figure.) Then without any due process he made himself the ruler of the place. He wasn't Play-Doh-ing around. Ok, perhaps you're right.

So he baked up the idea for a **second tournament: C-2**. I can't say that strap line again I really (giggle giggle gumpff gumpff) please don't make me.

More Fighters! More Moves! More Fun! Yeah!

Eight fighters to knock living lumps of clay out of each other. Each fighter has an evil duplicate. In fact you could say they have a clay-one! Boom boom! (Who let Basil Brush in the house?) No, I'm just riffing.

Each character's clone is that character's evil end of level boss. I am wondering if you already play an evil character does that make your evil clone a good character?

Anyway I digress.

As a mortal enemy of mine once shouted; “Fight!”

Thanks for listening. You have been great. In fact you could say (giggle giggle) that (giggle) you have been (giggle) putty in my hands. (ha ha haaaaa!)

VAUGHAN'S SCORES

GRAPHICS

8/10

Lovely graphics plasticined all over your screen.

GAMEPLAY

6/10

More of the same.

AUDIO

8/10

Claytastic (gumpff giggle).

FUN FACTOR

5/10

It's worth a Play-Doh!

CAN WE GET A SECOND OPINION?



Reviewed by

Crazy Burger

Clearly designed as a parody to the hugely successful movie Terminator 2, this sequel is amazingly cool. Again it's a one on one fighting game and the animations, sound and design are extremely top notch. Interestingly the reviews at the time were not overly favourable, some claiming it was not as good as the original. Though I disagree. I think the sequel improves on the gameplay massively and as such is a far more enjoyable experience. Far more moves appear to be available with combos also being improved upon plus the characters move far quicker. ClayFighter 2 is not quite as difficult as the original game, taking away that level of frustration that often occurred whilst trying to defeat the other clay characters.

CRAZY BURGER SCORES IT 7/10



SYSTEM :
SNES

RELEASED :
1994

DEVELOPER :
VISUAL CONCEPTS

PUBLISHER :
INTERPLAY

GENRE :
ACTION, PLATFORM

MEDIA



“From the minds that gave you ClayFighter” the strap line screams. Not something I would be associating with but hey ho.

This is a platformer that uses the Claymation style graphics used in the ClayFighter series and thank **blob** is about all that this has in common with those games.

You play as a boy called Clayton (no, really) whose father is a scientist that has invented a serum potion that when mixed with clay will allow the user to morph (not that one) into animals. Just what we have all been crying out for.

Then a passing witch doctor catches wind of this and confronts Clayton’s father, demanding the formula for the potion.

Clayton Senior or Professor Clayton will not hear of this and tells him in no uncertain terms to go away. This drives the witch doctor **pottery** and he promptly changes Clayton Junior into a ball of clay, kidnaps his father and steals the potion.

Clayton, being a young lad (or ball of clay) promptly sets off on a world tour to rescue his father with such exotic destinations from his back garden all the way to outer space.

Using samples of the potion that are lying around the various levels Clayton morphs himself into various animals to better negotiate the challenges ahead.

Five different animals to be exact from a cat named Muckster through to Goopy the Guppy all with rather clever **clay-ms** to cool names.

Clayton will need to be quick, the timer will wait for no man or beast. Be careful though as while in the clay ball form he is vulnerable and will die if hit.

The game has a childlike charm about it and you would be forgiven for thinking it’s not for you but you would be wrong. Various diverse levels, the ability to change into different animals and boss fights. What’s not to like?

If you feel like pottering around then this is the game for you.

VAUGHAN'S SCORES

GRAPHICS

8/10

Not quite Clarice Cliff but they are bright, colourful, and beautiful.

AUDIO

9/10

A real treat on the ears.

GAMEPLAY

8/10

Maybe a little easy but that’s no bad thing as there are the occasional difficulty spikes.

FUN FACTOR

8/10

It’s as fun as taking your clothes off and rubbing yourself in clay and (ahem).

CAN WE GET A SECOND OPINION?



Reviewed by

Liam Isaacs

The definition of a hidden gem! I’ve never been a fan of fighters. Street Fighter never appealed to me so the poor parody that was ClayFighter appealed even less. Being “from the minds that gave you ClayFighter” I instantly disregarded this game assuming it would be in the “all style, no substance” category alongside ClayFighter. Thankfully I was so wrong. One genre I’m a huge fan of is what I call the adventure platformer. Classics like Wario Land where you can blitz through the levels if you wish to or you can explore and find all the collectables, all the routes and all the secrets. That’s exactly what you get here all wrapped up in those bright, colourful SNES graphics with fun tunes you’ll be humming along to as you play.



LIAM SCORES IT 8/10



SYSTEM :
SNES

RELEASED :
1995

DEVELOPER :
SHINY ENTERTAINMENT

PUBLISHER :
VIRGIN INTERACTIVE

GENRE :
ACTION, PLATFORM

MEDIA



"This space cadet lark is something, I could tell you. How come saving the princess always falls to the cadet and never the – oh never mind. That dastardly Psy-Crow has only gone and captured Princess What's-Her-Name again."

*Editor "Excuse me, what's her name?"

"Yes that's what I said, 'What's-Her-Name.'"

*Editor "Yes, but what's her name?"

"What's whose name?"

*Editor "The princess. What's her name?"

"Yes, What's-Her-Name is the princess."

*Editor "Err I see. Can we just move on? I'll get her name later."

With the run and gun shooting that made Jim's first outing so successful there is plenty of running and gunning in this sequel to keep the worm from turning. It's not all as linear and playing as Jim you can find more than one way though a level.

Jim has lost some of his powers from his first adventure like the handy helicopter head but he has gained a sidekick named Snott that hangs around with him during this outing who has abilities that Jim will need to make use of. (Look out for areas covered in green stuff or use him as a parachute).

Keep an eye out for pigs that fly. Jim is the one that will make them fly, launching them into the air where a pig rightfully belongs in order to unlock an area. Or, and I'm not pulling the udder one, find the cows, an earthworm staple, and use them in a similar fashion.

There are mini games or they at least feel like bonus levels, to keep the action varied. These range from Jim inflating his head and flying up through a swarm of lightbulbs to flying through intestines shooting inflatable sheep.

As well as Psy-Crow, Major Mucus, Bob the Killer Goldfish and Evil the Cat are back for more and are determined that this time Princess What's-Her-Name (leave it Editor) will marry Psy-Crow.

Can an earthworm named Jim stop him?

Well he has new weapons at his disposal and his dashing good looks.

The game is beautiful to look at. You may as well be watching a cartoon. It's gorgeous. It's still tough, very tough, as seems to be the thing for an earthworm adventure. It's a good job he has his suit on.

Watch out early bird for the worm has returned - if not quite turned.

VAUGHAN'S SCORES

GRAPHICS

9/10

Absolutely Van Gogh-ous.

AUDIO

9/10

Loud and in your face (well, ears) - I still find Jim's yell annoying.

GAMEPLAY

8/10

More varied than the first game. Is that a good thing?

FUN FACTOR

8/10

If you live with the difficulty level then it's absolutely fun.

CAN WE GET A SECOND OPINION?



Reviewed by

Crazy Burger

Initially released in 1995 on the Megadrive before being ported to the SNES, this improves upon the original in many ways. It's more or less a similar styled game but with far more variety to the levels. There are also more weapons to Earthworm Jim's disposal, most of which are just completely bonkers. Much like the original, the game is plain crazy. Falling grannies to avoid and utilising a pig to set off certain elements, it is just completely nuts! As stated the game levels have far more variety and it even has an isometric shooter level. It also has an option to select the weapons that you pick up. This definitely improves upon the original plus it's not quite as difficult to progress either which helps. Great design, improved gameplay, terrific music and sound effects... What's not to love? Funky!

CRAZY BURGER SCORES IT 8/10



SYSTEM :
SNES

RELEASED :
1995

DEVELOPER :
TITUS FRANCE

PUBLISHER :
TITUS FRANCE

GENRE :
PLATFORM

MEDIA



What is it with old games? I am not talking retro old, I am talking 65 million years old. You wait admittedly a long long time for one and then all of a sudden two come along at once. Have they been hiding in a cave for all this time?

The cavemen have woken to find their cupboards are bare, all the food they have stored has been stolen and it can only be those pesky dinosaurs. For some reason they have a hankering for human grub.

With winter coming (that will be a famous quote in the future) the villagers face starvation and you as caveman Sam will need to recover that food fast.

So **grab your club** (not the chocolate biscuit version. That would be silly) and let's go get that food back.

Sam can club his opponents and let loose his mighty caveman roar to defeat them. Along the way better weapons are found and used. They do not last long so make the most of them. When Sam runs he drops to all fours and lopes across the screen at a tremendous pace, using this ability to jump longer distances and leap higher than he otherwise would be able to.

The stolen food is scattered across 23 levels. At least the cavemen think it's 23 as they gave up counting after 1. Note: for the health and safety conscious amongst us he does wash his hands when picking up food. It all happens off screen.

Killing the food-thieving dinos will leave their bones for you to collect. Pick them up (ugg!) and spend them in the stone age shops you will come across.

It's not all as simple as running from one level to the next. Basic puzzles (we're not exactly talking about people blessed with intelligence) need to be solved; items need to be found and collectables collected (what do you think you did with them?) and boss dinosaurs need to be defeated.

With excellent graphics and smooth animation this game looks lovely.

We asked ten cave people if they liked this game and they sat there picking fleas off each other's backs.

VAUGHAN'S SCORES

GRAPHICS

9/10

Doyouthinkhesaurus? Yes he did and he was impressed.

AUDIO

9/10

Audiosaurus now comes with added caveman chatter.

GAMEPLAY

8/10

Stone cold, ice age retro gaming.

FUN FACTOR

9/10

Justonemoregoasaurus.

CAN WE GET A SECOND OPINION?



Reviewed by

Crazy Burger

Perhaps another hidden gem from Interplay that's rarely talked about or discussed in Evercade circles. This is a platformer where your goal as Sam the Caveman is to collect all the food on each level to feed your tribe. You also have the task of collecting bones that act as currency throughout the game. Sam is armed with a spiked club and can also run like a dog which helps him run faster. He also has a shout ability that can destroy all enemies on screen. The game definitely reminds me a little of Bonk's Adventure on PC Engine and that's not a bad thing!

Plenty of variety, great animations and a fun challenge makes this a really cool platformer!

CRAZY BURGER SCORES IT 8/10



SYSTEM :
NES

RELEASED :
1990

DEVELOPER :
INTERPLAY

PUBLISHER :
INTERPLAY

GENRE :
PLATFORM

MEDIA



Gravy eh? You can't do without it can you? Unless it's chips. You don't have gravy on chips. Unless you're from up north.

Oh sorry, gravity. Yes, as a famous doctor said on more the one occasion; 'heavy'.

Well this is the adventures of Rad (Think Dan Dare, Captain Scarlet or Buck Rogers for those across the pond) a good-looking space jock. A hero for the future.

In this future mankind has spread out among the stars with distances being so vast that communication became a problem and so they invented Compuminds; biotech that helped phone friends, share pictures, update spacebook or send out 281 character jitters if not instantly then at least with acceptable lag.

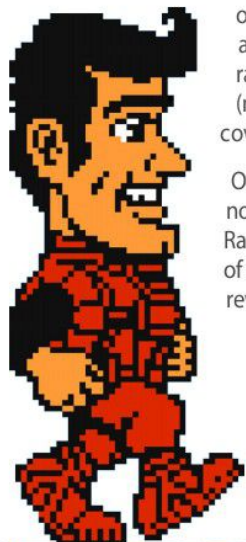
All the Compuminds were stolen, chip-napped, pirated away by the evil boss for processing. Da Da Daaaaaaa!!!

Enter **Rad Gravity** and his **Compumind buddy Kakos** as they set out to rescue or better yet recover them from evil's grasp.

There are eight missing pieces (I'll resist the obvious joke here) or Compuminds to locate and they are scattered across eight worlds ranging from cyberpunk, jungle and rubbish (not that the planet's rubbish. It's a planet covered in trash).

One world has reverse gravity ('Heavy'. Not now, Doc) where the whole world including Rad is drawn upside down and at the time of release this was picked up positively in reviews.

Real old school B-movie feel about this game. It's no Flash in the pan. It's rather charming and heroic.



VAUGHAN'S SCORES

GRAPHICS

7/10

Dare I say it's suitably future retro.

GAMEPLAY

8/10

It's Merciless while you only have your electric toothpick to fight with.

AUDIO

6/10

Buck-ing the trend with future disco.

FUN FACTOR

8/10

Frozen in a freak accident, old school platforming fun.

CAN WE GET A SECOND OPINION?



Reviewed by

Liam Isaacs

I really wanted to like this one. As a sci-fi lover, getting to play as a cool dude spaceman, piloting your own spaceship, deciding which order to visit levels sounded amazing, but it doesn't quite deliver. The graphics are fantastic for a NES game. The comic book style works great and the soundtrack is quite upbeat. The catchy music on the title screen had me excited but that excitement dampened pretty quickly. The first thing you'll want to do is find the gun on the first level as the knock-off Lightsaber you bought off Wish is next to useless. Maybe I needed to invest more time into this game but I didn't really have the desire to. Rad Gravity doesn't do anything mould breaking so if you've played any action platformer before there's nothing new here. I did like the spaceship piloting level select mechanic and being able to warp back to your ship at any time. The nonlinear gameplay is always a nice touch but I wouldn't be rushing out to buy this if it wasn't on the Evercade.

LIAM SCORES IT 6/10



SYSTEM :
SNES

RELEASED :
1996

DEVELOPER :
TITUS FRANCE

PUBLISHER :
TITUS FRANCE

GENRE :
PUZZLE

MEDIA



To outrun the **Chaser** or become a **Mastermind**, to not be the **Weakest Link** but to become a **Millionaire** (let's face it we all do) you're going to need brains and it just so happens that there are a few rolling around inside this cartridge.

The Brainies is a puzzler (not as in a strange game) but as in a puzzle game. The premise is a simple one; **roll your fuzzy, furry Brainies** (that look a lot like the Critters from the Gremlins rip off films) around a stage and into the coloured circle that represents their home (that is what we will call them for arguments sake).

Simple, yes?

Well no not really. The concept is simple but like all good puzzle games it's **not always as simple as it seems**. Your Brainies, coloured red, yellow, blue and green, can only move in the direction you tell them to and they will carry on walking (How do brains walk anyway? It doesn't bear thinking about) all the way across the level until they hit a wall or obstacle.

Over the course of the levels various new problems will be put in the Brainies' way from directional arrows to bombs. Getting your frankly rather ugly Brainies home becomes a challenge. Forget your preconceptions of old folk sitting round a puzzle, crossword or even sudoku, chilling out and relaxing while working the old grey matter.

You will not find any of that chilled out cerebral activity here, no sir. For you see there is a time limit to get these Brainies home. Pretty soon you'll be **racing the clock**, trying to **work out the best course of action** to accomplish your goal.

The viewpoint the game gives you sometimes becomes a hindrance. The **Mode 7 seems out of place** and maybe it was used just because it looked snazzy but whatever the initial thought process behind the choice it makes things harder than it really needs to be, especially on later levels.

The sound is limited and the in-game tune although jolly quickly becomes repetitive and rather annoying. As your timer runs down the music speeds up giving a sense of panic to get your Brainies home.

There used to be these old sliding puzzle games with 3 rows of nine blocks that made a picture with one block missing. You moved the blocks around to make that picture. This reminds me of that old puzzle. At least that's what my prefrontal cortex is telling me.

VAUGHAN'S SCORES

GRAPHICS
5/10

Nothing to challenge the occipital lobe.

GAMEPLAY
9/10

It's certainly good for the old cerebellum.

AUDIO
4/10

A little basic for the auditory cortex.

FUN FACTOR
9/10

As much enjoyment as your limbic cortex can take.

CAN WE GET A SECOND OPINION?



Reviewed by

Crazy Burger

The Brainies is a puzzler style game released on the SNES in 1996 but originally on the Amiga in 1991 (which explains the Amiga style and sounds). The Brainies are Mexican jumping beans that you need to manoeuvre through each level to their associated coloured circle or exit. There are numerous obstacles and enemies to avoid which ramps up the difficulty as you go. The quicker you complete the levels, the more points you will earn but run out of time and it's game over! I definitely love a good puzzler and this one is good fun with a decent challenge. Highly recommended. Ideal for that one quick go before work/bed/going out etc.

CRAZY BURGER SCORES IT 7/10

8 BITS AND 16 BOBS

INTERPLAY 2



EXTRA REVIEW

Interplay 2 - Special report It's been a while but has it changed my view?

This is a strange one for me because I reviewed these games over a year ago. Yes I know you're only just reading this issue but that was lockdown for you. I had time on my hands when I had Covid.

It's also the first time I have done an actual cartridge sum up, mainly because I think you'll already have my general opinion with the games that I have already written about.

But hey, the Ed needed somebody to get this cart review done and as we are/were running behind time I stepped in (I know, what a hero). Then again, maybe you should wait for my actual opinion.

Take yourself back in time to 1985, oops, no, sorry, to this time last year when we only had around eight cartridges. I already had a poor view of the Interplay cartridges, mainly because:

A) There are only six games on a cart, which to my recollection were the lowest of any of the released carts (I am taking an educated guess. I can't be bothered to clarify this point. Lazy writing yes, but at least there is some writing to read).

Ok, six games that I have no nostalgia for, and in most cases have never heard of, which is not an issue because that is the joy of Evercade isn't it? Finding the odd gem that you enjoy from a selection of games that you maybe wouldn't have heard of before.

Doing my best impersonation of Indy in Raiders where he outruns the boulder after retrieving the golden statue and then later on blows dust from the floor of the 'Map Room', I went up the stairs to my 'Gaming Hall' and retrieved Interplay 2 (Note: there was no boulder to outrun but there was the wife with the laundry basket).

I then had to blow the dust from the case before cracking it open and inserting it into the VS. Cue dramatic theme tune.

Now onto the cart because after all that's what we're all here for, isn't it?

So I spent a little time on the games for research purposes. That 'little time' turned into half a day. I loaded my year-old reviews to refresh my memory and I was pretty shocked at the high scores I had awarded (I am pretty sure the second opinions will bring them down to earth - or will they?)

Note: I tend not to read anything I don't need to so I have something to read when I buy an issue.

I am gonna break away from summing up each game like we normally do as I feel that will be me repeating myself or, at the worst, having to rewrite year-old reviews (which may not be a bad thing but I just don't have the time) I'll just try to sum up the cart as a whole.

Six games at the time seemed pretty measly compared to the other carts and outside of Earthworm Jim and ClayFighter I had never heard of them.

But hey, that's my bad!

I never had a Mega Drive or SNES so outside of having a go on my mates back in the day Earthworm Jim 2 did nothing for me. It still looks great but I find it far too hard.

ClayFighter 2 - I put my cards firmly on the table, I don't really like fighters mainly because I can't be bothered to learn the moves. I bash buttons and hope for the best. This is maybe why I tried to be fair with my review.

Claymates - It was a fun distraction, and that's all I can really remember about it.

Rad Gravity - This game should have been the worst from the selection right? But it is strangely addictive. Maybe it's the 8-bit nostalgia it brings back to me.

The Brainies was certainly fun and I did play this for a while and then moved on.

Prehistorik Man - This game was a real treat. It brought back memories of 'Chuck Rock' and wishing they would bring that game back, but then time moved on and so did I.

I know I said I wouldn't sum up the games but my fingers were not listening. So the cart does have

some good games on it. I cannot believe I am saying that! But there is also something vanilla about it. You could almost call it the cart that gamers forgot.

After much thought, I have concluded that people, gamers, all of us in other words, end up thinking about Interplay 1 instead of its better sibling which is a shame.

So is it actually possible that this cart is better than I remember? Does it have a reputation that is ill-deserved?

I am going to say yes, but being 20th position in the Summer League does not lie. All I can assume is there was some mass voting hallucination at the time.

(Note - See the Non Official FB group for more information.)

This may sound a lot like Bits and Bobs, one of Vaughan's irrelevant rambles.

"Here he goes again"

"Who employed this joker?"

But hey, you get what you pay for (Note: I'm not paid I just turn up).

VAUGHAN

AND THE SCORES ARE IN. . .



VAUGHAN'S SCORES

Interplay 2 does deserve to be taken on its own merits and not to be confused with its rather poor sibling. The cart has a rather bad reputation that, looking back on, is a little undeserved, especially as we now have cartridges with the same amount or fewer games. I have been one of those voices decrying Interplay 2. I may not think it's the best cart in the selection but in retrospect it certainly is not the worst. Interplay Two: The Cart Time Dismissed!

GAME VARIETY
6/10

With four of the games being platformers, one fighter and a puzzle game that does not scream variety

GAME QUALITY
7/10

Rub out the title, knock yourself on the head with a hammer (metaphorically) and give the cart another go.

PLAY TIME
7/10

This is a fair score. Dig a little deeper and there's more here than you remember.

REPLAY VALUE
6/10

A tough one as this is the first time I have been back to this cart for a year or so, but hey, let's rename ourselves Arnie and "We'll Be Back!"

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/VaughanAnscombe

FANTASY CARTS

RUN & GUN COLLECTION 1



Suggested by
 Retro Ed UK

Although the introduction of the arcade carts has brought some further run & gun titles to the Evercade, one can simply never have enough! The abundance of 3D games in recent console generations has arguably and, in my opinion, unfairly pushed this much loved genre of video games down the pecking order.



Green Beret

Typically either top-down or side-scrolling in nature, and often set in a military style, these games were an instant appeal to me and my friends. An early "back in the day" purchase for my ZX Spectrum, Konami's **Green Beret** and its brutal difficulty significantly accelerated the growth of expletives in my vocabulary. However for all the punishing gameplay, the absolute delight and reward of nudging ever

closer to the end of each level had me coming back for more.



Ikari Warriors

Building upon the premise of **Commando** but with 2 player co-op appeal, **Ikari Warriors** was an immediate go-to. I was slightly green-eyed of my friend's Amstrad CPC464 and when he presented this title with its Rambo-style onslaught and the opportunity to command a tank I couldn't believe my eyes. Even looking back it's an extremely good imitation of its arcade parent.



Mega Man 2

The rock-solid sequel **Mega Man 2** introduced me to some novel features for a side-scroller during the 8-bit era: the ability to tackle levels in the order I wanted, different weapons each having a debilitating effect on a particular boss, and even a password feature. This Capcom gem is a NES must-have.



Super Probotector

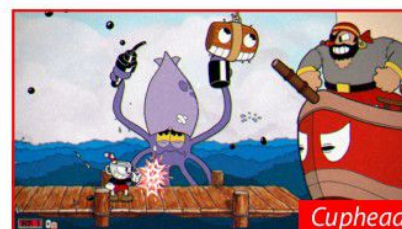
Jumping to the next-gen, I came across a run & gun that forced the difficulty level into overdrive. My low-paying paper round meant that new games were a rarity. Determination was therefore a crucial quality when faced with a challenge and **Super Probotector** on the Super Nintendo was a challenge and a half.

The game's visuals and satisfying gameplay also pushed the replay value; the level designs, boss patterns, and optimal weapons must be committed to muscle memory and the "punch the air" feel of completing a level unscathed is second to none.



Cannon Spike

With its fast paced action, **Cannon Spike** is full to the brim with Capcom's classic list of characters (including the aforementioned **Mega Man!**). Its arena-based approach combined with a gazillion on-screen enemies means that you're unable to remain stationary for very long. A well executed "lock-on shooting" feature offers some respite during the carnage, with each play presenting a random level progression.



Cuphead

Returning to the modern day, thanks largely to some independent game developers, new run & guns continue to pop up and take the gaming community by storm. However much it makes you want to change hobbies (only joking), 2017's **Cuphead** evidences the magnetism this genre has to old and new gamers alike. It has a beautifully drawn 1930s art style with a suitably fitting jazz soundtrack, and learning the bosses multi-phase patterns is as rewarding as it is gruelling.

For all the licensing (and technological!) headaches that this collection may bring, having a cart containing these run & gun gaming milestones would be an absolute delight, and help celebrate a genre of gaming I hope never fades away.

GOT A SUGGESTION?

Email your dream collection of up to 8 games and up to 500 words to:

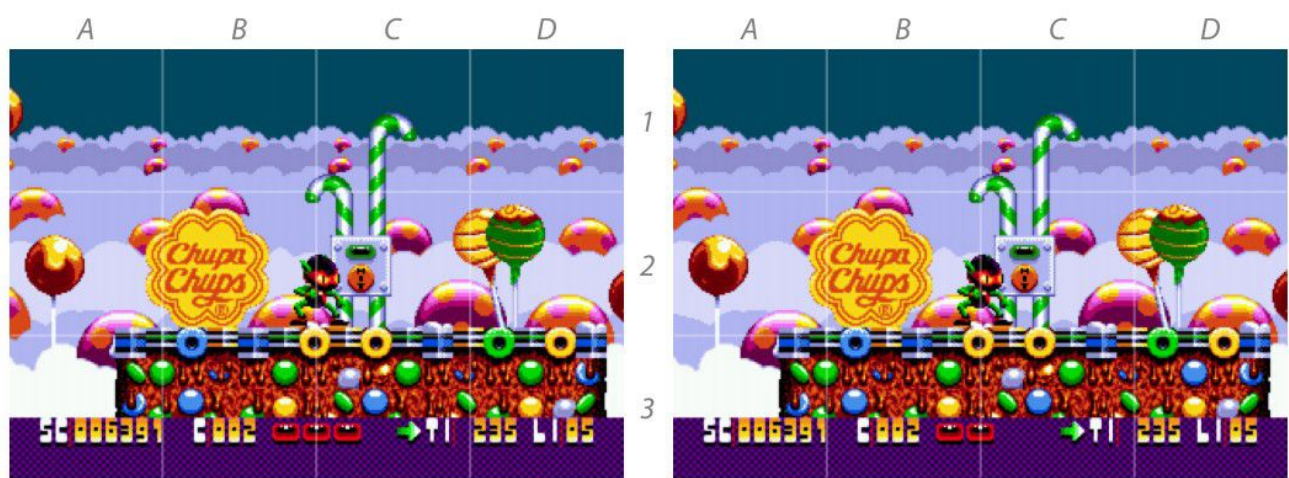
EvercadeFanGroup@outlook.com

COMPETITION TIME



WIN!!
**Renovation Collection 1
 & Gremlin Collection 1**

All you have to do to be in with a chance of winning this great prize is spot the 5 differences between the 2 screenshots below!



HOW TO ENTER

Send your answers along with your name and email address to:

by email EvercadeFanGroup@outlook.com

or DM us on Twitter  [@EvercadeMag](https://twitter.com/EvercadeMag)

T&C: Entries limited to 1 per person. Competition closes at 10pm GMT on the 31st May 2022

EVERCADE FANS GROUP



Non Official

LIVE STREAMS WITH ADMIN AND GUESTS • FREE FANZINE
HIGH SCORE CHALLENGES • COMPETITIONS AND PRIZES

P1



ROGER'S UPDATE

ALL THINGS GREAT IN OUR FANS GROUP

Hey guys, it's awesome that you're reading **Evercade Evolution Issue 4** and I'd like to thank Liam and the team for the terrific work they do to bring this to everyone.

I'd like to welcome you to our **Evercade Fans Group Section!** In this new look section, we want to highlight to those who don't realise it, that we have our own group on Facebook and to bring to you all the latest news, updates, info on Erik's High Score Challenges, competitions, articles and more from our admin and group members. We hope that by doing this we can bring attention to our group for those that are picking up this magazine and don't know we are there!

It's been a quiet few months on the Evercade front but the imminent arrival of **The Renovation** and **Gremlin Collections** should change that. We also welcome the news that the pre-orders for **Morphcat Games Collection 1** and **Intellivision Collection 2** will be soon. Plus, don't forget to check for the latest updates for your VS and handheld too. If you're in the group on Facebook already you can see a few lucky people have already received the new cartridges!

Erik's '22 Minute Challenge' for March is **Mappy** on the Namco Museum Collection 1. All the rules can be found highlighted at the top of the group on Facebook. He's also made it easier for new members to join and play the previous challenges, so no matter when you decide to join in you still have a great chance to get on the league table. Great work from Erik who, as always, does a great job and is one of our busiest admins too!

As always our special community keeps growing and has approximately **1600 members** now. You all found us

and we're lucky to have such great people as members from all over the world. Don't forget to add your friends and spread the word of our Fans Group. You will always be welcome there on Facebook with us!

A big part of our community are the members that share their YouTube channels with the group, so please check them out. Don't forget our very own channel hosted by the **Retro Gaming Revival** guys and my great friend, Ryan Andrews 'Everchat'. We try to do an episode a month; covering Evercade news, our fans group and more. Please check it out and give it a like, comment or even subscribe!

Lastly, something that has come to my attention is where you can purchase the magazine. There's a free edition to read online at evercade.info as well as the official Kindle and physical versions on Amazon. Whilst we know sellers are putting the magazines on eBay, and you may have picked this up from there, if you buy directly from Amazon it helps the team improve the magazine and maybe offer more competitions in the future. Plus a physical copy is cheaper from Amazon too!

Thank you to everyone on my admin team for having my back recently, it's been a difficult 6 months for me personally and I would like to thank you for keeping our community active.

Enjoy your **Evercade Evolution Issue 4**. Put your feet up, grab that beverage of choice and snacks and read on!

Join us on Facebook

ROGER

P1

THE EVERCADE FANS GROUP TEAM

P2



ROGER



PETE



MARTIN



ROB



JAMES



LIAM



ERIK



VAUGHAN



MARK



RICH

ERIK'S HIGH SCORE CLUB

HEY
GUYS
IT'S ERIK

And so... the end is/was near...

2021 has ended. To be honest it probably ended (at least) a couple of month ago by the time you read this. Maybe longer if you have just rediscovered this magazine sitting in a box in your loft...

But what an ending the 2021 High Score League was. Over the next few pages you can see how people stacked up from September all the way to the grand finale. The triple game event in October was a particularly crazy (ie, never happening again) time.

After all the scores came in, after all the sweat and tears (and busted Evercade buttons) were spilt and with a final Double Point December challenge the top spot was taken by...

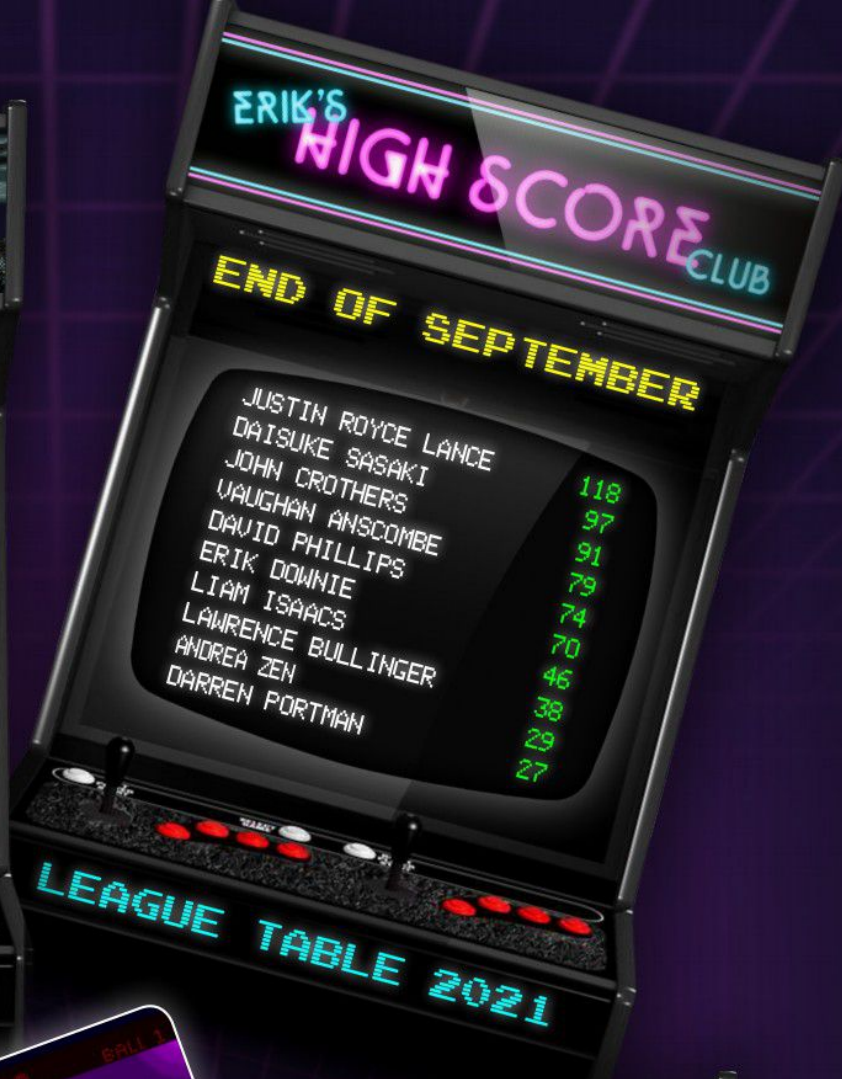
Daisuke Sasaki!

I hope everybody involved enjoyed the games that were played. 2022 has already kicked off a new **High Score League with a twist**.

Grab your 20ps or quarters and come join in...

Get Ready.... Press Start!





Splatterhouse 2

Namco Museum Collection 2

This is a sidescrolling beat 'em up video game released in 1992 on the Mega Drive/Genesis home video game console published by **Namco**. It is the sequel to Splatterhouse.

On August 4 2008, the game was released on the Wii Virtual Console in North America.

Psycho Pinball

Codemasters Collection 1

A 1994 pinball video game published and developed by **Codemasters**, released for the Mega Drive in the UK and via MS-DOS in the United States and Europe. There are four differently themed tables; *Wild West* (American Old West), *Trick or Treat* (Halloween), *The Abyss* (Caribbean underwater), and finally *Psycho* (an amusement park).





Romeow & Julicat

Mega Cat Studios Collection 2

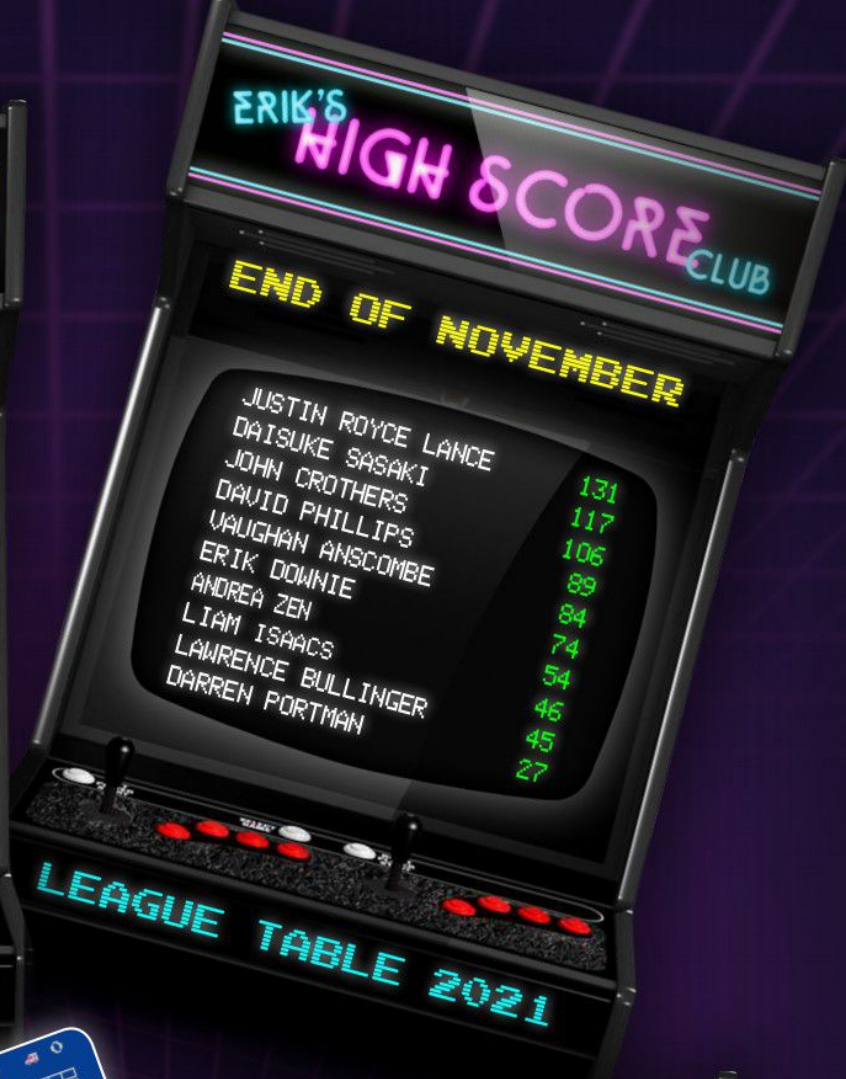
Developed by **Mega Cat Studios** and released on the Sega Genesis in 2020. The player helps Romeow woo his beloved Julicat by exploring a variety of locations and classic romances as you place blocks on the board to help Romeow play his instrument and sing his song. Reach the target number on each stage to complete the serenade and reunite the lovers!

Burnin' Rubber

Data East Collection

Also known as Bump 'n' Jump in North America, Burnin' Rubber is an overhead-view vehicular combat game developed by **Data East**. It was distributed in North America by **Bally Midway**. The goal is to drive to the end of a level while bumping enemy vehicles into the sides of the track and jumping over large obstacles such as bodies of water.





CITY CONNECTION



Crystal Castle

Atari Collection 1

An arcade game released by **Atari, Inc.** in 1983. The player controls Bentley Bear who has to collect gems located throughout trimetric-projected rendered castles while avoiding enemies, some of whom are after the gems as well. Crystal Castles was one of the first arcade action games with an ending, instead of continuing indefinitely, looping, or ending in a kill screen, and to contain advance warp zones.

City Connection

Jaleco Collection 1

A 1985 platform arcade game developed and published by **Jaleco** and released in North America by **Kitkorp** as Cruisin'. The player controls Clarice in her Honda City hatchback and must drive over elevated roads to paint them whilst constantly being pursued by police cars, which she can take out.

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EVERCADE EVOLUTION ISSUE 03

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