

Evolution (ColecoVision)

Evolution is a collection of minigames based around an amoeba evolving and becoming increasingly intelligent.


SPOILER ALERT: Earth explodes at the end because the now-human amoeba had the gall to shoot a few robots in self-defense.

Revisional Differences



Evolution

Developer: Sydney Development
Publishers: Coleco (original), Telegames (rerelease)
Platform: ColecoVision
Released in CA: 1983

 This game has revisional differences.

Coleco	Telegames
The image shows the title screen of the game 'Evolution' for the ColecoVision. The background is blue. At the top, the text 'SYDNEY PRESENTS: EVOLUTION' is displayed in white. Below this is a small white icon of an amoeba. Further down, the text 'DESIGNED BY JEFF SEMBER AND DON MATTRICK' is shown. At the bottom, there are two lines of text: 'SELECT LEVEL (1-3)' and 'SELECT DEMO LEVEL (4)'. The copyright notice '© 1983 SYDNEY' is at the very bottom.	The image shows the title screen of the game 'Evolution' for the Telegames version. The background is blue. At the top, the text 'PRESENTS: EVOLUTION' is displayed in white. Below this is a small white icon of an amoeba. Further down, the text 'SELECT LEVEL (1-3)' and 'SELECT DEMO LEVEL (4)' is shown. The copyright notice '© 1983 SYDNEY' is at the very bottom.

When the game was re-released by Telegames, all mentions of Sydney Development and the game's developers were wiped from the title screen. The 'presents' text wasn't removed, however, and looks very out-of-place as a result.

(Source: CV ROM Update Project - AtariAge (<https://atariage.com/forums/topic/228832-cv-rom-update-project-commercial-releases-v20/>))

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