

Game Collection Version 3.0

An Outstanding Collection
of More Than
750 Macintosh Games

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ACTION GAMES

BeamWars™ 2.3.2

Action:BeamWars 2.3.2 *f*

03/06/94

BeamWars 2.3.2 - A really nifty arcade style draw-lines-to-trap-the-others game for color Macs. This is one of those addictive games that you won't want your teenagers to start playing because if they do, they'll always be using your computer so you can't play. Can be played by one to four players off the keyboard, although it recommends two keyboards be used for multiple players. This is the COLOR version, and will not work on monochrome Macs. Shareware with a \$15 fee.

Black Box v1.2

Action:Black Box v1.2 *f*

07/22/94

The object of the game is to determine the location of several objects hidden inside a two dimensional grid, the "black box". In order to accomplish this feat you have but one tool at your disposal, the ability to fire imaginary "rays" into the box. Since we can not see inside the box the only information we directly gather from the ray is it's entry point and it's exit point. It is what you deduce from this meager amount of information that allows you to confidently determine where the hidden objects are located.

Bloodsuckers PPC

Action:Bloodsuckers *f*

07/26/94

This updates Bloodsuckers to v2.0 which is now PowerPC NATIVE! Weeeee! It's in Fat Binary, so it'll still run on your 68k Mac.

Bumper Ships 1.1

Action:Bumper Ships 1.1 *f*

04/20/86

Bumper Ships allows two users to create a direct connection two-person game.

Burglar 1.1

Action:Burglar 1.1 *f*

02/07/94

B/W game that looks like Lode Runner.

JetFrog 3.0.4 c

Action:JetFrog 3.0.4 c *f*

01/08/94

You were just an ordinary frog, not a Kermit, but you knew your place in the swamp. Until you found a jetpack under a lily pad and you became JetFrog: Lord of the Flies! Pick up the quest of JetFrog in this shareware game. The controls are simple. The numeric keypad, the arrow keys, or the keyboard control you. Every 15 flies you go to the next level. (The order of the levels is Beach, Jungle, Mountain, Sky) Every so often, a big fly will appear and will posthumously leave you treasure boxes. If you get a box, either nothing will happen, your tongue will lengthen, or you will get bonus points.

Jetpack

Action:Jetpack *f*

01/07/94

In Jetpack, you control a little blue-suited man wearing a jetpack. The little man can walk left or right, and can turn on his jetpack to fly upwards. You must guide your little man through a series of dangerous mazes. You start each maze at a door, and must walk and fly through the maze to find a key. Your jetpack uses fuel for thrust, so you must replenish your fuel supply by picking up fuel pods that are scattered around the maze. Once you have the key, return to the door and you will travel to the next maze. System Requirements: 68020 or better; Color Quickdraw; 256 colors; Sound Manager 3.0 recommended but not required. Jetpack is 32-bit clean, System 7 compatible, supports required Apple Events, and is background friendly.

LightCycle Duel 1.21

Action:LightCycle Duel 1.21 *f*

07/14/91

Macintosh game based on the TRON lightcycles.

Lines of Action 1.0

Action:Lines of Action 1.0 *f*

06/14/91

A two player game. White and black each start with their forces divided into two groups, on opposite sides of the board. The object of the game is to unite the forces so that your pieces form one group.

Macinsplat

Action:Macinsplat *f*

11/22/93

Macinsplat is a neat little application I designed as a way for me and others to get even with their Macintosh. Using a variety of items (such as Shotguns, Pistols, and Cow Pies), the poor defenseless Mac is wasted. A fun way to release your anger, if you are having a bad day. Macinsplat needs System 7.0 or better to run. It works fine in any color (2 colors, 4 colors, 16 colors, 256 colors, etc.) environment, and needs 384k of RAM to run. This is my first Macintosh program in THINK C, so there are bound to be bugs, and incompatibilities. For example, if you use the Bomb several times in a row an oval is drawn in the menu bar. That is the only bug that I know of, please inform me if you find more.

MacMines 2.04

Action:MacMines 2.0.4 *f*

02/26/94

The object of MacMines is to locate all the mines on the playing field as quickly as possible. As you uncover squares (hopefully those without a mine), a number may be revealed. This number tells you how many mines are located adjacent to the square with the number. For example, if a square has a 2 in it, there are two mines in the 8 surrounding squares. Your job is to use the information provided by these numbers to correctly locate all the mines on the playing field.

MineField Deluxe 1.0.3

Action:MineField Deluxe 1.0.3 *f*

05/16/93

This is a deluxe version of my popular MineField Game. This version has a revised scoring system, custom scenarios, tournaments, advanced hints, online help, game verification, 9 levels, 3 options, and lots lots more. MineField is a game where you attempt to locate hidden mines within a rectangular field. It's lots of fun and easy to play. Works on any Mac! This is a color and B&W version both.

NinjaBoy 1.2.2

Action:NinjaBoy 1.2.2 *f*

12/31/92

A fun game of two ninja boys fighting by striking and flipping on your screen. Try your skill. Nice graphics.

Paratrooper! v1.0

Action:Paratrooper! v1.0 *f*

08/23/94

You must defend the USA from falling paratroopers. Pretty simple but good explosions. Hey it's only 26K, why not?

Quagmire

Action:Quagmire *f*

09/10/93

Quagmire - exciting new color game along the lines of Dark Castle™.

Radioaction

Action:Radioaction *f*

06/13/93

Takes place in WW3. You are stationed at a base which has a lot of complications. Like it holds the Traitor!

Robot Warriors 1.0.1

Action:Robot Warriors 1.0.1 *f*

09/11/91

Robot Warriors 1.0.1 ©1991 by Steven Miller & Dean Ouchida Robot Warriors was written in Symantec THINK Pascal. Portions of the code are © Symantec. Welcome to Robot Warriors, the game that let's you design and program your own robot to fight in a high-tech battle arena. Using a special robot programming language, you program your robot with the built in text editor and pitch it against other robots in the battlefield. A maximum of five robots can fight it out at the same time where only the best designed robot survives! See Robot Warriors documentation for detailed information. Robot Warriors requires at least a Mac+ running system 5.0 or later. It is also MultiFinder and System 7 compatible. Shareware \$15.

Same Game 1.0.7

Action:Same Game *f*

07/11/94

Same Game is solitaire puzzle. You can erase the tiles which make connection with same pattern, horizontally or vertically. The upper tiles fill in the blank. And the right columns fill in the empty columns. This program is freeware.

Shatterball 0.29a

Action:Shatterball *f*

07/28/94

Shatterball is a 3D version of Breakout. You play in a five wall box, open to your monitor screen bricks are suspended in space. Hit the bricks with the ball often enough, and they shatter and disappear. Shatterball 0.29a is a minor update from 0.27. Sound behaves correctly now on AV and PowerPC machines, and will play in stereo on machines that support it. It requires and is a bit friendlier with System 7, switches the color depth automatically, and works in color now on PowerMacs. Shatterball is shareware: free, \$5, or \$10, depending on enthusiasm.

Spheres

Action:Spheres *f*

03/22/94

Spheres is an arcade game where you try to construct a pathway for launched balls to follow. There aren't any directions, so you'll have to experiment on how to accomplish this task. Makes full use of large screen sizes, and seems to be a very nicely produced game.

SS-RoadKill

Action:SS-RoadKill *f*

08/31/93

Super Sonic The Road Kill is a relatively simple game where you jump around and fall and at the same time dodge snakes and watch out for boiling lava while balancing on moving logs. The game uses 16 colors and includes an editor for you to design your own worlds to jump around in. The goal of the game is to get to the exit of the level you are on, only to find yourself in another level.

Trojka 1.0

Action:trojka

07/11/94

Blocks of different pattern (or color) will fall down. You can steer these blocks using the [4] and [6] keys. To drop a block immediately, use the spacebar or [2] key. The goal is to get THREE blocks of the SAME pattern or color in a single, horizontal or diagonal, row. Once such a row is formed, it will disappear. The blocks keep falling a increasing speed. Once the field is full, the game is over. So you have to beat the time by positioning the blocks correctly, so they will form three-block rows. There is a bonus possible: When you get three rows successively, you will be awarded a bonus of 3333 points. This program should work on any Mac Plus or better, using System 6.0.4 or later. If you have 8-bit (or better) color, it will be used. This Macintosh version of Trojka is shareware. If you find you are still playing this game after 15 days, you MUST send us a shareware registration fee for US\$ 10, or 15 Dutch guilders (if you live in Europe, you can send a eurocheque instead of cash). E4 Software; attn: M.

Warbirds 1.2.0

Action:Warbirds 1.2.0 *f*

08/11/94

Warbirds is an arcade shoot-em-up reminiscent of the 80's game Phoenix. It runs on any Mac that's fast enough (meaning, essentially, 68030 or higher) and requires 640K of free memory, a B&W or 16/256-color/grayscale monitor, least System 6 and 144K of hard or floppy disk space :^) The game is controllable by using the mouse or the keyboard. Warning: playing Warbirds can be hazardous to your productivity!

Wesleyan Tetris

Action:Wesleyan Tetris *f*

11/13/89

A truly twisted take on an old favorite. There are genuinely new challenges added to this game, as well as many causes for incidental laughter!

ADVENTURE

Adventure 1.0

Adventure:Adventure 1.0 *f*

05/26/91

Port of the original Unix game Adventure in Colossal Cave. Version 1.1 fixes a bug that crashed 68000 Macs. This is the classic text adventure that started the entire genre of computer gaming.

Another Fine Mess 1.3

Adventure:Another Fine Mess 1.3 *f*

09/18/91

Another Fine Mess is a sequel to Ray's Maze. This game requires more text interaction than Ray's Maze. You can look under tables and beds, look out windows and down holes, and do other slightly more complex actions. Another Fine Mess has much less emphasis on combat and more emphasis on solving puzzles and gathering clues. ALWAYS READ THE TEXT! If you don't you will miss important clues that may not be repeated. And everytime you meet someone in the game, ask for information.

Balderdoush 1.04

Adventure:Balderdoush 1.04 *f*

12/22/93

This game is an adaptation of BOULDERDASH : one of the best games on C64 and ATARI 130XE , 10 years ago. The goal is to guide a man through the 20 different levels of the game, picking up a maximum of diamonds and avoiding stones, monsters and traps. This game is planned for a 480*640 256 colors monitor. However it works in all resolutions and in the 4 depths (2,4,16 and 256 colors or greys). You will find all other informations (description of its uses) in the package.

Blocker1.2

Adventure:Blocker 1.2 *f*

04/20/90

With the exception of Klondike 4.0 this gets my vote for the most playable game ever seen on a BBS. And when you get finished squishing all the bad guys you can create your own screen or modify the 20 provided (careful).

Crystal Cave 2.2

Adventure:Crystal Cave 2.2 *f*

09/15/89

This is an all text adventure in the flavor of the classic Adventure in Colossal Cave.

Cyclone 1.0

Adventure:Cyclone 1.0 *f*

11/28/93

Cyclone is a Shareware game that is as good as any other you may find. You are a ship that must destroy a ship that has shields around it. Takes some cunning and skill. GREAT graphics and sound.

Desert Trek 1.02

Adventure:Desert Trek 1.02 *f*

03/09/94

Desert Trek: Desert Trek is a game of adventure where you try to cross the great Gobi Desert. Be careful, though, since hungry cannibals are chasing you. Watch your food and water supplies, try to find an oasis or two, visit the trading post for supplies, and hope that those wild Berbers don't kidnap you again.

Enhanced (Release 1)
Adventure:Enhanced (Release 1) *f*
12/04/93
Enhanced is a text adventure game.

Genchar
Adventure:Genchar *f*
09/01/89
Advanced Dungeons and Dragons character generation program. Nice.

Labyrinth of Time Walkthrough
Adventure:Labyrinth of Time Walkth *f*
06/30/94
This text file is a walk-through for the game 'Labyrinth of Time' which just came out. By Pamela Sears.

Mazyrinthe 1.0
Adventure:Mazyrinthe 1.0 *f*
07/22/94
Trapped in a maze with 2 minutes to escape..... then the bogeyman kills you. Nice graphics and sound.

MicroPhony 1.7
Adventure:MicroPhony 1.7 *f*
07/30/94
This game was inspired by the movie "Sneakers" and a stray lightning bolt. The game is a simulation of a modem terminal, where you must get a certain item with only your wits, \$24, and your trusty 300 baud Village People modem. Download this program, play it, and save the world from commies. (After you are done, throw the game out) Send comments, hate mail, junk mail, magazine subscriptions and credit card bills to jademonkey@aol.com. Also, this file now includes a partial walkthrough to get you started. MP 1.7 removes unnecessary interface items, and generally makes the game more fun. Also, be warned, this game includes political humor; if you are politically INcorrect, this is the game for you! Long live opus&bill.

Moria 1.0b2
Adventure:Moria 1.0b2 *f*
06/24/92
Purple X's Moria for the Macintosh v1.0b1 is now ready for public release. This is a completely new port of Moria for the Macintosh that has many improvements over the current version. The interface code has been totally rewritten to provide: Full Colour support, Much improved key handling, A Recall Window. For those who don't know, Moria is a Dungeons and Dragons type role playing game ported from Unix.

NewAdventurer
Adventure:NewAdventurer *f*
08/06/92
This is a text (RTF Word or other Mac word processor) describing the new role playing game system, The New Adventurer.

Operation Diva 1.0
Adventure:Operation Diva 1.0 *f*
12/10/93
Your name is Rork Sorril, a member of the strategic fighting unit for the Council of Planets. You have served the council for over twelve years, developing a reputation of a ruthless mercenary. You are now imprisoned for disobeying orders during a recent combat. You were told to pull out of the engagement, but continued to attack, knowing a defeat was near. You continued to pond the ship with your weapons, ultimately destroying it. Unfortunately, you did not know the reason you were ordered to disengage was that one of the council's diplomats was discovered to be onboard the ship you were trying to destroy. Your trial was quick and painful.

Sea Adventure Apl

Adventure:Sea Adventure *f*

07/22/94

Set out on a voyage to collect gold. Avoid famine, mutiny, and enemy ships. Three levels of difficulty. Challenge your friends with this game of chance. Text based game.

TADS Compiler 2.0

Adventure:TADS 2.0 *f*

09/23/92

TADS 2.0: the Text Adventure Development System. Lets you write your own text adventure games. This file includes TADS, TADS Runtime, and documentation. The Author asks for \$40.00 Shareware.

The Master's Familiar

Adventure:The Master's Familiar *f*

10/05/87

Masters Familiar is a nice application for aiding the prospective Dungeon Master at setting up his campaigns.

Unnkulian Unventure I

Adventure:Unnkulian Unventure I *f*

11/10/90

This is the First of 2 unkuulian unnventures, a text adventure with a comic flair.

unnkulian-unventure-2-v2.0

Adventure:unnkulian-unventure-2-v2.0 *f*

11/10/90

Version 2.0 of unnkullian adventure, a text based adventure that has many people very happy with it.

Valley of Peril

Adventure:Valley of Peril *f*

06/15/93

Very nicely done text/graphic adventure game of the ilk of Theldrow and Scarab of Ra.

Zork 2.7M

Adventure:Zork 2.7M *f*

07/04/91

This is a port of the original Zork text adventure game, ported from Unix to the Mac with Infocom's permission. Version 2.7M fixes a bug that crashed 68000 Macs.

Zork I

Adventure:Zork(s) *f*

12/20/85

A dungeons and dragons type game.

ARCADE GAMES

'bot Arena 1.0.1

Arcade:'bot Arena 1.0.1 *f*
06/24/91

'bot is a game wherein you design and program robots to battle each other in an arena. The user has complete control over the architecture of the robot, ranging from armament to durability to repair. You can program in either of two languages: 'bot Basic, which is an amalgam of HyperTalk, Basic, and Pascal; or 'bot Assembly, for more experienced programmers.

3Tris 2.1.1 Color

Arcade:3Tris 2.1.1 Color *f*
06/03/90
3D Tetris game from Italy.

8-Ball Emulator v6.0

Arcade:8-Ball Emulator v6.0 *f*
04/19/93
8-Ball Emulator 6.0 - Play 8 ball on a desktop table.

Alpha Battle II 2.0

Arcade:Alpha Battle II 2.0 *f*
12/16/92

Alpha Battle II 2.0 is a fun arcade game with flying men shooting at each other in color. Points are scored based on hits and your ability to control your attacks.

Amps 3.2.1

Arcade:Amps 3.2.1 *f*
01/21/90

"Amps" is a sort of a chase game in which the Bad Entities (the Amps) are out to get you, and your only defense is to run away in such a way as to trick them into running into walls. You only have a limited time for each move. Version 3.2.1 is similar to version 3.0(B2) but adds some color and sound effects and miscellaneous clean up.

Arashi 1.1.1

Arcade:ARASHI 1.1.1 *f*
02/24/94
Version 1.1.1 of Arashi, the Tempest clone.

Asterax 1.0.1

Arcade:Asterax 1.0.1 *f*
05/19/94

Asterax is a single-or multi-player arcade game for Macintosh™ computers, growing out of the classic arcade game Asteroids(™), but with new strategic elements. Asterax makes use of many features of the modern Macintosh system, including multiple screen sizes and 4-channel sound! Features: Classic arcade action with new strategic elements Smooth animation on Motorola 680x0 and PowerPC processors Full support for multiple monitor sizes allowing you to actually use all of your monitor, whether you have a Color Classic or a 21" multi-sync! Four-channel sound support Completely modeled and rendered 3-dimensional graphics System Requirements: A Macintosh computer with a Motorola 68020, 030, 040, or PowerPC 601 processor System 7.0 system software or later. A monitor supporting 16 or 256 colors. At least 4 MB of available RAM Asterax has been tested on a 4 MB system using Connectix RamDoubler™ without any problems. MINIMUM 16 COLORS!!

Bachman 2.0.2u

Arcade:Bachman 2.0.2u *f*

05/28/94

A Pacman style Game for the Macintosh.

Bikaka 1.3

Arcade:Bikaka 1.3 *f*

01/14/93

Yes, this is yet another Tetris clone. Sure. To be precise, it is a hexagonal tetris. Some of you might scream "Hextris" when I say that. Yes, I know about Hextris, even though I didn't when I wrote the game. The two games are just about as different as two games can be while still being "hexagonal Tetrises".

Bonk (256 Colors)

Arcade:Bonk (256 Colors) *f*

12/05/90

This is a game similar to the Whack-a-mole game you see at the State Fair. Includes documentation.

Burglar 1.1

Arcade:Burglar 1.1 *f*

02/07/94

B/W game that looks like Lode Runner.

Cairo ShootOut†

Arcade:Cairo ShootOut *f*

09/18/87

A classic shooting gallery game. Move the mouse left and right, up and down, while shooting all the icon cards. Black and White.

CTB 1.01

Arcade:CatchTheBuzz 1.01 *f*

01/12/91

CTB is an arcade game that takes the principles of Tetris (pieces, deleted lines) and adds a little thing (the Buzz) to annoy you. This is the first public release via anonymous ftp and comp.binaries. I hope this version will work on all Macintosh's and all recent systems. Have Fun !!! E-Mail: cons@cernvax.cern.ch.

CyberNation 1.1.1

Arcade:CyberNation 1.1.1 *f*

08/14/94

A super-nice Graphic game!

Deadoid Oids Galaxy

Arcade:Deadoid Oids Galaxy *f*

01/12/92

Some new OIDS galaxies.

Desk Invaders 2.0

Arcade:Desk Invaders 2.0 *f*

04/05/91

A DA version of the arcade game "Space Invaders"! You can shoot away at little critters whenever the stress & strain of using your Mac gets too much, whatever application you maybe running.

Devil's Gulch

Arcade:Devil's Gulch *f*

10/09/93

Little target shooting game. Simple, but fun for a while.

Dr.Macinto 2.8

Arcade:Dr.Macinto 2.8 *f*

09/27/94

Dr. Macinto is a single player game in which one is to remove all the viruses (smiling- face squares). The blocks can be removed by arranging them sequences of 4 or more of the same color horizontally or vertically.

Dropper 1.1

Arcade:Dropper 1.1 *f*

06/24/90

Tile game similar to tetris. Really nice for color Macs and very well done.

Final Impact 1.00

Arcade:Final-Impact *f*

02/16/94

Here's a fun space shoot-em-up similar in concept to Sky Shadow.

Fly Swat!

Arcade:Fly Swat! *f*

09/22/92

This is a really fun game. You are a maniac fly swatter trying to rid your house of the evil flies. You must kill all of the flies before they take over your house. Don't miss more than ten times, or your out of luck. Four levels of play and an interesting ending. Try it out, you won't be dissapointed!

Glypha 3.0

Arcade:Glypha 3.0 *f*

09/20/90

Another classic game. Ride your "Winged Steed" while collecting valuable treasures and avoiding the gooney birds. Black and White.

Gobbler 1.3

Arcade:Gobbler 1.3 *f*

07/25/93

Gobbler 1.3 is a snake-eats-mushroom arcade game in color. Shareware, \$15.

GunShy 2.0

Arcade:GunShy 2.0 *f*

12/03/88

Match all the colorful tiles and uncover the hidden picture. Shareware.

HangMan Plus 3.0

Arcade:HangMan Plus 3.0 *f*

06/27/93

HangMan Plus game v3.0

HemiRoids 1.1

Arcade:HemiRoids 1.1 *f*

12/21/93

HemiRoids is yet another Asteroids workalike, and is free.

Hextris 1.0

Arcade:Hextris 1.0 *f*

11/18/90

A game similar to but more challenging than tetris.

Jewelbox 1.0

Arcade:Jewelbox 1.0 *f*

07/09/92

Jewelbox is a puzzle game similar to Columns or Tetris but with different game play and scoring.

MacChase 2.17

Arcade:MacChase 2.17

01/20/90

MacChase 2.17 is somewhat like a certain arcade game that used to be popular. (Pac Man) One unique feature is the ability to create new MacChase levels.

MacHeads

Arcade:MacHeads *f*

11/07/85

Kind of a logic type game involving a grid of heads. Make it so that Steve Jobs is surrounded by "tails".

Macman 1.0.2

Arcade:MacMan 1.0.2 *f*

03/20/92

The object of the game is to munch as many dots, energizers, vulnerable ghosts, and fruits as possible while avoiding ghosts who are not vulnerable.

MacPorkBarrel

Arcade:MacPorkBarrel *f*

03/31/88

This is an arcade type game that lets you be a congressman with your hands in everyone's pockets.

MacTris

Arcade:MacTris *f*

03/28/90

Version 1.1 of MacTris, a tetris-like game. Features improved keyboard control and screen handling.

Maniac 2.1

Arcade:Maniac 2.1 *f*

08/30/94

Maniac 2.0 Do you like PacMan? Do you like HangMan? Do you like Good Graphics? Do you like GREAT Music? Then play this program that combines them all.

Megaroids][

Arcade:Megaroids][*f*

03/07/88

This is a better version of asteroids. Try it□.

Minesweep 2.01

Arcade:Minesweep 2.01 *f*

01/19/92

Explosive game. Watch out for the hidden mines.

Motor Bike
Arcade:Motor Bike *f*
09/24/89
A motor bike game.

Nuke Snake
Arcade:Nuke Snake *f*
05/22/90
This is an arcade game played with a nuclear snake. Hard to explain. Just play it.

Orb Maze 1.0b1
Arcade:Orb Maze 1.0b1 *f*
05/10/91
Really cool 256-color maze game for two players. Opponents trek through mazes and levels, each trying to dispatch the other (there are other things to dispatch, too).

Pacman 1.0
Arcade:Pacman 1.0 *f*
05/14/91
Nicely done color Mac version of Pacman.

Patriot Command
Arcade:Patriot Command 1.1 *f*
05/02/93
Patriot Command is an implementation of a (once) popular arcade classic. The object of the game is to protect world cities from an onslaught of ICBMs and other 'nasties' that an unnamed whimsical fascist dictator decided to launch against the world. The world's only defenses are three Patriot missile silos which you command. Each Patriot missile is capable of creating an explosion large and powerful enough to destroy any enemy objects that are engulfed by it.

Pentris 1.0
Arcade:Pentris 1.0 *f*
12/12/93
Pentris is a Tetris-like game that uses pentominoes instead of tetraminoes (that is 5-squares pieces instead of 4-squares pieces). This makes the game a lot more challenging. This game requires System 7 or later and Color QuickDraw. Therefore, it's not compatible with the Macintosh Plus, SE and Classic. If you have access to Internet, you can send comments or bug reports to fourniep@jsp.umontreal.ca.

Praxis 1.5
Arcade:Praxis 1.5 *f*
09/11/91
Praxis is a fast-paced shareware space arcade game. It features high quality b/w graphics animation and sounds. Use your Space Mace to battle the minions of Taan Rapuer. This is the first program by OutHouse Software.

Proton
Arcade:Proton *f*
05/19/93
Fly the unfriendly space in your prototype Proton 1000. Fight enemies in this para-first person view space game!

PuyoPuyo

Arcade:PuyoPuyo *f*

12/21/93

This is one of the most inventive and entertaining variation on Tetris. Take it for a test spin. A Great Game!

Quayle's Tetris

Arcade:Quayle's Tetris *f*

08/02/91

Have you ever tried to play Tetris, and found it's just too darn hard? Then this is just the thing for you: Quayle's Tetris. It's a somewhat less challenging yet somehow entertaining version of Tetris, dedicated to the head of the U.S. Space Program himself.

Roboids II

Arcade:Roboids *f*

09/26/91

Manuever your droid to avoid the killer robots. Simple controls and concepts. Color and good sound.

Runaround

Arcade:Runaround *f*

01/27/87

Runaround is a game where you manipulate a line on the screen so that it doesn't cross your opponent's line.

Russian Roulette 1.1.1

Arcade:RussianRoulette *f*

10/04/92

This is a combination shoot-em-up and maze game. Kinda weird, but interesting. Find the one barrel that will explode. This is Shareware.

s'ydna squares 1.0

Arcade:s'ydna squares 1.0 *f*

07/27/92

This is a very polished, high-quality arcade/strategy/puzzle game. It has 2-track music & sound under System 7, and great 256-color graphics. It is well worth playing.

Sargo Noidz

Arcade:Sargo Noidz *f*

02/23/90

This is an arcade game that includes aspects of speed chess.

Shufflepuck

Arcade:Shufflepuck *f*

09/30/87

A Macintosh classic game. Play knock-hockey with the computerized characters.

Silly Slithers 1.0.2

Arcade:Silly Slithers 1.0.2 *f*

03/23/94

Silly Slithers 1.0.2 is a grid game with sound and graphics. Shareware, \$5.

Slime Invaders 2.0.3

Arcade:Slime Invaders 2.0.3 *f*

05/28/94

This is Slime Invaders, a shoot-em-up game for the Macintosh. The game is in the Space Invaders genre, with a gun at the bottom of the screen and various enemies attacking from the top. 8 different enemy types, fast enough to be enjoyable on a Classic (or at least a Classic II). Color or black-and-white graphics.

Snakes Alive 2.0

Arcade:Snakes Alive 2.0 *f*

11/30/91

Snakes Alive 2.0 is a new color version of the old snakes game. New types of obstacles and more complexity.

SnakeTIX

Arcade:SnakeTIX *f*

06/29/91

The classic arcade game snake, redone for the Mac. Arcade type of game action.

Social Climber

Arcade:Social Climber *f*

10/18/86

Nice little arcade game where you try to "climb" a building, erstwhile avoiding people going up and down on an elevator.

STINK!

Arcade:STINK! *f*

05/15/93

The object of the game is to find the stink bombs that are hidden somewhere in the game's grid. If you make a mistake, the the bomb blowes up, and you stink!

StuntCopter 1.6

Arcade:StuntCopter 1.6 *f*

01/21/88

Another classic Macintosh game. Drop the stuntman from the copter onto the moving haywagon. Please don't land on the horse.

SuperColumns

Arcade:SuperColumns *f*

06/18/93

By Michael Dean. The author claims his rendition of the classic arcade Tetris* is better than the original one released by Spectrum Holobyte. One could make a strong argument for such a brag! If you enjoy SuperColumns, be sure to send in the registration fee to encourage Michael Dean to create other high quality games.

Tetris 2000

Arcade:Tetris2000 *f*

07/20/92

Tetris 2000 is an excellent variation on this innovative puzzle game.

Tetris Max 2.3.1

Arcade:Tetrismax 2.3.1 *f*

06/13/94

Honorably mentioned in the 1993 MacUser ShareWare awards, favorably reviewed in several books and mags, guaranteed addictive... it's TETRIS MAX ! An outstanding implimentation of the classic Tetris 256 Colours, original soundtrack and awesome sound FX. \$10 shareware. (free to people who paid for prev. versions)

Tetrix 1.1

Arcade:Tetrix 1.1 *f*

06/27/89

This is another tetris-like shareware program.

The Crypt 1.1

Arcade:The Crypt 1.1 *f*

04/18/93

Neat arcade game, kinda like Lode Runner.

TronGames v5.0.4

Arcade:TronGames v5.0.4 *f*

11/14/93

A game based on Tron's light cycles. Its you and an opponent trying to smash each other into each others wall. Very fun.

Warbirds 1.2.2

Arcade:Warbirds 1.2.2 *f*

08/26/94

Warbirds, the Mac's version of the 80's classic arcade game Phoenix.

Western

Arcade:Western *f*

01/18/91

This is a strange arcade game. I wasn't able to figure it out, but it looked interesting.

Wolves 1.0

Arcade:Wolves 1.0 *f*

12/28/90

B&W game of kick-the-(were)wolf. \$35 shareware.

Xenos F4

Arcade:Xenos *f*

03/31/94

Xenos is an action packed game that is similar to the arcade classic Xevious from Atari. It has smooth scrolling and asynchronous sounds. I wrote this game for the Macintosh to sharpen my programming skills and to create a fast-pace game. I used Think C 4.05 and ResEdit to create it. Please let me know what you think of it. I know the graphics could be spiced up a bit, but the level of my artistic skills go as far as drawing stick people.

BOARD GAMES

1992-Fischer-Spassky Info

Board:1992-Fischer-Spassky, Pt 2 *f*

04/30/94

Fischer-Spasski-Chess tournament moves for 1992 - Part 2

abalone

Board:abalone *f*

11/02/92

Abalone is a strategic board game for one or two players. Requires system 7.

Achi

Board:Achi *f*

06/12/92

Achi is a board game for two people. You can play against the computer or against another person. It is similar to tic-tac-toe, except that you get to move your pieces after you put them all down.

Ataxx 1.02

Board:Ataxx 1.02 *f*

02/03/92

Another board type game

Backgammon 2.0

Board:Backgammon 2.0 *f*

11/30/84

Version 2.0 of Backgammon for the Macintosh. Nice little game.

Backgammon

Board:Backgammon *f*

02/01/93

2 player backgammon game

Bombs 2.1

Board:Bombs 2.1 *f*

03/09/91

This is a puzzle game as seen under Windows and on other machines. It supports color macs, instructions are a menu option and is freeware, except the author wishes a picture postcard sent to him at; Christer Ericson Department of Computer Science, University of Umea, S-90187 UMEA, Sweden

BOOGERS! 1.5.1

Board:BOOGERS! 1.5.1 *f*

03/26/93

Arcade type game. Color.

Broadside 2.0

Board:Broadside 2.0 *f*

04/23/91

Hypercard version of old Milton Bradley naval warfare boardgame. Simple but fun. You need HyperCard 2.0 to use this.

Chess++

Board:Chess++ *f*

08/17/93

Nice color chess program with talking time and other options.

ChessTourneyNotes

Board:ChessTourneyNotes *f*

10/27/90

First 12 chess games of the Kasparov-Karpov 1990 chess championship. You must have Sargon III to use these games.

ChessWriter 4.1sh

Board:ChessWriter 4.1sh *f*

02/28/93

I couldn't quite figure this one out, but it looks like a chess notation writer that allows you to set up and play out games.

Chinese Chess Pro Color

Board:Chinese Chess Pro Color *f*

11/13/93

Chinese Chess is a cousin of Chess. In China, Chinese Chess is called Chess (XianQi), while Chess is called International Chess. Chinese Chess is a very popular game among Chinese. When you visit parks in China's cities, you can easily find groups of people playing the game. At night, when you walk along the sidewalks, you can find many people playing Chinese Chess under street lights. The game is also very popular in many other parts of Asia. But the game is relatively new to the western world. Hopefully this program will help change that.

Classic Daleks 1.1

Board:Classic Daleks 1.1 *f*

12/20/92

Classic Daleks is a colorized version of the old game that will still run on B/W macs. Smooth animation, selectable screen sizes, and accumulated S.Screwdrivers from level-to-level.

Color Strike Jets 3.0.2

Board:Color Strike Jets 3.0.2 *f*

01/15/92

Strike Jets is a simulation of modern jet air and air-to-ground combat. Players control squadrons of fighters and fighter-bombers in various missions from dogfights to ground strikes.

Crush

Board:Crush *f*

04/10/91

This is Crush, the ultimate wargame the most complex, responsive, and exciting. It is also a challenge. You get total control over your entire hand-picked army of mythical beasts. Should work on all Macs. See if you can beat all 20 levels!

Etoile

Board:Etoile *f*

03/24/92

Color chinese checkers.

FS 1992 10
Board:Fischer-Spassky 1992 *f*
09/20/92
Fischer-Spassky-Chess 1992 - Part 1

Fungus
Board:Fungus *f*
08/16/92
Fungus is a two to four player game that combines the strategy of Othello with the calculations of Tetris. Spread your fungus across the world, and devour all those in your path.

GNU Chess 3.0
Board:GNU Chess 3.0
09/25/92
GNU Chess is a communal chess program. Contributors donate their time and effort in order to make it a stronger, better, sleeker program. You can specify Human vs human, Human vs Mac, etc., If you are interested in starting an online chess match, GNU Chess is perfect. This is FREE & System 7.x compatible.

GNU Chess Pro 1.0
Board:GNU Chess Pro 1.0 *f*
09/25/92
GNU Chess Pro 1.0 is an updated version of GNU Chess. Includes function keys, a cleaner interface, and sharp look. Freeware.

Hexmines 1.2.1
Board:Hexmines 1.2.1 *f*
10/27/93
This is another variant of the mines game, where you try to find a path through a mine field. This uses a hexagonal grid.

kBoom 1.0
Board:kBoom10 *f*
06/01/93
kBoom 1.0 is a simple minesweeper implementation for the Mac with sound support. Freeware.

KnightEdit 1.4
Board:Knight Edit 1.4 *f*
05/01/91
Knight Edit V1.4 is a program that takes chess moves made through a mouse and prepares a long algebraic notation file. It is capable of writing text files or its own format, which can include style characteristics. The program can read either form back to reproduce the position, a feature which can be used to proof the game score, although it gets lost if there are annotations in the score.

Kongbots 1.0
Board:Kongbots 1.0 *f*
08/25/91
Kongbots is a strategy board game for one or two players. Each game begins by arming your Kongbot from a variety of offensive and defensive weapons. Play continues until only one team remains.

LandSlide

Board:LandSlide *f*

10/13/93

The game is played on a 16 by 16 grid of hexes. The goal of LandSlide is to build a continuous bridge from one goal to the other. One player tries to build a bridge between the left and right edges of the play area while the other tries to connect the top and bottom edges.

Line Up!

Board:Line Up! 2.0 *f*

07/18/94

Line Up! is a board game for one or two persons. This new version has great new features, including printing, better color support, cooler sounds, and as the best part the possibility to play games on two different computers over the AppleTalk network (requires System 7 for network features).

Loyd's Lunacy 1.1

Board:Loyd's Lunacy 1.1 *f*

09/10/90

Not so simple Puzzle game to drive you crazy!

Macjong0.20

Board:Macjong0.20 *f*

08/28/90

Mac version of Mahjong.

Mastermind 1.1

Board:Mastermind 1.1 *f*

01/30/93

Here is a new version of the classic Mastermind board game, for you Macintosh. If you've never played before, you can learn in minutes. The concept is simple: match four colored pegs to a hidden pattern, and you win. Be careful, though.. it's hard to "master." Full color graphics, fairly small, and best of all FREE! This game is designed to fit perfectly on a 13" monitor, and will center on any larger screens. If you really want to try it on a 12" monitor, you can, although you will miss part of the pictures.

Meander\$1.0

Board:Meander\$1.0 *f*

09/22/94

A simple game from the archives of Joel Bender. The playing is an NxN square board with pieces that slide around.

Midway

Board:Midway *f*

10/18/91

A naval warfare game. Ascii characters only, no graphics. Color support. Registered users receive other scenarios. Shareware.

Mine Sweeper

Board:Mine Sweeper *f*

03/10/91

Simple board game.

Mombasa 1.1

Board:Mombasa 1.1 *f*

04/26/90

Mombasa is a Shanghai, or Mah Jong type game that uses tiles. Mombasa allows you to redesign the pictures and tiles, as well as having a number of different set ups available for your playing.

Net Othello 1.1b2

Board:Net Othello 1.1b2 *f*

01/29/92

Net Othello allows several users to play othello over an AppleTalk network. It allows users to play several games against different opponents simultaneously and is fully MultiFinder compatible. It can run on system 6, or system 7. Net Othello now works across AppleTalk zones. There are also some internal changes which make it communicate more reliably over the network.

NetRisk 1.1

Board:NetRisk 1.1 *f*

08/13/92

Here's version 1.1 of NetRisk, a game of Risk that operates over LocalTalk nets, which supports multiple zones, and fixes other problems from version 1.0.

Nine Men's Morris 2.0.3

Board:Nine Men's Morris 2.0.3 *f*

12/05/93

Nine Men's Morris 2.0.3 is the ancient, popular board game. Includes variations. Shareware, \$15.

Ouija 1.0b

Board:Ouija 1.0b *f*

02/16/93

This program represents a beta test version of the original Ouija board game. The full featured program will include; a "floating" cursor, printable output, and more sophisticated display graphics, that should prove to be very interesting. Although this copy is limited, it actually works very well.

Pai Gow v0.9

Board:Pai Gow 0.9 *f*

09/14/87

Oriental game that is kinda like dominos.

Pair Picker 0.2B

Board:Pair Picker 0.2B *f*

07/02/93

Pair Picker .02b is a two-player, graphically-oriented concentration game. Color and monochrome supported. Freeware.

Power Players 2.0

Board:Power Players 2.0 *f*

09/07/94

Power Players 2.0 is a game based on Avalon Hill's Acquire. Seven power companies compete for the same limited space. Create and merge companies to achieve the highest wealth. A great strategy game for the whole family or by yourself with the computer players. Up to six players may play. Version 2.0 adds computer players, improved graphics and sound, and a new Info window.

ReversiMac

Board:ReversiMac *f*

12/07/90

This archive includes a Reversi aka Othello program as well as a revised version of his T-shirts stack. The ReversiMac program features unlimited levels of undo/redo, Save, Save As, and Open commands, as well as multiple levels of difficulty. The T-shirts stack allows you to enter Paul's Virtual T-Shirt shop in which you can browse through several T-shirt designs featuring original artwork. This version has a new shirt with a Reversi logo.

Saddam's Revenge 1.1a

Board:Saddam's Revenge 1.1a *f*

12/11/91

A "minefield" puzzle game. Color support.

Sargon IV Patch

Board:Sargon IV Patch *f*

10/31/93

Sargon IV Patch. This text file explains how you can patch Sargon IV to run on ANY Mac.

Shanghai 2.0 -> 2.01

Board:Shanghai 2.0 -> 2.01 *f*

01/02/91

This upgrades Shanghai version 2.0 to version 2.01. Written by the author of Shanghai and includes docs. You must have Shanghai version 2.0 to use this. Fixes incompatibility problems with Ilsi, Ilci, and Ilfx.

Shodan

Board:Shodan 1.0 *f*

02/27/94

Shodan is a MahJong type game with beautiful tiles and soothing oriental background music. The object in Shodan is to remove all 150 tiles from the play area. This is done by matching pairs of tiles. Each time a pair is matched both tiles are removed. Only the top most tiles are eligible for a match. If any part of a tile is covered by any other tile then it is ineligible for a match. The tiles are randomly placed at the beginning of the game, but every game is a potential winner if played flawlessly. If you make a mistake along the way, however, then it is possible to run into a dead end. When you are convinced that no more matches exist press the 'SURRENDER' button. The game then ends and if you have a high score it is recorded.

Skull of Evil

Board:Skull of Evil *f*

08/29/93

A game board file to use with the commercial game, Shanghai II.

Stratego

Board:Stratego *f*

07/05/88

This is a version of the classic strategy game, stratego

Strike Force! 1.1.1

Board:Strike Force! 1.1.1 *f*

03/31/91

Strike Force! is a strategy board game inspired by the board game Stratego™ manufactured by the Milton Bradley Company. Stratego™ is a registered trademark of the Milton Bradley Company. However, Strike Force! has many extra features and playing options that Stratego™ does not offer and Strike Force! is a solitaire game where you play against a computer opponent.

SUSAN™ 2.5

Board:SUSAN™ 2.5 *f*

01/22/94

SUSAN is a quick and subtle game for two players. This file has everything for SUSAN, including version 2.5 for the Macintosh, two sets of add-on color art, a manual with strategy tips, and an advanced intelligence file. This is the original board game with a computer opponent that LEARNS by playing, so it's always near your skill level. Now even faster, and it learns better too. SUSAN 2.5 Pack is Copyright 1994 by Stephen Linhart, and is Freeware. It runs in color or B&W with 6.0.2 or newer, including System 7.

Swat-Tac-Toe 1.1

Board:Swat-Tac-Toe 1.1 *f*

04/26/92

Swat-Tac-Toe adds arcade-like action to Tic-Tac-Toe. The game requires players to earn their X or O by swatting a bug which is jumping around the Tic-Tac-Toe grid. Three skill levels. Shareware (no set fee, but it's not free!)

Blocktoid v1.0

Board:Blocktoid v1.0 *f*

12/31/93

The game consists of groups of game pieces moving across the board trying to capture the opponents flag. Each player has their own symbol for their pieces and flag. The highlighted pieces (with their size shown) can be moved by the player Michelle. The game can be run on up to six systems simultaneously over an Appletalk network. One machine must be designated as the master, all others are slaves. This application should be able to be run on any system capable of running system 7.x.

Tangram 3.08C

Board:Tangram 3.08C *f*

08/15/92

Tangram is an ancient Oriental toy which has 7 pieces, 5 triangles in different size, 1 square and 1 diamond. The objective of this game is to form a given shape using all 7 pieces.

Unite 1.1

Board:Unite 1.1 *f*

12/31/91

This was previously released as Lines of Action 1.0, but the name has been changed to avoid conflict with a program with the same name. This version makes Unite compatible with System 7.0. Unite is a thinking game you versus the computer (or another person). The object is to unite all your pieces. Somewhat on the order of Ataxx in complexity of thought.

BOLO TANK GAMES

BMAPEdit 1.2

Bolo:BMAPEdit 1.2 *f*

06/21/93

BMAPEdit reads, edits, prints, and creates files (of type 'BMAP') for use with Bolo. It has been designed to provide you, the people who enjoy playing Bolo, with the tools needed to quickly and efficiently make creative maps.

BMT Bolo Collection v1.0

Bolo:BMT Bolo Collection v1.0

11/05/92

BMT Bolo Map Collection.

Bolo 0.99.2

Bolo:Bolo 0.99.2 *f*

06/09/93

Bolo 0.99.2, so far the latest version out. It is a multiplayer tank game which supports appletalk or internet.

Bolo Finder 1.0.2

Bolo:Bolo Finder 1.0.2 *f*

07/01/93

Bolo Finder connects (via Internet) to Mike Ellis' Bolo Tracker server and displays the output. That's all. You can set the host and port of the Bolo Tracker information using the Preferences menu. Bolo Finder requires MacTCP, but it should work with System 6 or 7, and probably requires the 128k ROM (or later).

Bolo Map Editor

Bolo:Bolo Map Editor *f*

10/16/92

Bolo Map Editor.

BoloMaps

Bolo:BoloMaps *f*

02/04/93

A bunch of maps for the Bolo tank game.

Distant Early Warning 1.0.1

Bolo:Distant Early Warning 1.0.1 *f*

08/08/92

Distant Early Warning, or DEW, is background-only application which uses asynchronous NBP-lookups to find people playing Bolo in any zone in your AppleTalk network.

Drawn and Quartered

Bolo:Drawn and Quartered *f*

03/04/93

A nice BIG map for Bolo.

BRAIN TEASERS

1 OR 2 by VolgorWare

Brain:1 OR 2 by VolgorWare *f*

03/11/90

3 Extremely simple and cheap games. These are in the "brain-teaser" category of games. All text where you guess how many items to take away to leave the computer with the last one.

Ars Magna™

Brain:Ars Magna™ *f*

09/02/86

The program, written by Michael Morton, takes a word, phrase, etc., and finds all words that can be formed from the available letter combinations. Ars Magna then combines the words into anagrams in which all of the letters are used.

Blit!

Brain:Blit! *f*

04/15/91

Blit is a timed puzzle game where the player attempts to unscramble the puzzle similar to the old Puzzle DA in someways. It can be quite challenging/frustrating to do this at some of the higher levels.

Code Buster

Brain:Code Buster *f*

01/25/88

CodeBuster is a MasterMind type game.

Cogito 1.0.3

Brain:Cogito 1.0.3 *f*

11/16/92

Cool demo of a logic game, where you try to realign patterns. It's the Puzzle DA gone wild. Great sound.

ColorFall 1.01

Brain:ColorFall 1.01 *f*

04/15/94

A simple yet very fun and addictive new game! Blocks of 4 colors (or patterns for B&W) drop down, you position and rotate them where you want them and let 'em drop! Try to get 4 or more in a row down, across, diagonally or in a block. But that's not all! Random things happens during play to either help or hinder your progress, such as a falling weight, a bomb and other strange things!

Concentration

Brain:Concentration *f*

06/28/85

The classic game of Concentration

Core! 1.1

Brain:Core! 1.1 *f*

09/21/91

Core is a redcode development system for the Mac. This is a mac version of the perrential hacker game corewars, where competitors try to write worms and viruses that destroy their opponent's computers. System 7 savvy.

CrossMaster/demo

Brain:CrossMaster/demo *f*

09/19/92

Demonstration version of a great crossword generator. DEMO version cannot save puzzles, and will not create puzzles automatically.

CrossPuzzler-Demo

Brain:CrossPuzzler-Demo *f*

01/28/94

CrossPuzzler is a new crossword puzzle generator that far surpasses anything on the market. It will automatically generate a puzzle from a list of up to 100 words. All you need to do is provide the words and clues.

Darkwood

Brain:Darkwood

11/13/92

Darkwood is a simple roleplaying game revolving around arena type combat. You are an inexperienced warrior who must prove himself in the arena to gain a position in the City Guard. You select your opponent from a list of available creatures and are rewarded gold for winning. The gold can be spent for better weapons, armor, magic items, or healing at the local inn. There are many ways your character can advance himself, and each opponent in the arena has its own strengths and weakness. The combat system is based loosely around AD&D, and is quite complex underneath the surface.

DeadEnd 1.0

Brain:DeadEnd 1.0 *f*

10/31/93

Color logic game, where you strategically move a marble.

Devil's Cubes 1.0.1

Brain:Devil's Cubes 1.0.1 *f*

12/14/93

Devil's Cubes is a puzzle game. Mix and match colors on sides of cubes.

DigSim 2.2

Brain:DigSim 2.2 *f*

09/13/86

Design and experiment with digital circuit simulations.

Five Stones 1.0

Brain:Five Stones 1.0 *f*

11/27/90

A traditional Chinese strategy game.

Galaxis 1.1

Brain:Galaxis 1.1 *f*

10/21/92

Galaxis is a game of strategy and some luck. As one user put it, 'A very good cross of Mastermind and Battleships'.

Hex 1.1

Brain:Hex 1.1 *f*

01/08/89

Hex is played on a diamond-shaped board made up of hexagons. The number of hexagons may vary. Two opposite sides of the diamond are labelled 'black'; the other two are 'white'. The hexagons at the corners of the diamond belong to either side. One player has a supply of black pieces; the other, a supply of white pieces. The players alternately place one of their pieces on any one of the [unoccupied] hexagons. The objective of 'black' is to complete an unbroken chain of black pieces between the two side labelled 'black'. 'White' tries to complete a similar chain of white pieces between the sides labelled 'white'. These rules are simple, yet Hex is a game of surprising mathematical subtlety.

Hex!

Brain:Hex! *f*

10/28/90

Hexominos is a puzzle type game that uses right angled pieces.

Jotto][

Brain:Jotto][*f*

12/11/93

Jotto2 is a word game. The computer picks a word; you try to guess what it is.

LifeLab

Brain:LifeLab *f*

04/22/88

Nice cellular automaton game.

MacTriv 3.2

Brain:MacTriv 3.2 *f*

04/08/93

Welcome to the all new version 3.2 of MacTriv. This game has been completely rewritten from scratch in C and incorporates a completely new user interface, a new enhanced extensible file format, and a much better editor. Important features at a glance; Completely free. No shareware fee required. Works on all Mac models and requires System 6.0.2 or greater. It is System 7 compatible; Excellent colour graphics on colour capable machines; Extensible file format allows custom questions files.

Make-A-Maze

Brain:Make-A-Maze

01/02/94

MazeMaker Lite is a Maze designer and Game.

Mark4

Brain:Mark4 *f*

12/30/88

Mark 4 game is like MasterMind.

MasterMind 1.2.1

Brain:MasterMind 1.2.1 *f*

11/23/92

MasterMind Practice Game version 1.21.

Maze

Brain:Maze *f*

01/03/87

Its a very small maze game.

Number Sleuth 3.0

Brain:Number Sleuth 3.0 *f*

08/27/92

A mastermind type game requiring player to arrange four single digits into the correct order with clues from the game. Options allow for no repeated numbers or (even harder) repeated numbers. Scores can be kept during each round & a trumpet call greets a winner. Freeware.

On-the-Contrary

Brain:On-the-Contrary *f*

09/22/94

Game like Concentration.

Oxyd™ 16 colors

Brain:Oxyd™ 16 colors *f*

11/07/92

Oxyd is a challenge in science and exploration requiring manual dexterity and creative problem solving skills. Using the mouse, a marble is guided through 100 elaborate single player landscapes and an additional 100 dual player landscapes.

Pegged 2.13

Brain:Pegged 2.13 *f*

03/20/94

The classic game of Peg Solitaire, but more! Try to clear all the pegs but one from the board. Choose from many different boards and dozens of puzzles. Solved them all? Create your own puzzles with the built-in puzzle editor.

Planets

Brain:Planets *f*

06/03/90

Planet orbital simulator. Watch the solar system or design your own!

Poly-Dol 1.0

Brain:Poly-Dol *f*

05/12/94

Poly-Dol is a board game with color pieces on hexagonal or square grid. It is easy to learn, but hard to master. The object of the game is to remove all the pieces except one in as few moves as possible. A move is a piece jumping over other piece landing on a blank space or another piece. Depending on your skill, you can select level and board, custom or built-in.

ProMatch

Brain:ProMatch *f*

06/18/89

Concentration like game.

Re-Pete

Brain:Re-Pete *f*

05/13/93

RE-PETE 1.8.1 is the current version of my memory game. It's very easy to play and requires a lot of concentration to beat. Free.

Rubik's Wrap

Brain:Rubik's Wrap *f*

05/16/90

Rubik Game for the Macintosh requires patience.

Ult. Word Expansion demo

Brain:Ult. Word Expansion demo *f*

01/28/94

Full-functioning demo that does not self-destruct! From the author of the Ultimate Word Game Collection here comes a word game combination you won't want to miss! A combined scrambler-hang man. Just choose your list (or create your own), then: It scrambles the word. If you take longer than about 15 secs or guess the word, another body part is hung! This file also includes a text file reader and a text file maker! Comes with two lists: presidents and states. If you pay the shareware fee, you get a whole bunch of lists, including weird stuff (like serial-killers and types of drugs)! Make your own, too, 'n send 'em to me.

BREAK OUT GAMES

3D Brick Bash!

Break Out:3D Brick Bash! *f*

02/15/93

3-D version of the classic, Breakout. This game will run in B&W, but it is hard to see the ball. Shareware.

Beebop (Breakout)

Break Out:Beebop (Breakout) *f*

05/28/93

French adaption of Breakout. Any size colour screen, 16 cols or more. Includes a matching desktop patterns file.

BrickBounce

Break Out:BrickBounce *f*

11/08/93

A 3-D full color breakout arcade game, fast action, exciting sound and graphics, can be played while other apps are running. Also supports gray sc and B/W, but color works the best. For Macs with 68020 and up.

Brickles Plus 3.0

Break Out:Brickles Plus 3.0 *f*

07/26/93

Color Brickles Plus game.

BRICKWELL 1.0

Break Out:BRICKWELL 1.0 *f*

07/14/90

Brickwell is a new game for the Macintosh based on the arcade game KLAX. The object of the game is to catch bricks of different patterns that fall from the top of the window on a paddle and then drop the caught bricks into one of 5 columns such that at least 3 bricks of the same pattern are adjacent vertically, horizontally, or diagonally, depending on the level.

MacBoing 1.0

Break Out:MacBoing 1.0 *f*

11/25/93

MacBoing is a "break-out" look-alike game for all Macs running System 7. The idea of the game is derived from XBoing by Justin Kibell, but since not all of us use or like X Window systems, MacBoing started as a little weekend hack.

MacBrickOut 2.0.4

Break Out:MacBrickOut 2.0.4 *f*

08/05/93

A nice rendition of the classic arcade game, Breakout. Requires at least 4-Bit (16 colors). By Carson Whitsett \$5.00 Shareware.

Ricochet

Break Out:Ricochet *f*

02/08/94

Ricochet 2.0 has Improved graphics and sound. Now, with 40 levels and a level editor allowing the user to design and save their own levels. Online help screens. Requires 640 x 480 Monitor, 256 colors, System 7 required, 2.3 Mb partition & SoundManager3.0. Charityware \$15.00-see ReadMe file.

SuperPONG
Break Out:SuperPONG *f*
05/29/93
This is a new 3D Super Pong game.

CARD GAMES

1000Miles

Cards:1000 Miles

01/14/87

Based on the classic French card game "Mille Borne." Try to gain 1000 miles before your opponent. Watch out for speeding tickets and wreckless drivers. Quite habit-forming.

500 - Cards v1.0.1

Cards:500 Cards *f*

07/07/94

What IS 500 Cards? It's an implementation of the card game 500 in which two partnerships try to be the first to score over 500 (and definitely not under -500!). The game lasts as many hands as it takes one side to win (or loose) and each hand consists of 10 tricks (in which each player plays a card in turn). Each hand starts with a bidding phase to decide who is the bidding partnership and what is turmps [sic] (one of the four Suits or No Trumps neither form of Misere is implemented).

Awesome Craps v1.0

Cards:Awesome Craps v1.0 *f*

03/28/94

An excellent craps game.

Awesome Roulette v1.0.2

Cards:Awesome Roulette *f*

08/14/94

Very decent roulette game. Nice color graphics. PLACE YOUR BETS!

Best Klondike face cards

Cards:Best Klondike Face Cards *f*

04/07/93

This file that contains new face cards for the Klondike Solitaire game. The face cards have colors. They are installed by opening Klondike with Resedit and cutting the old PICT file and pasting in the new PICT file. They look nice.

BETRBLJK.dem

Cards:BETRBLJK.dem *f*

12/13/87

This demo software will teach you how to count cards and be a better BlackJack player.

Bezique

Cards:Bezique *f*

07/29/92

Bezique is a card game for two people. The program allows you to play against the computer. The program is freeware and can be run on any Macintosh computer. It requires 300K of memory and is 32-bit clean.

Black Jack 1.2

Cards:Black Jack 1.2 *f*

06/20/92

Casino Black Jack v1.2. Configurable version of Black Jack with great graphics.

Black Jack Deluxe

Cards:Black Jack Deluxe *f*

11/12/92

The BEST Macintosh Casino Black Jack package. Features include: a user configurable 1 to 16 deck 'shoe'; a complete card counting tutorial and practice guide; 'Coach' and 'Hint' modes accelerate the learning process by analyzing playing errors; on-line table lists best play in EVERY possible situation; entertaining cheat features let you see and print from the next card to the whole shoe; players control many casino/dealer variables; card counters can modify the 'counting system' and the 'best play' tables; 'Auto-play' mode will show the computer playing perfectly at amazing speed using the current counting system and best play tables (great for testing a new counting system); stats window shows the exact number of each card that has been dealt and calculates the % chance your next card will force you to bust; the cards look great in black and white and AWESOME in 8-bit (256) color. Print any window on the screen This game is entertaining for players of all backgrounds, and a priceless tool for the profession

BlackJack Paradise™

Cards:BlackJack Paradise™ *f*

07/05/93

A complete BlackJack game which features 9 casinos, each with its own house rules. Shareware, \$5.

BlackJack Trainer 1.0

Cards:BlackJack Trainer 1.0 *f*

01/17/91

This is the sample edition of Blackjack Trainer. Blackjack Trainer is designed to help teach you to play the game of Blackjack professionally. The full working version is configurable.

Bones

Cards:Bones *f*

10/06/93

Bones 1.0b is a multi-sided dice rolling game.

Canfield 5.1

Cards:Canfield 5.1

08/29/92

Canfield is the second version of my solitaire card games. I'm not sure if I prefer Klondike or Canfield; I certainly enjoy this game. Klondike is Shareware, which means that I would like you to send in a few dollars if you like the game and plan to keep playing it. You'll find a reminder and the full address details in the "About..." box when you play the game. Be sure to include a disk and stamped envelope to receive a full set of the latest versions of four solitaire games (Klondike, Canfield, Golf and Calculation) as well as the three color 'decks'. Mike Casteel; 788 Edale Drive; Sunnyvale, CA 94087. Electronic mail can be sent to: Compuserve: 76174,2461; Internet: mac@unison.com (preferred e-mail method) I hope you enjoy.

Card 99

Cards:Card 99 *f*

10/12/90

Strange Card game.

CardTable 2.0.1

Cards:CardTable 2.0.1 *f*

05/11/94

Card Table 2.01 application. Contains a new game module "Las Vegas Black Jack" Does NOT contain the original 3 modules, Solitaire, Double Solitaire and Easy Solitaire.

Casino Craps

Cards:Casino Craps *f*

11/28/93

This is shareware, try it a few times and if you decide to keep it, please send \$8.00 to DSD, PO Box 10436, Napa, CA 94581. Fully tested on system 7.0 or better Macintoshes and Powerbooks, will work in color or b&w. Turn on balloon help for information on the craps table bets. For best results, turn balloon help off during play. To roll the dice, press the return key or click in the center, top box. To make a bet, you must first select a wager amount, then click in the bet square where you would like to place the bet. To take or lay odds on a point, you must do so by clicking in the "take odds" or "lay odds" box immediately after the point you want true odds on is established. To save the settings (from the "Rules" and "Come out roll" menus), close the game window prior to quitting the application.

Cat 'n Mouse

Cards:Cat 'n Mouse *f*

04/12/92

This is an implementation of a two player card game called "Cat 'N Mouse", or in other circles, "Spite and Malice", or "Skip-Bo". It takes about 10 minutes to learn and is great fun to play, options include a one-play mode (play against the computer). Should work on all machines running System 6.0.x or better.

Cribbage 2.6.1

Cards:Cribbage 2.6.1 *f*

12/04/93

Cribbage 2.6 copyright 1994 by Chris Christensen. From the Author: Cribbage is a Macintosh version of the classic card game. Complete with rules and a computer opponent. This version fixes some bugs that caused the program to crash on newer macs. AppleLink: CHRISTENSEN Chris2x@eWorld.com

DeckEdit

Cards:DeckEdit *f*

07/27/86

a Card Game

Deluxe Klondike

Cards:Deluxe Klondike *f*

08/30/94

Deluxe Klondike is being distributed as shareware. If you enjoy playing this game then please pay for your copy by sending the \$15 shareware fee. In return for your payment you will receive a disk in the mail containing the newest version.

Deuces Wild 1.3

Cards:Deuces Wild 1.3 *f*

01/28/94

Deuces Wild is a simulation of several of the video poker games found in Las Vegas casinos. Fast, fun, and easy to play, it features great sound and graphics. You can even watch it play by itself (perfectly!). Requires color, System 6.07 or greater.

Diamonds 1.6

Cards:Diamonds 1.6 *f*

06/14/91

The ultimate Brick Game for Color Macintosh Computers. Works only on MacII-type Machines. GREAT GRAPHICS and SOUND!

Egyptian Solitaire
Cards:Egyptian Solitaire *f*
03/11/94
Neat card game similar to Pyramid

Forty Thieves 2.1
Cards:Forty Thieves 2.1 *f*
03/14/91
A two deck solitaire game

Golf Solitaire 2.0
Cards:Golf Solitaire 2.0
05/28/94
A really great version of Golf Solitaire for the Mac. Great looking cards that are very large and colorful. It also has digitized sound effects. Golf Solitaire requires 256 colors and at least a 13 inch (640x480) monitor. Note: This version fixes several bugs that caused previous versions to crash on some Macs.

• HEARTS DELUXE •
Cards:Hearts Deluxe *f*
10/20/94
Hearts Deluxe 3.2 is an excellent game of hearts.

Hoyle's Draw Poker 1.3
Cards:Hoyle's Poker 1.3 *f*
03/18/93
Beta version of a mono poker game.

King Albert
Cards:King Albert *f*
01/04/88
King Albert, a solitaire game.

Klondike 3.6
Cards:Klondike 3.6 *f*
01/08/88
A classic solitaire-style interactive card game.

MacCribbage (Color)
Cards:MacCribbage (Color) *f*
02/10/92
Update to MacCribbage. Although its not done yet this version does have some good stuff. A better user interface, color support, and (hopefully) it wont crash anymore. MacCribbage is a full cribbage plying environment where you play the Mac. Options include length of game, statistics, automatic or manual pegging, and the ability to save matches in progress.

Macjack 4.0
Cards:MacJack 4.0 *f*
08/20/90
BlackJack card game with optional sound capabilities (need Macintalk).

MacSeven
Cards:MacSeven *f*
04/06/85
Mac Seven, a solitaire game.

MacSlot Color
Cards:MacSlot 1.0
03/15/94
MacSlot v.1.0 is A SIMULATED SLOT MACHINE WITH REAL LIKE ODDS. TRY YOUR LUCK WITHOUT LOSING YOUR MONEY!

Mille Bornes 1.2.1
Cards:MillesBornes 1.2.1 *f*
06/04/92
Mille Bornes 1.2.1 Here's a new version of the card game "Mille Bornes". The program requires an 8-bit, 13" (or larger) monitor, in order to run. Also, the sound doesn't work unless you're running system 7.

Montana v2.01
Cards:Montana v2.01 *f*
01/21/90
A different type of Solitaire game.

On the Edge
Cards:On the Edge *f*
01/26/94
Solitaire card game. Different. Try it.

Pinochle 3.0
Cards:Pinochle 3.0 *f*
07/10/94
Pinochle 3.0 has both the popular double deck version and the single deck version of Pinochle. Fully customizable so you can play by the rules you are most familiar with.

Poker Solitaire v0.9B
Cards:Poker Solitaire v0.9B *f*
01/10/93
A solitaire game called Poker Solitaire. There is online help which is well detailed.

Precision Cribbage™
Cards:Precision Cribbage™ *f*
01/05/89
Nice cribbage game.

Progression v1.5
Cards:Progression v1.5 *f*
08/12/92
A solitaire game.

Romi-1.2.1

Cards:Romi-1.2.1 *f*

11/14/93

The Romi game is played with two sets of 52 cards and with two free cards (two apple card). The purpose of this game is to form groups of 3 or more cards, which contain either consecutive cards of the same suit or cards of the same number value but of differing suits.

Roulette Supreme v1.1

Cards:Roulette Supreme v1.1 *f*

10/24/94

Roulette simulation game w/both American & European rules. No sound unfortunately.

SlotMachine Poker

Cards:Slot Machine Poker *f*

08/26/91

Slot Machine Poker is a simple poker simulator in black and white.

Solitaire 1.0

Cards:Solitaire 1.0 *f*

04/17/90

I've never seen this particular version of solitaire before, even if it is from 1990. Check it out, color and several game variations.

Solitaire Till Dawn™

Cards:Solitaire Till Dawn 2.0.1 *f*

10/22/94

An excellent solitaire package containing many different variants on the game.

Solitaire

Cards:Solitaire *f*

02/16/94

The game is a very simple one to learn, but a very hard one to win. You'll find instructions on how to play in the online help. Simply choose How to Play from the Help menu, and you'll learn all you need to know to play.

Spades v0.50

Cards:Spades v0.50 *f*

03/02/92

The card game Spades.

Spoydworks Solitaire 1.2

Cards:Spoydworks Solitaire 1.2 *f*

10/15/92

Spoydworks solitaire is a combination of several solitaire games that you can pick from. Nice color on a color mac, but runs on any mac. These are tough solitaire games!

Super Dice-It 1.1

Cards:Super Dice-It 1.1 *f*

08/03/92

Latest version of a Yatzee clone.

Tarantula 1.0

Cards:Tarantula 1.0 *f*

01/12/94

A challenging card game the object of which is to: arrange sequences of cards of the same suit from King to Ace and remove them from the tableau.

teknaSlots

Cards:teknaSlots *f*

05/24/93

Full color teknaSlots. Excellent sounds and graphics. Bet up to \$100, paybacks are big! Very tough to beat. FREEWARE.

The Prince

Cards:The Prince *f*

08/19/93

Volume 2 of the Card Shell solitaire games.

The Republic

Cards:The Republic *f*

08/19/93

Volume 1 of the Card Shell solitaire games.

UltraDice

Cards:UltraDice

07/08/94

UltraDice works like this: When your turn begins, the dice will be rolled automatically. You will have two more chances to roll during that turn, but it is not necessary to use them both. Clicking the "Roll" button will roll all the dice that are not marked with an X. Click a die to mark or unmark it. You can also use the keyboard to control the dice. The numbers 1-5 mark or unmark dice, and return/enter or "R" rolls them. When you are finished rolling, click in the square below your name that is marked with the scoring option you want, or simply click the name of the option that appears to the left. If your score will be zero in this area, an alert will appear, asking you to confirm your choice. When all players have filled in their scoring areas, the game will end, and UltraDice will announce the winner.

Vegas Blackjack 2.0

Cards:Vegas Blackjack *f*

07/07/94

Well done 21 game.

Video Poker for Fun!

Cards:Video Poker for Fun! *f*

04/29/91

Got that itch for Las Vegas, but a little low on funds? Try your luck with this version of Video Poker.

Compatible with System 7.1

CHEAT EDITORS

8 Million \$ City

Cheat:8 Million \$ City *f*

03/12/93

A SimCity that has been hacked so that you start with 8 million dollars.

ARASHI GEM

Cheat:ARASHI GEM *f*

08/07/92

A Game Enhancement Module (GEM). The ARASHI GEM enables you to get more lives and superzappers during game play of ARASHI. Invoked with only a keystroke, the GEM is extremely convenient and easy to use. A definite must have for any fan of Tempest.

Armor Alley Level Editor (2.0)

Cheat:Armor Alley Level Editor (2.0)

10/28/93

This lets you edit the levels in the commercial game Armor Alley™.

Behind Dark Castle

Cheat:Behind Dark Castle *f*

05/16/88

Ever got up to the last level in BDC, just to be defeated by a blind-drunk knight? Well, don't get mad, Get Even! With Behind Dark Castle, you can cheat to your heart's content. Distributed under the HappiWare System: IF YOU LIKE IT, REMEMBER TO SMILE!

Beyond DC Cheat TMPL

Cheat:Beyond DC Cheat TMPL *f*

03/22/88

Templates to change the look of Beyond Dark Castle.

CHIRAL PATTERNS.PICT

Cheat:CHIRAL PATTERNS *f*

04/26/94

Examples of how to form molecules in the game, Chiral. PICT file.

CivCheat 2.0

Cheat:CivCheat *f*

02/06/2040

Drag and drop a saved Civ game onto the app and it will prompt you for the changes you want to make. Possible options include adding gold, settlers, or technologies. When you add a technology, all prerequisites are added as well. There is also an option to make the entire map visible.

Civ Crack Editor 1.1b

Cheat:CivCrackEditor 1.1b *f*

08/27/94

This program simply applies a series of cracks that have been collected since Civilization came out. These all work on Civ 1.08. The one problem is that some cracks crack the same area that others do making things unreliable. To be on the safe side don't crack two things that are similar, such as Everything cost \$0 and everytime you buy something you get \$32000.

Cyclone 1.1.x to 1.2 Updater

Cheat:Cyclone 1.1.x to 1.2 Updater *f*

01/15/94

Cyclone 1.2 Updater will update Cyclone version 1.1 or version 1.1.1 to version 1.2. This fixes a few minor bugs and adds a few features.

Cyclone 1.x to 1.1.1 Updater

Cheat:Cyclone 1.x to 1.1.1 Updater *f*

12/28/93

This program will update Cyclone 1.0 or 1.1 to version 1.1.1.

DM Updater -> v.1.0.3

Cheat:DigitalMessiahUpdater103 *f*

09/11/93

Updates Digital Messiah to version 1.0.3; also fixes game files that were corrupted by the buggy old version.

DM Ambient Sound Installer

Cheat:DM Ambient Sound Installer

02/14/94

Sounds for Digital Messiah 2.0

DM Fixer v.2.0.1

Cheat:DM Fixer

04/10/94

This is a fixer for users who have upgrades from v.2.0 to v.2.0.1 and are now experiencing problems such as abnormal slowness and crashes with an error type 4 (while opening the preferences dialog).

DM Updater -> v.2.0.1

Cheat:DM Updater -> v.2.0.1

04/01/94

The patch will create a new application entitled Digital Messiah v.2.0.1. Dispose of the older Digital Messiah application. NOTE: This update may only be used on v.2.0 of Digital Messiah. An attempt to use on an older version will cause unexpected results.

Expo GEMs Info

Cheat:Expo GEMs *f*

08/08/94

Modules for the Axis game cheater: Civilization; Cyclone; Deliverance; Maelstrom; F/A-18 Hornet; MacAttack; SimCity; Spectre; and Super Maze Wars.

Gauntlet Editor 1.0

Cheat:Gauntlet Editor 1.0 *f*

05/01/90

Editor for the game Gauntlet

IMG June/94

Cheat:IMG June/94

06/30/94

The June 1994 Edition of Inside Mac Games

IMG May/94
Cheat:IMG May/94
05/21/94
The May '94 issue of Inside Mac Games.

LinksToMac
Cheat:LinksToMac 1.09 *f*
08/19/94
LinksToMac™ reads Links 386 DOS golf course disks and converts them to Links Pro for Macintosh courses. You simply insert the DOS disks into your Mac and LinksToMac™ does all the work for you.

M&M Edit V1.1
Cheat:M&M Edit V1.1 *f*
05/10/90
The Mad Bombers massive cheat stuff, including two unbeatable rosters, lists of weapons and monsters, and hex editing tools for Might and Magic.

Maelstrom cheats
Cheat:Maelstrom cheats *f*
03/10/93
Text file written by Andrew Welch describing how to use MacsBug to cheat at Maelstrom.

Maelstrom GEM
Cheat:Maelstrom GEM *f*
12/22/92
The Maelstrom GEM (Game Enhancement Module) requires Victoire to be used. If you do not have Victoire, you must obtain a copy before using the Maelstrom GEM. You must install the Maelstrom GEM from the Victoire control panel in order for it to work. The GEM for Maelstrom was written to work with Maelstrom versions 1.0, 1.02, and 1.03.

Maelstrom Sounds
Cheat:Maelstrom Sounds *f*
11/02/92
JUST WHAT YOU WANTED!! All but the three most basic sounds have been replaced in this Maelstrom sound file. The hero of Army of Darkness will never shut up as you blast through Andrew Welch's game! My only request is that you register to Ambrosia Software. If you are already registered, let me know how you like the sounds!

Marathon Physics Model Editor
Cheat:MaraModelEdit 1.1 *f*
02/03/95
Great Physical aspects Editor for Marathon.

Merlin
Cheat:Merlin *f*
09/20/90
Hi-level character to help you cheat at "Moria".

Mo'Realmz Stuff

Cheat:Mo'Realmz 1.5.3 stuff *f*

01/02/95

Add more non-euro & non-human character portraits to Realmz 1.5.3. Includes some more female, monk, and halfling battle icons. Also includes some helpful player characters: Fight with Bruce Lee on your side. Import the "Goolussum" character into Realmz and spend his nearly unlimited wealth on setting up your party with equipment and resurrections. This replaces the earlier "EnhanceRealmz" and "RealmzWealth" to keep pace with the rapidly-changing upgrades to Realmz 1.5.x.

Mortal Kombat Tips1

Cheat:Mortal Kombat Tips1 *f*

02/19/93

Mortal Kombat Tipsheet

MSTifier FKEY

Cheat:MSTifier FKEY 1.1 *f*

03/01/94

This is the first FKEY I've written. What it does is, it takes the silhouette of Joel/Mike and The 'Bots from Mystery Science Theater 3000 (MST3K for short, hence the term "MSTifier", and puts it on the bottom of the current front window, right where they belong. The FKEY is activated by hitting command-shift-7 (this is changeable--see tech notes).

Mechanical Age

Cheat:Myst Patch *f*

04/13/92

Here it is, as promised. Enjoy actually completing the level now.

P.O.P Saved Levels Info

Cheat:P.O.P Saved Levels Info *f*

10/30/93

This lets you go to any level in the Prince of Persia from 1-12 or you can even go to the ending.

Passwords-EM Incred. Machine

Cheat:Passwords-EM Incred. Machine

12/24/93

This small text file contains the passwords for all 160 levels of the game, "The Even More Incredible Machine", by Dynamix, Inc. (If you haven't tried it, you should!) These passwords do NOT defeat copy protection; the passwords do allow you to 1) play any level of your choice at any time, 2) skip a level if you get stuck, 3) check off levels as you play them instead of writing down the next password at each level you complete and trying to remember later where you put your list. Use either upper or lower case for the passwords. You still need the manual in order to get into the game to begin with.

Pathways Guide

Cheat:Pathways Guide *f*

02/07/94

This is a Guide for Pathways Into Darkness. It combines all the walkthrough info with a complete set of maps in one standalone document. It prints very nicely into a book which is quite helpful to use while you play.

Pathways Into Cheating

Cheat:Pathways Into Cheating *f*

10/03/93

Freeware cheating program for Pathways into Darkness. this cheater was sent to me by Jason at Bungie software to post on Genie. May actually have some bugs in it still. I have only done limited testing with it.

The Persia Cheater demo v1.0
Cheat:PersiaCheater 1.0 demo *f*
06/23/94

The Persia Cheater is an extension which gives you dozens of cheats for the popular game Prince of Persia (v1.0). Unlike other cheats available, there are no keys to remember and no codes to enter: you just choose your favourite cheats from the "Cheats" menu which gets added to Prince of Persia's menu bar. This is a demo of the cheat extension: the included 'read me' file tells you how you can pay the small shareware fee to get the full version.

POD AV sounds
Cheat:POD AV sounds *f*
11/14/93
New Prince of Destruction sound files for compatibility with AV machines.

PoPMap
Cheat:PoPMap *f*
05/26/93
This is a Beta of an editor for Prince of Persia□

PoD Map.pict
Cheat:Prince of Destruction Map *f*
10/20/94
Ok, here's the map of the mine in PoD. All I ask is for everyone that finds this map useful to send me \$1. That's only a buck, and with this money I will be registering PoD. So I am really not in it for the money, just wanna support the authors. Send anything to: Alex Moratorio; 1444 Lane Way; Placerville CA 95667. Enjoy all!

Realmz 1.5.X => 1.5.4 patch
Cheat:Realmz 1.5.x => 1.5.4 Patch *f*
10/17/94
Updates Realmz version 1.5.x up to version 1.5.4

Character Editor
Cheat:Realmz Editor *f*
11/10/94
character editor for Realmz

Rescue! 2.0.4 patch
Cheat:Rescue Patcher *f*
11/11/94
Patch to let you cheat in Rescue and beat the cube ship. Hooray!

Shareware/Rescue!
Cheat:Rescue Tips *f*
08/10/94
Here are some tips and tricks for Rescue! 2.0.3

Rescue! v2.1 New Art patch
Cheat:Rescue! New Art v2.1
12/03/94
New artwork for Rescue!

Rick's MYST Journal

Cheat:Rick's MYST Journal *f*

12/05/93

Rick is a friend of ours who was one of the first to do Alpha-testing. We got him because we thought he was your typical Mac user; not so! Turns out he's a game fanatic! During testing he never got to finish and has been begging us for a copy ever since. When Myst was finally released, we sent him a copy and he sent us this in return! Great stuff, Rick! ©1993 by Rick Zienert. All rights reserved.

Sensory Cheat 2.0

Cheat:Sensory Cheater 2.0 *f*

08/08/94

If you own the new Virtual Reality Game from Reality Bytes called "Sensory Overload," then you need this. It gives you UNLIMITED weapons and health to go roam as you please.

Shadow Keep-Catacombs

Cheat:Shadow Keep-Catacombs *f*

09/25/91

Map of the Catacombs from Shadow keep.

Shadowgate Walkthru #1

Cheat:Shadowgate Walkthru #1 *f*

07/24/88

A walkthrough of the game ShadowGate.

Sim City Cities

Cheat:Sim City Cities *f*

05/01/94

A bunch of extra cities for use with SimCity.

SimCity 2000 Strategy Guide

Cheat:SimCity 2000 Strategy Gu *f*

07/26/94

This strategy guide is better than others because it contains the new 500,000 money code for vers 1.1 and it gives other secrets that you may not know. Suggestions on Budget and a special challenge!

SimCity2000™ update to v1.1

Cheat:SimCity 2000™ 1.1update *f*

02/24/94

This is a file to update SimCity 2000, a commercial game. The budget should work properly now, transit figures should be correct (and stay that way.) The Bulldoze Tool should always default to Bulldoze instead of whatever tool was last used. This should prevent accidental mass destruction caused by forgetting that the last bulldoze tool being used was Raise/Lower/Level Terrain. Airports should build correctly now (the ratio of towers to runways should be better.) Several problems that show up with more than 7 stadiums/teams should be gone. Figures in the Analysis window (from the City Hall query window) should stay correct. And many more fixes!

SimCity Editor

Cheat:SimCity Editor *f*

08/21/90

This program lets you edit all sorts of stuff in SimCity.

SimCity Special Passwords v1.0
Cheat:SimCity Special Passwords v1.0
12/26/90
This is the updated SimCity passwords file.

Spectre World Editor 2.1
Cheat:Spectre World Editor 2.1 *f*
12/28/92
Rearrange the Spectre game grid to your advantage. The Spectre World Editor program was written to allow you to modify the layout and colors of the obstacles on the game grids. The quantity, speed, and armor levels of the robots are programmed in to be a function of which level you are on. Thus, until someone tells me how to edit the appropriate CODE resources, the program won't be able to edit these vital details. The editor also tells you of built in cheats! This version marks an important advance for Spectre World Editor. It has moved from a week long hack to a sophisticated editor. Make sure you use the editor on a copy and not your original disk of this great commercial game.

Strategic Conquest Editor
Cheat:Strategic Conquest Editor *f*
01/16/93
Edits Strategic Conquest games.

Super SpectreSupreme
Cheat:Super SpectreSupreme *f*
07/05/92
Let's you cheat at the commercial game "Spectre Supreme", by designing your own super tank!

Castle Hall
Cheat:TaskMaker Maps Info and Hints *f*
12/12/89
MacPaint format Maps for TaskMaker

Tetris Cheat Tip
Cheat:Tetris Cheat Tip *f*
03/20/90
Lets you change the high scores on Tetris.

The Lighter Side™ v1.0 demo
Cheat:The Lighter Side™ v1.0 demo *f*
09/11/93
The Lighter Side is an extension which provides cheats for a variety of popular games by adding a 'Cheats' menu when the game is opened. Currently, there are over 40 cheats for Lemmings, Prince of Persia, Diamonds, and Eight Ball Deluxe.

The Ultimate Sim City
Cheat:The Ultimate Sim City *f*
05/20/91
A Few Cities i have made from the game Sim City, one is almost a Megapolaipolis catagory.

UHS Stack 1.0.1
Cheat:UHS *f*
12/15/89
Universal Hint System. This Hypercard stack includes progressively revealing hints for dozens of commercial adventure-type games.

Victoire! 1.0.2

Cheat:Victoire! 1.0.2 *f*

01/09/93

Victoire! 1.0.2 cdev lets you "cheat" at your favorite games....gain extra lives, more shields, more powerful weapons. Uses Game Enhancement Modules (GEMs) to help you become invincible!!!!

What's changed in TM 2.0.1

Cheat:What's changed in TM 2.0.1 *f*

12/07/93

This file contains the complete details about the changes between TaskMaker v2.0 and v2.0.1.

WolfEdit 1.0

Cheat:WolfEdit 1.0 *f*

11/29/94

Edit Wolfenstein 3.0 settings

WolfenCheat 2.0

Cheat:WolfenCheat 2.0 *f*

11/09/94

WolfenCheat 2.0 is a system extension which adds an extra menu to Wolfenstein 3D and lets you access all the cheats that I know about. Note that version 2.0 does not add any new cheats to the menu (as far as I know there are no new ones).

Wolfenzoom

Cheat:Wolfenzoom 1.1.1 *f*

10/21/94

Wolfenzoom is a small INIT that lets you play Wolfenstein 3D at 320x200 with 2x2 pixel replication just like on a VGA monitor on a PC! Also features an "alternate line" mode which only draws every other scan line, increasing screen size while keeping redraw speed fast. 68k native! PowerPC native! Hardware requirement: a Mac capable of running Wolfenstein 3D at 640x400 with "Use Quickdraw" turned off.

ENTERTAINMENT

Astro-Lo 1.0a

Entertainment:Astro-Lo game *f*

12/30/91

Astro-Lo is an astrology oracle program. You ask it a question, and it attempt to answer the question by means of astrological symbols and their interpretation. Astro-Lo is currently in its alpha stage of development but is very reliable and sturdy so far that I've tested. It's System 7 compatible. I need feedback. Please test the program and be sure to provide me with comments and suggestions on how we can make Astro-Lo better and more fun to use. Thanks. Jean-Marc & JM Rivas.

LottoBalls 1.1

Entertainment:LottoBalls 1.1 *f*

01/21/91

A simple program for picking lotto numbers.

Lott33 v4.5

Entertainment:LottoLyzer v4.5 *f*

05/31/93

Upgrades are free for one year from date of registration. Enclose \$2.50 for postage & handling. This is an application designed to highlight trends or tendencies in numbers drawn for the common 'Pick 6' type lotteries. No ridiculous promises of instant riches are made. The fact is, no one can predict the numbers, and if they say they can, they're frauds. But 'LottoLyzer' can help you recognize the tendencies or trends in your lottery, and capitalize on them. J.R. Lando;1253 W. Kilarea Drive; Mesa, AZ 85202.

MacTriv 3.2

Entertainment:MacTriv 3.2 *f*

04/08/93

Mac trivia game. Color.

Madlibs #2

Entertainment:Madlibs #2 *f*

12/11/93

15 files for MacLibs 2.0

Magic Clear Ball

Entertainment:Magic Clear Ball 3.0 *f*

08/25/94

This is Magic Clear Ball. It is your friend. It wants to help you make decisions. Ask it for advice and It will graciously answer your questions with the utmost ease. Magic Clear Ball is 32 bit clean and runs perfectly on a 68040. Requires System 7.x or higher. FREEWARE.

Professor X V.3.0

Entertainment:Professor X V.3.0 *f*

12/13/92

Professor X simulates a very understanding, usually nonjudgemental, psychotherapist. It's a very short download give it try!

Sage

Entertainment:Sage *f*

04/10/89

Picks random bits of wisdom for you.

SuperColumns

Entertainment:SuperColumns *f*

06/18/93

The author claims his rendition of the classic arcade Tetris is better than the original one from Spectrum Holobyte. One could make a strong argument for such a brag! If you enjoy SuperColumns, be sure to send in the registration fee to encourage Michael Dean to create other high quality games. By Michael Dean.

The Prophet 1.0

Entertainment:The Prophet 1.0 *f*

06/29/93

Ask the Prophet a question. You and your friends play your hands on the mouse. The spirits will move the mouse and spell out the answer. Fun for all ages!

Tolkien Quiz v2.3

Entertainment:Tolkien Quiz 2.3 *f*

06/30/91

If you've read the Tolkien books, this interactive quiz is a ton of fun.

Trek Trivia

Entertainment:Trek Trivia *f*

05/13/86

If you are a fan of the original Star Trek, try your luck at this challenging quiz.

What Day? 1.1

Entertainment:What Day? 1.1 *f*

08/04/91

What Day? is a very simple program which calculates the day of the week for any date since 1700. It's fun to find out what days you and your friends were born, and it is very useful in bringing history to life for students.

Word Find 1.3

Entertainment:Word Find 1.3 *f*

07/21/94

Word Find allows you to create a list of words (or select a text file) and attempts to create a word search puzzle. You can select options including size of puzzle & direction of hiding (forward, backward, diagonal, etc). Works very quickly.

FOR NEWTON ONLY

15 Puzzle 2.0

For Newton Only:15 Puzzle 2.0 *f*

12/15/93

15-Puzzle 2.0. Slide 15 numbered tiles into ascending order on a four by four grid. Similar to Puzzle DS shipped with Mac.

Abduce.pkg

For Newton Only:Abduce *f*

11/17/94

Abduce - An addictive dice game.

Billy Draw.pkg

For Newton Only:Billy Draw.pkg *f*

09/28/93

This simple Newton app allows you to draw whatever you wish on a picture of President Clinton. If you voted for him, you can draw halo's, etc. If you didn't you can draw horns etc.

BlackBox.□.pkg

For Newton Only:BlackBox.□.pkg *f*

10/07/93

Black Box for the Newton is a game based on the old Parker Brothers board game by the same name. It's one of my all-time favorite strategy games, and I've implemented it on several other platforms. The rules take a little time to learn, but once you get them down, it's a pretty simple game. Be sure to look at the help sheet enclosed for a good set of samples.

Bombs Away.pkg

For Newton Only:Bombs Away.pkg *f*

11/11/93

"Bombs Away" for Newton™ Instructions. You begin with 4 cities. Protect them. Each round consists of some number of "bombs" streaking down from above intent on destroying your cities. You intercept them with "missiles" by tapping. This sets off an explosion that can destroy the bomb. But be careful, you only have a limited number of missiles.

chess.pkg

For Newton Only:chess *f*

12/04/93

This program will allow you to watch famous chess games on your Newton. It's not finished, and there are only a couple of games you can see.

Danglin'.□.pkg

For Newton Only:Danglin'.□.pkg *f*

10/05/93

Danglin', (c)MAConsulting is our version of the classic Hangman game for Newton with multiple skill levels and a hint button. Danglin' will help you practice your handwriting while you have fun! \$5 shareware.

Digital Dice1.1.pkg

For Newton Only:Digital Dice 1.1.pkg *f*

10/30/93

Digital Dice lets you slay a dragon with your Newton! Well, it does if you play RPG games. Digital Dice lets you roll up to eight different sets of simulated dice from 4 to 100-sided dice. Just what Oogie Boogie would want on his Newton!

DRUGWAR.82p

For Newton Only:DrugWar *f*

08/09/94

Drugwar Version 1.0 by Jonathan Maier and Jonathan Bloom. This is Drugwar, the game that has been circulating around our school for the last year or so. You are a drug dealer on the streets of New York. You start off with \$2000 in your wallet, but you owe a loan shark \$3000, and he charges outrageous interest rates. Your goal is to buy drugs when they're cheap and sell them at higher prices in order to pay back the loan shark and then make as much money as you can in one month. Each day, you get to look at the prices of drugs, and you can buy or sell as much as you want. The drugs are kept in your trench coat, which can hold 100 units of any drug. When you're done dealing, you choose "Jet" from the menu, which lets you take the subway to another part of town, where you start a new day.

Forest PegBoard 1.0

For Newton Only:Forest PegBoard 1.0 *f*

05/09/94

Forest Pegboard v1.0. Newton version of the traditional peg-jumping solitaire game with a few enhancements.

GoBoard.pkg

For Newton Only:GoBoard *f*

10/29/94

It simulates a 19 by 19 board for the Oriental strategy game of Go. Black and white "stones" may be placed and removed. It can be used to play and record a game between people, or study published games and problems. It does not provide a computer opponent, or remove captured stones automatically. It has backward (<) and forward (>) buttons to re-examine moves that have been played, and a Restart button to replay a game from the beginning (this is an improvement over the Undo button in the previous version). Captured stones are erased by tapping on them. Tapping on a stone just played changes its color.

hangman.pkg

For Newton Only:hangman.pkg *f*

09/24/93

Newton Software: A rather noisy version of Hangman. Sorry about the lame graphics. Version 2 coming soon with decent graphics and selectable "kids" dictionary.

Incoming!.pkg

For Newton Only:Incoming!.pkg *f*

10/28/93

Incoming! Newton version of Missile Command!

Isaac.□.pkg

For Newton Only:Isaac *f*

04/05/94

Isaac. A Newton memory game.

Kalah.□.pkg

For Newton Only:Kalah game *f*

12/04/93

Kalah, a two player game of strategy. Based on moving chips around holes.

KidsCard

For Newton Only:KidsCard *f*

08/18/93

KidsCard - An Example Newton Application This is a simple Newton application that does a bit of view animation and uses downloaded sounds.

knight.pkg

For Newton Only:Knight Run 1.1 *f*

04/23/94

Knight Run v1.1. A solo Newton game, played on a chess board with one Knight. Visit all squares on the board only once.

Mancala.pkg

For Newton Only:Mancala.pkg *f*

11/04/93

This is a Newton game based on the old African game Mancala. Instructions area on line in the game. It is not too difficult to win since the computer simply picks a random button. I may add some "brains" to the computer player later.

Master Mind

For Newton Only:Master Mind *f*

08/14/93

Master Mind 1.01 is a shareware number guessing game for the Newton. Written by Michael Herman (70175, 1016). Requires Connection Kit to install.Enjoy! P.S. 1.01 replaces version 1.00 with a few font enhancements.

Matchem.□.pkg

For Newton Only:Matchem.□.pkg *f*

04/01/94

Match'Em 1.0. A Newton version of a Concentration type game. Includes docs. Requires 30K. Freeware.

Mine Sweep 1.00.pkg

For Newton Only:Mine Sweep 1.00.pkg *f*

08/19/93

NEWTON software. The object of Mine Sweep is to locate and flag ten mines. To flag a mine, tap once. If a square is safe, double tap on it to reveal the number of mines adjacent to the square. Victory is yours once you have flagged all ten mines, but if you double tap on a mine. This program requires the Connection Kit to install.

MineField.pkg

For Newton Only:MineField.pkg *f*

08/23/93

Newton software: Minefield. Game, like Windows version. Find the hidden mines in a grid without actually uncovering any.

Mona1d6.pkg

For Newton Only:Mona 1.6 *f*

09/21/94

This is the first major upgrade to our Othello game. It now supports two-player mode, bug fixes, speed improvements, and a status bar while the Newton is thinking. Write us for a list of our other games at MikeRReed.

Morpion.pkg

For Newton Only:Morpion.pkg *f*

10/06/93

Morphion Connect The Dots Puzzle Morphion is a connect-the-dots game. Can you make 100 lines? The docs say it's possible. One thing's for sure: Dot sure is fun!

Motile™ Demo

For Newton Only:Motile demo *f*

05/02/94

Motile Demo. An action-strategy game for the Newton. On-line help, four sample levels.

Mr. Advisor 1.5

For Newton Only:Mr. Advisor 1.5 *f*

12/16/93

Mr. Advisor 1.5. The Personal Digital Advisor. Ask Mr. Advisor about the problems in your life.

NChess.pkg

For Newton Only:Nchess *f*

06/11/94

NCHESS - This two-player chess game works great! Two human players (there's no Newton player mode) can play at one Newton, or via beam or NewtonMail. An excellent and fun way to use your Newton for amusement.

nDungeon.pkg

For Newton Only:ndungeon *f*

06/12/94

NDUNGEON - This fantastic role-playing adventure game allows you to create up to four characters to form a party to patrol the dark corridors of a dungeon. The graphics are excellent, and the sound effects are marvellous. You'll need about 700K of free memory on card to play this game, but it's well worth it! Incredible!

NewtonBandit.pkg

For Newton Only:NewtonBandit.pkg *f*

10/25/93

NewtonBandit 1.0 funny Slot Machine for Newton P Try it! Best Regards Richard Schaerencompower. Switzerland.

Newtris 1.4.pkg

For Newton Only:Newtris 1.4 *f*

04/25/94

Newtris v1.4. Newton version of a Tetris game. v1.4 apps MessagePad 110 compatibility. Shareware, \$15.

Patience.pkg

For Newton Only:Patience.pkg *f*

11/03/93

Traditional game of Patience for the Newton. This is a traditional game of Patience for the Newton. We all seem to be addicted to it so give it a try. It is a sideways game, (perhaps the first sideways Newton program ???) and has an option that allows left or right handed playing. It is freeware, although any tips, source code, postcards, offers of Newton employment etc, are welcome. I don't think that there are that many bugs apart from occasional redraw problems and speed. It does not yet store your preferences.

Peg Solitaire.pkg

For Newton Only:Peg Solitaire *f*

10/24/93

Peg Solitaire is played on a board that contains a number of holes. At the start of the game, all holes but one are occupied by a peg. To move, a peg is removed from one hole and jumped over a peg in an adjacent hole, into an empty hole. The peg jumped over is removed. Diagonal moves are not allowed. The object of the game is to remove all the pegs but one, with that last peg occupying the hole in the board that was initially empty. In the Newton version of the game, the holes are shown as empty squares and the pegs are represented by gray circles.

PerPro.pkg

For Newton Only:PerPro.pkg *f*

09/21/93

Newton Software: PerPro is a Myers-Briggs Personality Types profiler intended for amusement purposes only and not for professional analysis. Should provide amusing diversion during long meetings as you analyze yourself, your boss, or the presenter.

PFB.□.pkg

For Newton Only:PFB.□.pkg *f*

09/29/93

PicoFermiBagels is for number-guessing fun! PicoFermiBagels is a famous number-guessing game and here it is for the Newton! Pass the lox.

Poker.pkg

For Newton Only:Poker.pkg *f*

08/14/93

This first freeware game for the Newton plays video poker. Have fun. Mike O'Connor.

ScorePad.pkg

For Newton Only:Scorepad *f*

07/22/94

Scorepad - A simple little app to keep track of the score in any two player game.

Scrambled.pkg

For Newton Only:Scrambled.pkg *f*

11/16/93

Newton Software: Scrambled is a word game in which you are given a scrambled word to decipher. You may choose the word length (up to 12 characters). Scrambled keeps score for the competitively inclined. Both your average time and your point score are tallied.

Sea Hunt 1.1.pkg

For Newton Only:Sea Hunt 1.1.pkg *f*

11/14/93

SeaHunt game for the Newton MessagePad

Snake 2.6.pkg

For Newton Only:Snake 2.6 *f*

04/27/94

Snake v2.6. A small Newton action game based on a game called "SnakeByte".

Solo15.pkg

For Newton Only:SOLO *f*

11/11/94

Solo Deluxe is a Newton version of three popular Solitaire games. With Solo Deluxe, you can play Klondike, Canfield and Pyramid, each with different playing options. See the end of this file for instructions on how to play.

SubDemo.pkg

For Newton Only:SubDemo *f*

11/16/94

This is a demo of a fun submarine game; you play the submarine commander, trying to sink the destroyers before they get you. Lots of fun, and some nifty features!¶

TapBoard.pkg

For Newton Only:TapBoard.pkg *f*

08/30/93

TapBoard is a Newton application which implements three tap-to-move games: Tic-tac-toe, Gomoku, and Reversi. It's free. Author: CHESLEY1@aol.com

Yahtzee.¶.pkg

For Newton Only:Yahtzee 1.1 *f*

05/22/94

Yahtzee v1.1. Newton version of popular game.

HOT GAME DEMOS

Castles Demo

Hot Game Demos:Castles Demo *f*
02/24/94

This game is intended to test your skills as an administrator, a military leader, and a politician. During the course of play, you must maintain the delicate balance between the administrative, military and political functions of your dominion.

Crystal Caliburn™ 1.02 Demo

Hot Game Demos:Crystal Caliburn™ 1.02 Demo *f*
11/24/93

A limited demo of the most excellent Pinball Game from StarPlay Productions.

CyberBlastColorDemo

Hot Game Demos:CyberBlastColorDemo *f*
04/06/92

This is the color demo version of Cyberblast, an space/shoot 'em-up arcade game from Innerprise Software. Check it out!

Dark Forces Demo 1.0

Hot Game Demos:Dark Forces Demo
08/16/94

In the wishful thinking department, here is a slide show demo that I downloaded from the LucasArts BBS (it's also available on AOL). Its for the upcoming Doom-like Star Wars CD-ROM game, Dark Forces. Unfortunately, it will only be for PCs (drats!), but hopefully, a Mac version will appear some time in the future, as was the case with Rebel Assault. This demo is for those of us who like to see what we're missing out on by sticking with Macintosh. Created in MM Director.

Desert Storm Demo

Hot Game Demos:Desert Storm Demo *f*
10/18/91

These are color and a B&W demonstration versions of Desert Storm 1.5, an action packed battle simulation based on the events of the Persian Gulf War. The commercial version of Desert Storm began shipping September 15th and is available through most popular software outlets in addition to directly from Bungie Software.

Empire Master 2.8.5 Demo

Hot Game Demos:Empire Master 2.8.5 Demo *f*
12/08/93

Empire Master 2.85: a tough, but well-done wargame on a large scale. DEMO.

Fokker Triplane Demo v2.89

Hot Game Demos:Fokker Demo *f*
02/28/94

Great Game from Alliance Interactive Software

Color Harpoon DEMO

Hot Game Demos:Harpoon Classic CD Demo *f*
12/01/94

Great Game from Alliance Interactive Software

Jump Raven™ Demo

Hot Game Demos:Jump Raven Demo *f*

03/29/94

Jump Raven™ Demo from CyberFlix Inc. 4 Market Square Knoxville, TN. 37902 To Order Call: 800-821-1177

Lemmings

Hot Game Demos:Lemmings Demo *f*

09/14/92

This Demo is a four-level "mini-game" version of the hit game Lemmings™. The complete game consists of 120 levels of mind-boggling game play. It's a great game.

Leprechaun™ Demo V3.0

Hot Game Demos:Leprechaun™ Demo V3.0 *f*

03/28/90

It's an ok game with color but it works in B&W.

Lunicus™ Demo

Hot Game Demos:Lunicus Demo *f*

03/29/94

Lunicus™ Demo from CyberFlix Inc. 4 Market Square Knoxville, TN. 37902 To Order Call: 800-821-1177

Marathon Demo

Hot Game Demos:Marathon Demo *f*

11/23/94

This demo is designed to give you a fun and interesting glimpse into the Marathon world. We hope that after playing this demo over and over again, you will decide to buy the game. The game is longer, has more monsters, more guns, more carnage, and a futuristic story line that will make your head spin and your soul freeze with horror.

RoboDemo

Hot Game Demos:Maxis Demos *f*:RoboSport Demo

02/06/91

This is a slideshow demonstration of RoboSport™ from: Maxis; 2 Theatre Square; Suite 320; Orinda, CA 94563-3346; (510) 254-9700.

SimAnt™ Color Demo

Hot Game Demos:Maxis Demos *f*:SimAnt™ Color Demo *f*

10/17/91

This is a slideshow demonstration of SimAnt™. Enjoy. Maxis 2 Theatre Square Suite 320 Orinda, CA 94563-3346 (510) 254-9700.

SimCity-The Demo

Hot Game Demos:Maxis Demos *f*:SimCity-The Demo *f*

02/10/89

This SimCity demonstration is a crippled version of SimCity 1.0. This software has been designed to work on Apple Macintosh 512Ke, Plus, SE, SE/30, Classic, II, IIx, and IIcx computers. It will not run dependably on a 64K ROM version of the Macintosh, or those with 32-bit Color QuickDraw built into ROM. The demo will not run under MultiFinder, though the real version will. Maxis 2 Theatre Square Suite 320 Orinda, CA 94563-3346 (510) 254-9700

SimCity2000 Demo 1.0

Hot Game Demos:Maxis Demos *f*:SimCity2000DealerDemo 1.0 *f*

10/01/93

Enter SimCity and take charge of an evolving, growing city. Become both mayor and city planner of a dynamic real-time simulation. Collect taxes, build houses, stores and factories-even nuclear power plants. Design mass transit. Hire police. Build a football stadium. You have the power to manage every aspect of your city. So create an urban utopia. Maxis 2 Theatre Square Suite 320 Orinda, CA 94563-3346 (510) 254-9700

SimEarth Explorer Color

Hot Game Demos:Maxis Demos *f*:SimEarth Explorer Color *f*

04/26/91

This quick overview highlights the many features in SimEarth that allow you to create and control an unlimited number of planets. Maxis 2 Theatre Square Suite 320 Orinda, CA 94563-3346 (510) 254-9700

SimLife Slide Show

Hot Game Demos:Maxis Demos *f*:SimLife Slide Show *f*

01/29/93

This is a Slideshow demonstration of SimLife™ from: Maxis 2 Theatre Square Suite 320 Orinda, CA 94563-3346 (510) 254-9700

Out of this World™ Demo 1.0.1

Hot Game Demos:Out of this World™ Demo 1.0.1

12/09/92

Out of this World™ is a product of: MacPlay; 17922 Fitch Ave.; Irvine, CA 92714; (800) 736-5738; ¶AppleLink: MACPLAY. Outwit alien monsters and deadly obstacles in the game hailed by Computer Game Review as "The highest rated game ever." Out of this world's polygonal graphics system generates real-time, rotoscoped animation with a completely new, fluid system of cinematic zooms, pans and close-ups.

Pararena Demo 2.01

Hot Game Demos:Pararena Demo 2.01 *f*

08/11/92

This file contains a demo version of Pararena 2.01 the game from Casady and Green. Lots of color graphics and arcade in this game file.

Pathways Into Darkness Demo

Hot Game Demos:Pathways into Darkness *f*

03/28/94

This is a recently released demo version of Pathways to Darkness. The Graphics are the best thing to hit the Mac in a While. Full documentation is enclosed.

PopulousDemo

Hot Game Demos:Populous *f*

10/27/93

Populous sees the birth of two nations - one good, one evil, both warriors by nature and fanatical followers of their own God. You play God and your aim is to wipe out the population of the opponent so one nation remains. Populous features an overview map of the current world and the ability to instantly zoom in to any one point in the world and view it in 3D. You begin by clearing land for your first people to settle and build villages. As these villages grow into cities, so the technology level of its inhabitants evolves. The number of people and their technological advancement in turn determines your divine power. As this grows, you will be able to direct your leader to any place on the map, create knights who will fight and burn the enemies' cities and harness the natural elements against the enemy by ravaging the land with swamps, earthquakes, volcanoes and floods. For more information on Populous, call Electronic Arts on 0753 549442.

PT Boat Simulator DEMO 1.3
Hot Game Demos:PT Boat Simulator DEMO 1.3 *f*
06/27/94
Great Game from Alliance Interactive Software

Movod II
Hot Game Demos:RedLine Sampler:Movod II
09/09/92
This is a very fast paced one or two player shoot each other up game. Mindless button pushing it is not.

Mystery Box 2.0.2
Hot Game Demos:RedLine Sampler:Mystery Box 2.0.2 *f*
03/31/91
Mystery Box was inspired by the board game Black Box™, once marketed by Parker Brothers. However, I have made many enhancements of my own, including solitaire play and two-player match play. I have also created what I think to be a unique scoring system that makes the game more fun and challenging. Of course I designed the Macintosh user interface for the game.

Think Ahead+ 3.0.1
Hot Game Demos:RedLine Sampler:Think Ahead+ 3.0.1 *f*
06/26/94
Think Ahead+ is a fun and exciting strategy game for one or two players. You can play against a friend or the Macintosh. The game is played on a 8 by 8 board with each tile having a point value either positive, negative, or zero. There are also several game options available at all levels: Mystery Box, Scramble, and Rotation.

Sensory Overload™ DEMO 1.0
Hot Game Demos:Sensory Overload™ DEMO
07/28/94
"The Most Realistic Action Game For The Mac." Congratulations on choosing to play the Sensory Overload Demo. It is an awesome shoot-em-up game. From Reality Bytes. Get the full version if you love it, and you will.

Shadow Keep 1.1 Demo
Hot Game Demos:Shadow Keep 1.1 Demo *f*
10/29/91
Shadow Keep 1.1 Demo is a fully functional (except for 5 saved game limit/adventure). This upgrade of a huge b/w RPG game now includes the option for keyboard controls. The Catacombs have also been made tougher.

Spaceward Ho! 3.0 Demo
Hot Game Demos:Spaceward Ho! 3.0 Demo *f*
06/04/93
Obviously a DEMO of a NPD space game.

Spaceway 2000™ (Demo)
Hot Game Demos:Spaceway 2000™ (Demo) *f*
11/07/93
Spaceway 2000 is a demo of a game reminiscent of Maelstrom, but with more options. You need one of the Spaceway graphics files to add to the Spaceway 2000 folder.

Spectre Demo

Hot Game Demos:Spectre Demo *f*

02/20/91

This is the demonstration version of a top-rated Macintosh three dimensional multi-user tank shooting game.

Sub Battle DEMO v1.54

Hot Game Demos:Sub Battle Simulator *f*

06/27/94

Great Game from Alliance Interactive Software.

Super Maze Trial Version 1.0

Hot Game Demos:Super Maze Wars Demo *f*

07/19/93

DEMO VERSION OF SUPER MAZE WARS GREAT GAME!

TaskMaker 2.0.1

Hot Game Demos:TaskMaker 2.0.1 Demo *f*

12/10/93

DEMO of a Great Sword & sorcery game (ie. D&D) Colorful & musical.

Tesserae™ Demo

Hot Game Demos:Tesserae™ Demo

03/24/91

Remove the colored tiles with the least number of moves.

Western Demo

Hot Game Demos:Western Demo *f*

03/29/94

A Demo of a new game from CyberFlix Inc. 4 Market Square Knoxville, TN. 37902 Available January 1995

Wolfenstein 3D™ First Encounter

Hot Game Demos:Wolfenstein 3D™ *f*

09/23/94

Wolfenstein 3D is a "fat binary" and runs entirely in native PowerPC code if you have a Power Macintosh!

Just a few weeks ago you were on a reconnaissance mission of extreme importance. You were to infiltrate the Nazi fortress and find the plans for Operation Eisenfaust. Captured in your attempt, you were taken to their prison, and awaited your execution. Only you know where the plans are kept, and the Allies will face a great defeat if you don't escape! You must face the horrors of the prison keep known as Wolfenstein.

Captain William J. "B.J." Blazkowicz, you've got a gun and thirty floors of hell to get through. Good luck! Hey, if you make it, you'll have something to tell your grandkids about. If you don't, at least you'll go out in a blaze of glory! Shareware. See the "Shareware Registration" option in the game's Apple menu for more details.

LITTLE KIDS' GAMES

BabyLabyrinth 1.0.5

Little Kids:BabyLabyrinth 1.0.5 *f*

11/24/93

The last version of a funny education game for youngers players. A simple labyrinth with funny characters (customizable).

BabySmash 5.4

Little Kids:BabySmash 5.4

11/28/93

BabySmash is a cute little program which allows your infant (or infant your babysitting for) to cause various colored shapes appear on the screen with a short sound. The author says this method is better than letting them drag documents into the trash can.

CRUNCH

Little Kids:Crunch

05/31/94

CRUNCH! 2.0 by Ryan Baker. In this game, you control one marble, trying to get dollars and prevent the computer-controlled marble from getting dollars. You also try to avoid falling in the pits or touching the killer marbles on level 2. You control the marble using the arrow keys, numeric keypad, and mouse. More detailed instructions are within the game itself.

GoldPusher

Little Kids:GoldPusher *f*

03/16/94

GoldPusher is a game with a mixture of puzzles, strategy and action.

Halloween Night II

Little Kids:Halloween Night *f*

09/12/91

Very cute little interactive program. When the doorbell rings, click on the doorknob to find out what kind of goulsh monster is there. Give them some candy and they will undoubtedly thank you. Black and White.

HeartQuest 0.8.2

Little Kids:HeartQuest 0.8.2 *f*

04/08/94

HeartQuest is a simple, fairly non-violent color arcade game for the Mac that I made as a gift to my wife. If your wife doesn't like it, perhaps your kids will.

Hot Air Balloon v2.1

Little Kids:Hot Air Balloon 2.1 *f*

05/04/88

The game starts very slowly. Don't let this deceive you. This is the time to build as many points as you can. The Balloon is at it's most maneuverable level of play and you gain points faster. As the level increases the Balloon will not descend as fast and it will be much harder to get out of the way of objects. The tree and utility pole move slowly at first and will speed up as you move to level 2.

KeyWack 1.3

Little Kids:KeyWack 1.3 *f*

12/21/93

This is a game for babies who like to sit at their parent's Mac and bang the keyboard. Keywack prevents babies from accidentally opening most programs or documents, and makes banging even more fun by drawing shapes and playing random sounds as the keys are wacked. This program works with any Mac (with System 6.0.2 or higher) but looks best on one with color. KeyWack is free. All rights are reserved by the author.

Leprechaun™ Demo V3.0

Little Kids:Leprechaun™ Demo V3.0 *f*

03/28/90

It's an ok game with color but it works in B&W.

neko

Little Kids:Neko DA Folder

08/21/90

A very small, very simple desk accessory game. Lead the little cat around the screen with a fish, a mouse or a treat.

Robot & Ball & House

Little Kids:Robot & Ball & House *f*

07/12/92

Great ball catching game for kids!

Safari II

Little Kids:Safari II *f*

08/06/91

Shoot at the animals as they stampede toward your village.

Sound Match

Little Kids:Sound Match

03/03/94

Sound Match is a simple but challenging game of memory. Almost anyone 4 years old and up will find this game challenging and hopefully enjoyable. Instructions for game play can be found under the Help menu within the game. Sound Match was designed to work best on systems with color monitors with 256 colors being 640 by 480 pixels large. Although results are best with this arrangement, the game seems to work OK with down to 16 colors or levels of gray and on larger monitors. The game was tested on the Macintosh IICi, Quadra 650, Quadra 700, and PowerBook 180c with no problems found.

Tell Time

Little Kids:Tell Time *f*

03/24/87

Game that teaches youngsters how to tell time.

Tic Tac Mac 2.0

Little Kids:Tic Tac Mac 2.0

02/28/92

"Tic Tac Mac" is an unusual Tic Tac Toe game for kids of all ages. The graphics are colorful, the program is system 7.0 compatible, and the algorithm is very challenging.

Toxic Ravine 1.1

Little Kids:Toxic Ravine 1.1 *f*

04/26/90

Use the magnet to help clean up this toxic ravine.

LOTTO

Blotto

Lotto:Blotto *f*

04/02/93

DemoWare. Helps you pick lottery numbers.

Lott33 v4.5

Lotto:Lott33 v4.5 *f*

05/31/93

A lottery analysis tool for the common 'Pick 6' type lotteries. Up to 5 separate ball sets may be tracked. Can also be used for 3,4 or 5 number lotteries. The application will sift through past history and allow viewing of hot or cold numbers, number pairs, patterns and more. Period of analysis and parameter weights are user assignable. Also contains 'Wheels' for best combinations of played numbers.

LottoBuster

Lotto:LottoBuster *f*

03/15/94

Play any sized lottery with this great color game. Keep track of forty five different drawings. Apply reduction strategies to increase winning odds. Graphic readout of reduction effectiveness.

Lucky Lotto

Lotto:Lucky Lotto *f*

05/25/87

Lotto analysis program.

PowerBall

Lotto:PowerBall *f*

01/04/94

PowerBall gives Macintosh Users an intelligent approach to a lottery game where five balls get randomly chosen from a group of forty-five balls numbered one through forty-five without replacement. Although PowerBall was designed for the Iowa State Lottery, many of the features of PowerBall still apply to other lotteries - or write the author specifying a different configuration. A collection of winning strategies found within PowerBall's menus increase a player's chances of hitting the jackpot. PowerBall allows you to manage the winning numbers of up to forty-five different lottery games.

Tracker & Wheeler V. 4.0

Lotto:Tracker & Wheeler V. 4.0 *f*

05/22/92

A Lottery game.

MILITARY GAMES

Armor 1.2

Military:Armor 1.2 *f*

10/07/91

Enclosed is Armor 1.2, a tank wargame featuring enhanced sound; 256 colors required. Shareware.

Armor Alley™ v1.0 - DEMO

Military:Armor Alley™ *f*

08/27/90

Good action game. Use your helicopter to destroy the invading army.

Artillery 2.0.2

Military:Artillery 2.02 *f*

09/06/89

Blast your opponent with this artillery game.

Assault 2.0

Military:Assault 2.0 *f*

04/04/91

Another tank game.

Battleship 2.0.1

Military:Battleship 2.0.1 *f*

06/05/94

BattleShip for the Mac.

Iraq Attack

Military:Iraq Attack *f*

09/28/90

You fly the helicopter from the carrier to the desert. Use the mouse to maneuver and fire. Runs in 16 colors (4 bit) with good sound.

Risk

Military:Risk III *f*

03/18/90

This is an excellent strategy type game. Requires colour monitor. You can play the computer or up to 5 people. Just like the board game, but doesn't take hours to play.

Tank Commander

Military:Tank Commander *f*

10/26/87

Steer the tank around the swamp and shoot at your opponent.

!MISCELLANEOUS GAMES

Tales

Misc:! Tales *f*

01/24/94

Tales is an Interactive "Mad Libs" Game. The computer asks you for a few words, then generates a story. Easily make your own by putting words that it'll ask for in quotes.

3D Dots 1.1

Misc:3D Dots 1.1 *f*

08/04/93

This is a program for producing random dot stereograms. These are images that appear to be random dots but actually contain three dimensional information. It takes a little practice but it is cool when you do it.

Acquire 1.0

Misc:Acquire 1.0 *f*

06/14/93

Silly little game. Non violent. Requires a color mac.

Ballaz.1.20.alpha

Misc:Ballaz.1.20.alpha *f*

06/30/91

Weird little 1 or 2 player game that seems simple until you start sliding along the side walls. B&W.

Bouncing Balls!

Misc:Bouncing Balls! *f*

02/28/88

A Bouncing Ball demo.

Bunny Killer 2.1.1

Misc:Bunny Killer 2.1.1 *f*

04/08/94

Due to popular demand (and the fact that 2.1 would only work on machines with a Math Co.) here is Bunny Killer 2.1.1. This update is only necessary if you have a machine without a Math Co. (i.e. Color Classics, LC's, and Centrises.) That's all there is to it! I forgot to mention that the Original Bunny Killer was by Mike Webber in Ithaca, NY I got it the summer of '92. His version of course was only black and white and was geared for Mac Pluses (so those bunnies really ran on a Quadra.) So pretty much the entire concept is his, I just stole the idea (adding color and a bit better programming.) Watch for BK3 coming later this year.

C. K. Haun Collection

Misc:C. K. Haun Collection *f*

02/27/91

A collection of the complete games of C. K. Haun. These are the latest versions of his works sent to the GAMER Project, most of which are upgrades not yet available elsewhere. Included in this collection are Dropper 1.1 (arcade, b/w & 256 colors support, something like Tetris), Flipper (puzzle, b/w), and Snake 1.1 (arcade, b/w).

Cessna 172 Simulation

Misc:Cessna Simulation *f*

12/01/93

Engineering Flight Simulator, Cessna 172 Simulation.

Christmas Tiles

Misc:Christmas Tiles *f*

12/05/93

"Christmas Tiles" is a holiday theme tileset for the game, Shanghai II. These are large, color tiles. Just drop the file in the Layouts & Tilesets folder inside your Shanghai folder and choose "Christmas Tiles" from the Tiles menu after starting the game. "Christmas Tiles" is free. Enjoy it!

Christmas'93 1.0.1

Misc:Christmas'93 1.0.1 *f*

12/19/93

A little color jigsaw puzzle to get you in the Christmas mood.

Crystal Ball

Misc:Crystal Ball 2.0.1 *f*

03/11/94

Having trouble making a decision? Let this handy utility; an electronic adaptation of the old 8-Ball make it for you! This is Crystal Ball 2.0.1. Crystal Ball is a program which helps people make decisions. Crystal Ball is a computer generated facsimile of the physical Magic 8-Ball.

Deep Thought 2.0.3

Misc:Deep Thought 2.0.3 *f*

06/25/93

Deep Thought displays a humorous fortune upon startup.

Dirty Dozen

Misc:Dirty Dozen *f*

10/13/93

Strategy game that will challenge you. A lot.

Dutil Collection

Misc:Dutil Collection *f*

02/27/91

This is a variety of games written by the author Dutil.

Express Lane! 1.2

Misc:Express Lane! 1.2 *f*

02/23/91

Game where you play supermarket cashier; rather fun, good sounds etc. B&W.

Fidget 1.0

Misc:Fidget 1.0 *f*

01/10/92

B&W Word Game.

Fittingly Sew™ Demo

Misc:Fittingly Sew™ Demo *f*

05/30/93

Sewing demo application.

GameMaster

Misc:GameMaster *f*

12/05/91

Enclosed is the GameMaster User's Kit, which consists of the GameMaster application, and 10 rulebooks. GameMaster is a bit like After Dark, allowing the user to install any code modules (we call them rulebooks) they like, but instead of boring old screensavers, GameMaster plays games, even over a network. (Yes, that's what computers are REALLY for.

Genesis

Misc:Genesis *f*

04/10/91

Genesis is an exciting and challenging game where you design organisms at using a cellular automaton algorithm, like Life.

GMRZTemplate.rsrc

Misc:GMRZTemplate.rsrc *f*

12/05/91

Enclosed is the GameMaster Developer's Kit, which consists of all the source for the rulebooks included in the GameMaster release, and a programming manual, explaining how to program RuleBooks for GameMaster. The source is all in Think Pascal, and the manual is given in WriteNow, text and RTF formats. About GameMaster: GameMaster is a bit like After Dark, allowing the user to install any code modules (we call them rulebooks) they like, but instead of boring old screensavers, GameMaster plays games, even over a network. (Yes, that's what computers are REALLY for.

hacker-test

Misc:hacker-test *f*

10/02/93

Think you're a "Power User"? Maybe you're just a "Poser User" or a "Guru"! Take this fun, albeit lengthy, quiz to find out.

Hex Ya!

Misc:Hex Ya! *f*

04/08/93

Hex Ya! is a shareware game that I created and would like everyone to enjoy! Help screens are available by choosing Help from the options menu. If you like the game, please remember to send a shareware payment of \$10.00. Enjoy

ImagineArt

Misc:ImagineArt *f*

07/30/93

ImagineArt is an art file for the commercial game, Glider. Changes the appearance of some of the standard items in the Glider houses.

IMG Dec/93

Misc:IMG Dec/93 *f*

09/01/93

In the December issue of IMG, a sneak preview of Jump Raven, the hot new CD-ROM from CyberFlix! Also in this issue reviews of F/A-18 Hornet, Caesar, Firefall, and Spin Doctor. Lastly, an interview with Craig Fryar, Fair Game, The Rumor Mill, the IMG game poll, and much, much more. This issue contains less than 5 percent ads.

I

initiative
Misc:Initiative *f*
01/14/94

The Initiative Generator program generates a sorted list of characters based on an inherent initiative factor and a random factor for use with Role Playing Games such as GURPS and D&D.

IQ Test
Misc:IQ Test *f*
02/17/93

This is sort of neat. I won't tell you what it does, but to get out type command-period. It's a bunch of laughs (well, at least a couple).

Jigsaw
Misc:Jigsaw v1.0 *f*
09/30/94

This is an electronic Jigsaw puzzle program for the Macintosh. Jigsaw requires System 7.0 or later. It should work on any Macintosh model including older black and white models but this has not been extensively tested - let me know if it doesn't work. Jigsaw can open pictures in the following formats: PICT, JPEG/JFIF, GIF, startup screens, and MacPaint.

Kant Generator
Misc:Kant Generator *f*
09/28/94

Kant Generator 0.4 beta is a completely pointless program which generates text that vaguely resembles Immanuel Kant's 'Critique of Pure Reason'. Anyone who has been subjected to Kant, voluntarily or otherwise, will appreciate the humor in this.

Karma Manager™
Misc:Karma Manager™ *f*
01/12/93

Karma Manager v 1.0 is an anagramming program.

KnotSolver
Misc:KnotSolver *f*
11/22/91

The following is a small topological toy which solves knots by applying Reidemeister moves. It is freeware. It is still rather primitive. The program is tested on Classic, SE/30, Ilcx under systems 6.07 and 7.0. Enjoy!
Lars Gislen Department of Theoretical Physics Lund University, SWEDEN.

La Villa Strangiato
Misc:La Villa Strangiato *f*
05/30/93

La Villa Strangiato is a 40-room house for Glider 4.0.

MacRoots 5.7
Misc:MacRoots 5.7 *f*
01/19/90

MacRoots 5.7 lets you create a database of individuals in your family history, edit information about them, and view your family tree. By Bruce W. Muckala.

MazeMaker
Misc:MazeMaker *f*
05/21/88
Maze making program

Momentum
Misc:Momentum *f*
06/10/92
Momentum allows you to "throw" outlined objects around the desktop, complete with bouncing sound.
Control Panel.

Mousebroken
Misc:Mousebroken *f*
12/06/93
Mousebroken is a control panel which will give you greater control over your mouse (or less control, depending on how you look at it). To install, first drag the Mousebroken control panel onto your system folder. (Under System 7, allow it to be moved to the "Control Panels" folder.) Second, drag the "Mouse Modules" folder (ACCELERATE FAST SPEED BOUNCY CIRCLE CORNER CROOKED GRAVITY RESTLESS SPEEDY SQUARE STONED WRAPPING UNHELPFUL MOUSE) onto your system folder. That's it! Mousebroken is ready to use; you don't even need to restart.

Mystery Box
Misc:Mystery Box *f*
06/27/86
A game that can get annoying, but if you can figure it out, it's worse.

New Mac Games List
Misc:New Mac Games List *f*
07/13/93
This is a complete for all released and soon to be released games for the Macintosh. Very complete. Even includes games that are only rumors, (but lets you know they are rumors.) Gives a list for the released games for the past 3 months as well.

Occult Pick•It
Misc:Occult Pick•It *f*
04/12/87
Quick and dirty application that reads tarot cards, analyzes your name, etc. "Good goin Kabrina!"

Pierkiroul
Misc:Pierkiroul *f*
09/06/92
A very addicting game. If you want to learn how to play, the demo will help you. It works on monochrome and color Macintoshes under system 7 or later.

PRIME™
Misc:PRIME™ *f*
09/12/90
A fortune telling type of game. Almost like a Mac creating you own personal, lifetime horoscope. Real different!

Snow

Misc:Snow *f*

09/22/94

Neat little graphic animation of a house in a snowstorm.

Tom's House

Misc:Tom's House *f*

06/12/93

Tom's House is a 27-room Glider house with interesting rooms. By Tom Blench.

Ult. word 2.2

Misc:Ult. Word 2.2

03/17/94

A new version of the Ultimate Word Game Collection! If you don't know already, the Ultimate Word Game Collection is (yes!) the ULTIMATE Word Game Collection. With many games including HangMan, Mad Libs, Scramble, Scramble-HangMan, Macintalk, and a few others, this is one great game! It also has the ability to use text files for lists! Very easy to use! Great for kids or adults! Great for schools, workplace, home any place word games would be nice. If you saw it, you would guess that it was a commercial product costing a lot of money but it is really a very cheap shareware product.

Vanlandingham

Misc:Vanlandingham *f*

03/16/86

A ripoff of the Amiga bouncing ball demo.

Xmas Icons

Misc:Xmas Icons *f*

12/11/93

Christmas Icons just in time for the holidays. I designed Santa and Rudolph using ResEdit, the Gift Box was a gift. They make great Hard Disk Icons for the holiday season. The Icons are attached to folders so they can be transferred using copy/paste in the About Box under System 7.

ROLE PLAYING GAMES

Battler 1.0

Role Play:Battler *f*

08/16/94

You are fighting against a friend, each of you with a character be a Wizard or Fighter. A Fighter has enhanced statistics and a Wizard can cast spells. Also, save characters for future fights against other opponents. Mailing address on Read Me file. This is a text game.

Cthulhu 1.01

Role Play:Cthulhu 1.01 *f*

09/06/89

Character generation program for the Call of Cthulhu fantasy role playing game.

Darkwood 2.0

Role Play:Darkwood 2.0 *f*

12/15/92

Siege of Darkwood is a fantasy roleplaying game where you become Captain of the Guard. The city is under attack from a great army lead by an evil creature named "Torque". Sages in the town say he is from another plane, but all you know is that it is your job to stop him. You may purchase weapons, armor, potions, or magic items at the start or during your quest. You may also try your hand at the gaming hall where dice games may be played.

Digital Messiah v.2.0.1

Role Play:Digital Messiah v.2.0.1 *f*

02/22/94

Digital Messiah is an arcade/role-playing game that combines vivid-hand painted graphics with digitized sound and music to create the ultimate gaming experience. Digital Messiah v.1.0.1 requires an 8-bit (256 color) 13" or greater monitor running on a Macintosh using System 7.0 or higher. It takes up approximately 1.3 megs on disk and 1300K free memory.

DnDGenerator 1.0.1

Role Play:DnDGenerator 1.0.1 *f*

10/04/89

Character generation program for Advanced Dungeons and Dragons.

Dungeon Maker

Role Play:Dungeon Maker *f*

07/15/89

Here is a wonderful utility for helping out with those chores in mapping for role playing games. It is actually a series of utilities for doing things like making maps, generating dungeons, creating towns etc. Of the various programs, I believe only the Monster maker crashes, and that is because it may not be finished (I'm not real sure). Hope you enjoy.

GURPS Final Human

Role Play:GURPS Final Human *f*

05/15/93

Character sheet for AD&D for those who use the GURPS rules. Excel format.

Keeper's Aid 1.0

Role Play:Keeper's Aid 1.0 *f*

09/30/91

Keeper's Aid is a program to help set up and maintain characters for the Call of Cthulhu FRP game.

MacDungeonMaster 3.1

Role Play:MacDungeonMaster *f*

01/20/88

This is a demo of a very elaborate HyperCard stack system to greatly aid Dungeon Masters of Advanced Dungeons and Dragons.

MacNPCGenerator

Role Play:MacNPCGenerator *f*

07/25/89

This is a small application that very quickly generates non player characters for Advanced Dungeons and Dragons.

The Odyssey v1.3

Role Play:Odyssey 1.3 *f*

03/24/94

A full color fantasy role-playing game for the Macintosh.

Prince of Destruction

Role Play:Prince of Destruction 1.0.4

01/02/95

Version 1.0.4 of Prince of Destruction, an animated role playing game.

Realmz 1.6

Role Play:Realmz 1.6

02/03/95

A truly superb shareware fantasy role playing game in the genre of AD&D. This could easily be a commercial product. Very complete, extensive, complex, etc. A must have! It is the best Campaign type of game I have ever seen.

Robot Warriors 1.0.1

Role Play:Robot Warriors

09/11/91

Robot Warriors let's you design and program your own robot to fight in a high-tech battle arena. Using a special robot programming language, you program your robot with the built in text editor and pitch it against other robots in the battlefield. A maximum of five robots can fight it out at the same time where only the best designed robot survives! See Robot Warriors documentation for detailed information. Shareware \$15.

Scarab of RA 1.4

Role Play:Scarab of RA 1.4 *f*

09/17/92

Fend off the horrors while making your way around a maze until you win, if you don't die first. Shareware program.

Sword Dream

Role Play:Sword Dream

09/13/93

Sword Dream is a fantasy role playing game.

SIMULATION GAMES

Air Traffic Controller 5.0 Demo

Simulation:AirTrafficController 5.0 *f*

10/06/91

As an air traffic controller, you are in charge of all of the air traffic in your sector. The schedule of arrivals, departures, and over-flights has already been determined and its your job to guide all of the aircraft safely to their destinations. All air traffic controllers are required to use this simulator to train themselves for difficult situations. The simulator has a radar screen, status/command panel, shift clock, current score indicator, wind direction indicator and turn timer. Instructions for these devices is provided below.

Darts V1.5

Simulation:Darts 1.5 *f*

12/08/90

A simple dart simulation game. Look under the Apple menu for instructions.

FALCONMC.Demo

Simulation:Falcon MC Demo *f*

11/06/92

A first-class fighter simulation game, this demo offers excellent graphics and sophisticated controls for operating the jet.

FS-ATC 2.1

Simulation:FS-ATC 2.1 *f*

09/04/93

Air-Traffic Controller 2.1 addition for Microsoft's Flight Simulator.

Glider+3.1.2

Simulation:Glider *f*

05/14/91

A Macintosh classic game. Try to steer your paper airplane through the rooms. Look for updrafts and currents and avoid the candle and other objects.

DownTown T.N.

Simulation:SimCity™ Downtown *f*

07/24/94

SimCity addition includes: Perfect Health-90 -The Biggest & Best Buildings-Highest Land Value ever-Perfectly Symmetrical Roads & City-165,440 Sims with 60 million in the bank-Still room for expansion-If you can beat this city, I'd like to see it!

SimEvil

Simulation:SimCity™ Evil *f*

04/04/94

SimEvil - Perfect city, 32k income, many launch arcs, write if you like it.

Surgery! 1.6

Simulation:Surgery! 1.6 *f*

03/01/91

This is a Mac version of the old game "Operation"

SPACE GAMES

Cheese Toast

Space:Cheese Toast 1.01 *f*

03/10/94

CheeseToast is a Maelstrom/Asteroids-inspired game I wrote to teach myself how to do sprite-movement on the Macintosh. I hope you like it. Feel free to replace the sprites and/or sounds. CheeseToast is free.

Galactic Empire 2.03

Space:Galactic Empire *f*

02/24/94

You are asked to unite the twenty planets of the galaxy, by force, before civilization decays. You can utilize planetary resources to build fighters, spy satellites, and transports, recruit soldiers for ground forces, raise money for ship construction, and produce the fuel and supplies your fleet needs. Planets have varying technology levels and populations, and you can determine how best to allocate their resources. Time is limited (one only lives for so long), so plan carefully.

Galactic Trader 1.12

Space:Galactic Trader 1.12 *f*

02/22/94

Your great grandfather united the twenty planets, but the current Emperor is strangling it for his benefit. You must raise one billion credits in order to finance a revolution to save the crumbling Empire. The only way to do so is to become a trader, roaming the galaxy, buying low, selling high, and always looking for a deal. Watch out, for pirates abound, and assassins on Galactica are trying to reap a huge award for your early demise.

Maelstrom

Space:Maelstrom 1.4.1 *f*

08/10/94

A Great game by Andrew Welch/Ambrosia Software, Inc. Maelstrom: 1. any large or violent whirlpool 2. a violently confused or dangerously agitated state of mind, emotion, affairs, etc.

Missions of the Reliant!

Space:Missions of the Reliant!

05/07/94

This is a shareware game I found on the net. Enjoy, but it's addictive. Great graphics.

Orion 1.82

Space:Orion 1.82 *f*

09/16/85

A very nice space exploration game through our solar system.

Proton

Space:Proton *f*

05/19/93

Fly the unfriendly space in your prototype Proton 1000. Fight enemies in this para-first person view space game! Requires Hypercard.

Rescue! 2.0.4

Space:Rescue! 2.0.4 *f*

10/20/94

Rescue! 2.0.4 is the latest version of the multi-window, color-capable action adventure written by Tom Spreen and inspired by the Star Trek: The Next Generation™ universe! It's a fast-action rescue mission set in space which requires both strategy and arcade-style reactions. Save the Federation colonists from annihilation by an invading enemy fleet!

Space Joust 1.0.2

Space:Space Joust *f*

05/13/94

Space Joust 1.0.2 is an exciting two player game. You and a friend shoot it out in two high performance space ships. You can also edit each ships's flight characteristics with a fun and easy built-in control panel. Are you tired of playing against a cold calculating computer? Then try Space Joust with a friend. It's a real blast! "Space Joust has high quality color graphics and sound. It's loads of fun."

Space Junkie 1.1a

Space:Space Junkie 1.1a *f*

11/06/94

Galaxian Clone arcade game.

Space Madness 1.03

Space:Space Madness 1.0.3 *f*

05/29/93

Demo of Space Madness 1.0.3 - a cool space shoot'em up!

Space Zone 1.0b

Space:Space Zone 1.0b *f*

07/13/94

Space Zone is a text shoot em up game. You take on the computer ship, and fire phasers till the end. There are five levels, and a password continue feature. No one has ever defeated level 5. Shareware fee of \$5.

SpaceBattle 1.01

Space:SpaceBattle 1.01 *f*

09/04/93

By Bill James. A shoot 'em up space arcade for play against another human or your Mac. Watch out for the gun emplacement at the top of the screen! Shareware: \$5.00

SpaceInvader! 1.02

Space:SpaceInvader! 1.02 *f*

10/14/92

It's a fast action "shoot em up" type game with 30 frame per second animation, currently requires 8 bit (256) color/gray to run, Great color and graphics.

Spacestation Pheta

Space:Spacestation Pheta

04/13/94

Explore the mysterious spacestation before you run out of oxygen. Fast, multi-screen, climbing game with a different twist. Each screen contains surprises such as cannons, transporters, secret ladders, and many more! 100 built-in screens plus an editor to create your own. Solution feature can help if you get stuck. A Help menu provides complete printable documentation with graphic examples. Digitized sounds! Color! Requires 512K RAM and System 3.2 or later. System 7 compatible! PowerMac compatible! Shareware. Registered owners update free. This minor update fixes a rare problem where sounds sometimes didn't play on some Macs.

SpaceTag

Space:SpaceTag *f*

08/04/88

Neat little arcade type game that involves playing tag with spaceships.

Star 'Roids 7.0

Space:Star 'Roids 7.0 *f*

01/11/91

An "Asteroids-like" game with fast action.

StarRunner Plus

Space:StarRunner Plus *f*

07/09/94

StarRunner Plus is a fast paced side to side scrolling shoot em up that is not for the slow at heart. 30fps animation makes this cause your heart to beat fast and reflexes even faster. You are star runner. Your mission is to save all inhabitants from the planet surface while avoiding and destroying all alien ships. Good Luck!

StarShipMac! 1.5

Space:StarShipMac *f*

12/21/90

The object is to move StarShipMac! through the galaxy seeking and destroying Klingon Vessels. You begin the voyage with 10,000 units of energy. A portion of that energy (5000 units) is divided across the various instruments and the shields. It is possible that you will enter the game under attack by Klingon Vessels.

StarTrek 1.0

Space:StarTrek 1.0

08/08/94

My humble contribution to the Star Trek game tradition. I concentrated on graphics and a Macintosh interface. You have to try it because it's there. I put considerable effort into the explosions & messages.

Stereodrome

Space:Stereodrome *f*

02/08/94

For you 680X0 and PowerMac people out there. You'll need those multi-coloured 3D glasses to really see the 3D effect. This is True 3D! The programmer notes: "I never wrapped this game up it sits still on the back-back burner (with countless other games as well). Still, what the hell, I thought I'd up it. I promised a few people I would and there are a number of stereo/3D fans out there". Objective notes: You have no objective in the game (as it stands). Shoot the incoming ships, choose a destination star to go to. Try not to get hit. You don't die though. You can imagine though that when your shields fall to zero you SHOULD have died.

Super Shipsv1.2

Space:Super Ships 1.2 *f*

10/16/94

This is a four player space battle game. You and three of your friends can all battle each other at the same time. You can also fight against the computer and your friends, or just against the computer. You can choose from 23 already made ships or you can design a totally unique ship of your own. This is a download that you shouldn't pass.

SPORTS GAMES

NCAA Teams Read Me!

Sports:NCAA Teams *f*

03/20/94

1994 NCAA teams for Slam Dunk!!

3d Paddle Bash! 1.04

Sports:3d Paddle Bash! 1.04 *f*

06/03/93

By Matthew Diamond. An unusual 3d version of Pong. If you enjoy this game keep your eye out for 3d Brick Bash! also by Matthew Diamond. Requires a 68020 or greater Mac and Color Quickdraw. Runs best in 4-Bit (16 colors) mode. Shareware: \$7.00

Classic Tennis™

Sports:Classic Tennis™ *f*

01/29/91

Classic Tennis is Gary Dauphin's latest effort and possibly best to date. Color, digitized graphics, sounds, they're all included. The tennis matches, you against the computer start out slow but increase in speed as you get better so as time goes by, the challenge gets greater. Plenty of fun and enjoyment!

Golf Mac Way

Sports:Golf Mac Way *f*

03/03/87

Not quite MacGolf level of complexity, but is a nice golf game simulator.

Golf Solitaire

Sports:Golf Solitaire 1.1 *f*

02/28/94

Golf Solitaire v1.1 \$15 shareware by Glenn Seemann. Card game of Golf. Requires 256 color monitor.

GolfMaster! 1.1.2p

Sports:GolfMaster! 1.1.2p *f*

08/19/92

GolfMaster! 1.1.2p fixes a problem with the analyzer that caused GM! 1.1.1p to freeze up if less than 18 holes were entered in the SCORE card being analyzed. Added are 2 new features, the first being the ability to turn the startup sound ON/OFF via a check box in the PREFS window. The second is the addition of a REPAIR option in the APPLE menu. If you find a bug that can be duplicated, PLEASE contact me ASAP with all the information. Then, after I've whipped up a fix, I'll send or post a REPAIR CODE to activate the REPAIR MODE.

GopherGolf

Sports:GopherGolf 1.3.1 *f*

10/08/94

GopherGolf is a miniature golf game and course editor. Play one of the five included courses or create your own with the editor. Watch out for that pesky gopher. You never know where he'll pop up next. Runs in B&W or up to 256 colors on monitors 9" and larger. 1 to 4 players. Version 1.3.1 fixes some bugs.

Ingemar's skiing game 0.9.9u

Sports:Ingemar's skiing game 0.9.9u *f*

01/27/94

Live from Sweden a Terrific COLOR slalom skiing game for the Mac. Nice graphics & sounds. Dedicated to the great Ingemar Stenmark.

LCD Football

Sports:LCD Football *f*

07/15/89

Tribute to those LCD football games you played with several years ago.

Links 1.0.1 Patcher

Sports:LinksMac 1.0.1 *f*

08/15/94

Patches version 1.0 of Links Pro to version 1.0.1.

LinksToMac

Sports:LinksToMac 1.09 *f*

08/19/94

LinksToMac reads Links 386 DOS golf course disks and converts them to Links Pro for Macintosh courses. You simply insert the DOS disks into your Mac and LinksToMac does all the work for you. It will automatically find the 386 courses on DOS disks and ignore the older Links courses.

MacSki v1.5

Sports:MacSki v1.5 *f*

09/20/94

Latest update to a classic Mac Game. Ski through different courses with varying levels of difficulty. Flags, obstacles, etc. Great sound effects make this game great.

ML Baseball Schedule

Sports:MLBS *f*

04/07/94

Major League Baseball Schedule (MLBS) is a public domain program. It was originally written for the IBM, so there is a reason for the unconventional (horrible) user interface to this program. The program was written on a Mac IIcx (but should run on any Mac). It can give the schedule for any individual team for any particular date. The entire schedule for all the teams can be listed as well. MLBS can also redirect the output listing so schedules can be either printed or sent to a file.

OfficePool™ 2.01

Sports:Officepool 2 *f*

02/19/94

This application allows you to insert that stats for different teams in a tournament, and it will calculate how the teams will finish in the tourney. Kinda neat.

PRO 1994

Sports:PRO 1994 PLUS 94 WKLY SC *f*

05/02/94

1994 PRO Predictor data. weekly schedule of NFL in text form.

Week #3 Injury Report

Sports:PRO 1994 Wk 3 *f*

09/06/94

This file has the scores, yardage stats and injury reports entered through week #3, and the betting line as of Tuesday morning.

Injury Report Wk 5

Sports:PRO 1994 Wk 5 *f*

09/06/94

Has all the stats entered for week #5, including the injury reports and the earling betting line.

PRO 1994

Sports:PRO 1994(week1) *f*

09/06/94

This is the information for NFL week 1, for Pro Predictor 94.

Pro Predictor 2.6S

Sports:Pro Predictor 2.6S *f*

08/08/94

Version 2.6S is the newest version of Pro Predictor. It has additional features, including a function for realigning the league if that becomes necessary in 1995. Because of a new file format, earlier versions cannot read version 2.6 PRO files. If you plan to use my weekly updates for PRO 1994, you must have version 2.6. Pro Predictor 2.6S predicts the outcome of each week's NFL games: who is going to win each game, by how many points, and the approximate score, with a season accuracy rate of 70-75%. It can also project ahead and tell you who is most likely to make the playoffs and who'll win the Super Bowl! But, perhaps its best feature is its record keeping. It keeps a myriad of statistics, allowing you to find out all sorts of things about the entire league or a specific team. All you have to do is enter the scores each week. It does all the rest.

Sail Away

Sports:Sail Away *f*

06/03/91

Sail Away® is a Macintosh Sailboat simulator written by Jerry Lumpkins.

Silicon Volleyball

Sports:silicon-volleyball

07/11/94

Silicon Volleyball Game.

Slam Dunk! 1.81

Sports:Slam Dunk! 1.81 *f*

02/11/94

Cool basketball simulation game featuring real NBA & NCAA teams.

The Races 1.0

Sports:The Races 1.0 *f*

07/25/94

Welcome gamblers to "The Races 1.0" This is a commercial quality horse racing game. It includes huge high quality, flicker free animation and many sounds.

TourneyTracker Demo

Sports:TourneyTracker Demo *f*

04/06/93

Tourney Tracker Demo is a functional type demo of a wonderfully simple tournament chart tracker and generator.

STRATEGY GAMES

3D X&O

Strategy:3D X&O *f*
10/31/90

P.D.B Software presents Guy Argo & Mark Dunlop's 3D Noughts And Crosses ©1990 Guy Argo & Mark Dunlop. Noughts and crosses (tick-tac-toe) which is played on a 4x4x4 three dimensional board. The object of the game is to place four crosses in a straight line in three dimensions, however the computer player is trying to do the same with noughts.

Battle Mac!

Strategy:Battle Mac! *f*
09/04/87

Similar to Battleship, this game can be played by two users with a direct connection.

BattleCruiser 1.0

Strategy:BattleCruiser 1.0
02/11/91
Empty description file.

Columns 1.1

Strategy:Columns *f*
11/14/89

Simple black and white game of arranging falling blocks into position.

Shogi 0.21E

Strategy:Shogi Chess
05/11/90

A Japanese board game played by two players. The object of the game is to capture the opponent's King. Shogi is played on a nine-by-nine board. Vertical rows are called files, the horizontal ones ranks or just rows. Each player has twenty pieces (with Japanese names in parentheses): one King (O-sho), two Gold Generals (Kin-sho), two Silver Generals (Gin-sho), two kNights (Kei-ma), two Lances (Kyo-su), one Rook (Hi-sha), one Bishop (Kaku-gyo) and nine Pawns (Ho-hei). The player moving up the board and making the first move is referred to as black and his opponent white, although in Shogi sets all pieces have the same colour. They are differentiated only in direction: pieces pointing away from a player are his. The pieces lie flat on the board and have their Japanese name written on them.

TEXT ADVENTURES

Run

Text Adventures:Cave

09/22/88

A standard text adventure in a Cave. Imagine that!

•Curse•

Text Adventures:Curse of Vengeance *f*

11/10/90

This game is much like a standard text adventure with a few differences. First, there are monsters galore to kill if you want to finish the game. You can spend alot of time trying to avoid them but I've tried to make the attack process as simple as possible. Second, there are alot of rooms. About 140 in the Overworld and over 60 "elsewhere". Over 200 in all! And lastly, I've tried to incorporate armor, weapons, hit-points, armor-class, etc... much like a Dungeons & Dragons™ game while leaving the forte of text adventures intact.