Games
Path: /NEBULA1/Games
Description: Unix and NeXTSTEP games

```
  Quad-FAT: 41  Motorola/Intel/PA-RISC/SPARC
   Tri-FAT:  1  Motorola/Intel/PA-RISC
  Dual-FAT: 20  Motorola/Intel
  Motorola: 30
     Intel: 2
   PA-RISC:
     SPARC:
Total Apps: 94
```

/aa_Intel_Only

firestorm.1.0_x86

Version 1.0 by Jordan Smith
FIRESTORM is a fast paced, multiplayer arcade game.   The game is a
arranged in the form of a tournament which is a battle to the death where
the last player standing is the winner.

FreeCell.app
Version 0.1 by Ian Stephenson, Blake Stone
Intel

/aa_m68k_Intel_HP_Only

NXMine.app
Version 1.0 by Alexander Wilkie
A classic minefield board game.
Motorola/Intel/HP

/aa_m68k_Intel_Only

AC CHEN
Version 3.2b by Stefan Preuss and Thorsten Mutschall
The aim of this game is to clear the board by selecting two stones
with the same symbol.
Motorola/Intel

Astraloids.app
Version 1.01 by Michael Stepniczka
Asteroids type arcade game.
Motorola/Intel

Balling
by Dimitri Plotnikov
Arrange the balls so that they make rows or triangles of the same color.   If
you succeed the rows and triangles vanish to free room for other balls.
Motorola/Intel

BlastApp
Version 4 by Ali Ozer
Use the helicopter to blast yourself through fourteen levels
of deadly enemy bases.
Motorola/Intel

Concentration.app
Version 0.9 by Craig Taube-Schock
Find two identicle tiles and remove them.
Motorola/Intel

CultureShock
 Version 1.1 by Athena Design
 A strategy game in which you try to clear the playing
 field by removing all of the tiles from the playing field. The tiles
 represent various happenings from 1990.
Motorola/Intel

hind_flight_sim

HIND MI-24
Flight Simulator for NeXT computers
Version 2.0 by Sergei Savchenko
Motorola/Intel

KaBLAM
Version 1.0 June 1993 by Mark G. Tacchi
The crazy bomber is loose and out of control. He intends to blow up
everyone and everything that gets in his way--even you!
Motorola/Intel

MissileCommand.pkg
Version 1.0 by Katzlberger Thomas
Arcade typpe game
Motorola/Intel

NEXTVegas2.0
Version 2.0 by Mark Trombino
NEXTVegas is a casino-simulation game with dynamically loading game

modules including Blackjack and Craps.
Motorola/Intel

Pentominos
Version 1.0 by Gil Rivlis
A pentomino is a shape made of five squares touching each other along their edges, in the same way a domino is a shape made of two squares. There is only one possible domino, but there are twelve different pentominos.
Motorola/Intel

Puzzle1.2
Version 1.2 by Dirk Schwarzhans
   Puzzle is a game programme. It cuts a TIFF picture to pieces,
     which the player must put together.
Used with special permission
Motorola/Intel

ReversiMaster1.01_MAB

Version 1.01
Reversi Master is a program which allows you to play at the reversi
or othello game (MAB files in this release).
Motorola/Intel

ROBOTS
Version .9 by Kurt Werle
This is a NeXT version of the game ROBOTS.   It's not the exact same, but
it's real close...
Motorola/Intel

ShiTao.app.v2.1
Version 2.1 by Thomas Mon
   ShiTao is an implementation of the popular tile-based game
Motorola/Intel

StarCastle
Version .6 1/1/94 by Scott Violet
Your mission, kill the dude in the center. Arcade action

Motorola/Intel

NeXTtripleYahtzee
Version 1.0 by Jason Tomas Duran
This is a Yahtzee game for the NeXT.
Motorola/Intel

/aa_m68k_Only

AliceCube
Alice'sWonderCube
Version 999 by Ernie Prabhakar & Gorm Nykreim
Motorola

BoinkOut
Version 1.12 by Samuel Streeper
Remove all the bricks using a ball. Based on a classic arcade
game.

Motorola

Checkers
Version 1.0 by David J. Ferrero
A classic game of checkers.
Motorola

Chinese Chess
Version 1.0 by Gregory Tucker
A different kind of chess.
Motorola

Columns
Version 1.1 by Don Yacktman
A tetris type of game.
Motorola

Cyber.app
CyberZone

Version 0.4B by Kevin Solie
A 3D tank, arcade action game.
Motorola

Desktop Invasion
Version 0.9 by Andy Dunn
The objective of the game is to shoot down the incoming desktop
invaders while avoiding their assault.
Motorola

GoldDigger
Version 5 (9/2/92) Orgininal X Version by Alexander Siegel
NeXTSTEP port by Ali Ozer.
Run through the 10 levels to collect the gold coins and
avoid the bad guys.
Motorola

GoWild
Version 0.6 by R.Andrew McCallum

The game of Go meets Interpersonal Computing. This game permits you to play a game of Go across a network.
Motorola

MahJong
Version 1.0 by Jean-Marie Bettems & Ekectra Bettems-Dekavalla
This is a remove the tile type of game.
Motorola

MazeWar
Version 1/27/1990 by Christopher A. Kent, NeXTSTEP interface by Eric P. Kent.
This is a 3D maze game.
Includes source code
Motorola

Mechannaise
Version 0.8 by Daniel Mark Gessel
A game of battle against machines.

Motorola

Mine Hunter
Version 1.1 by Michael M. Mayer
Avoid the mines...
Motorola

Mines
Version 2.0 by Lee Ward
    Another version of the mines game.
Motorola

NeXTLander
Version 001 by Dylan Ashe
Land that spaceship!
        Motorola

NeXTmille
Version 2.0a by Dennis P. Glatting

A card game.
Motorola

NeXTmj
Version 2.0a by Dennis P. Glatting
A remove the tile type of game.
Motorola

NeXTYahtzee.app
Motorola

NX_VOID
Version 1.01 by Kevin Steele of Lighthouse Design, Ltd.
This is an arcade type of game.
Motorola

Pill Bottle
Version 0.2a by Don Yacktman
Motorola

Reversi
Version 1.0a by Daniel Mark Gessel
The standard reversi type of game.
Motorola

Robots
Version 1.0 by Scott Hess
Motorola

Roulette
Version 0.8 by Robert Chou
Motorola

Scrabble
Version 1.0
Motorola

Sokoban2.1

Version 2.1 by Kaveh Baharestan
Motorola

Sokoban
Version 0.96.6 by Jolly June 25, 1993
Motorola

SolarGeek.app
Motorola

Solitaire
Version 1.0 by Evstathios Marinos
A card game.
Motorola

SpaceWar
Version 1.0 by John Hermann
SpaceWar is two player game of strategy and skill. The object of the game
is to destroy your opponent's space ship.

Motorola

3D Tic-Tac-Toe
Version 1.0 by Micheal C. Sanford
    A different type of tic-tac-toe
Motorola

/Games

Belegost
by John Howe and Ted Nasmith
A text and graphic adventure game.
Motorola/Intel/PA-RISC/SPARC

Cookie
Displays "cookies" on your NeXT
Includes source code

Motorola/Intel/PA-RISC/SPARC

Ergo
by Charles L. Perkins
Includes complete source code from the NeXTWORLD article
Motorola/Intel/PA-RISC/SPARC

Eyecon
Version 0.9 by Roger Rosner of Lighthouse Design, Ltd.
This application will follow your every move.
Includes source code.
Motorola/Intel/PA-RISC/SPARC

Fortune Teller
Version 0.9 by Chris Bradley
Gives you a "Thought for the Day"
Includes source code.
Motorola/Intel/PA-RISC/SPARC

Fred
Version 1.0 by Sean Luke
An obnoxious little application.
Includes source code.
Motorola/Intel/PA-RISC/SPARC

gomoku.app
Version 1.o by OC
The classic board game.
Motorola/Intel/PA-RISC/SPARC

Guess
by Erica Liebman
This is a simple little game that is great for showing off the
sound capabilities of the NeXT.   Just have people record
their own versions of the four sound files and let them
play this "too high/too low" guessing game.
Motorola/Intel/PA-RISC/SPARC

How
Four (4) different versions by Eric "E.T." Tremblay
This is an Imagical Trick, it's a kind-of-puzzle kind-of-game
application.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Kismet1.1
Version 1.1 by Joe Reiss
A dice game
Motorola/Intel/PA-RISC/SPARC

Kong-0.8_2
Version 0.8 by Kenneth R. Case, William Jon Shipley,
Lenonard G. Case
This is a nice arcade type game
   Motorola/Intel/PA-RISC/SPARC

Life
Version 1.0a by Gil Rivlis
The Game of Life was invented by John H. Conway. I decided to
program a version for NEXTSTEP since the existing version lacked
some things that I wanted, such as stepping through the generations,
seeding a random population in various ways and a way to load ready
made samples with one click of a button
Includes source code
Motorola/Intel/PA-RISC/SPARC

Missile Command
Version 0.91 by Stefanos kiakas
A NeXTSTEP version of a classic game.
Includes source code
Motorola/Intel/PA-RISC/SPARC

NCR.1_0
Version 1.o by info@interpc.de
NEXTSTEP game with network support. NCR is tactical 8x8 board

game. Objective is to conquer all fields by occupying them with neutrons of your color. As soon as only your color is left over you won the final NuclearChainReaction.
Motorola/Intel/PA-RISC/SPARC

NeXTGo
Version 1.0 by John Neil
The game of Go.
Includes source code
Motorola/Intel/PA-RISC/SPARC

NeXTICS
by nash@visus.com
A board game that runs over a serial link.
Includes source code
Motorola/Intel/PA-RISC/SPARC

NPipe_Color
by Stefanos Kiakas

The object of the game is to join the different pipe pieces to form a path for the water to flow .   The bottom pipe piece on the right is the next pipe piece which will be placed in the square selected by the player.
Includes source code
Motorola/Intel/PA-RISC/SPARC

NPipe_Mono
by Stefanos Kiakas
The object of the game is to join the different pipe pieces to form a path for the water to flow .   The bottom pipe piece on the right is the next pipe piece which will be placed in the square selected by the player.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Othello
Version 1.1 by Bill Bumgarner
A classic!
Includes source code
Motorola/Intel/PA-RISC/SPARC

Puzzle_1.0
15 Puzzle
Version 1.0 by Micheal Mellinger
The 15-Puzzle game is an excellent example of a program that is
trivial to do on the NeXT because of Interface Builder and the
NeXT   Appkit.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Queens
Eight Queens Puzzle
by Peter Kron
This app searches for solutions to the classic eight queens
puzzle, in which the challenge is to place eight queeens on
a chessboard such that none is attacking any other.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Quinto
Version 1.0 by Edmund Ronald
The aim of the game is to highlight all the buttons.
Includes source code
Motorola/Intel/PA-RISC/SPARC

ReversiMaster.1.05
Un jeu d'Othello/Reversi.
Motorola/Intel/PA-RISC/SPARC

RiskPlayers.1.0
by Juergen Sell
RiskPlayers is a bunch of additional computer player modules for
the famous Risk.app (by Mike Ferris).

rulerule
Version 1.0 by Mario Hilgemeier
The goal of the game may be one of the following:
 - "all one": all buttons colors are changed into the same color.

- "4 times 6": the buttons are changed into 4 groups of 6 buttons.
In a group each button shows only one color (e.g. an all-white
button).
- "pattern": a pattern of choice is designed (e.g. alternating black
and white stripes or a red/yellow checkerboard)
Includes source code
Motorola/Intel/PA-RISC/SPARC

Shanghai.0.8
Release 0.8, 13.11.1995 by Thomas Engel
This is yet another version of the old Chinese
Shanghai game. A tile game with old traditional images and the taste of
something elegant.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Sokoban
Version 1.0 by Jolly November 28, 1993
Includes source code

Motorola/Intel/PA-RISC/SPARC

Solitaire101
Version 1.01 (Black and White) by Blake Stone
A card game.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Solitaire102
Version 1.02 (color) by Blake Stone
Color cards by Michael McCulloch
A card game.
Includes source code
Motorola/Intel/PA-RISC/SPARC

Solitaire2.1
Version 2.0 by Blake Stone, Gary Ritchie, Micheal McCullosh
This is the new extensible card game application.
Includes source code

Motorola/Intel/PA-RISC/SPARC
Modules:

Cribbage	Includes source code	Quad-FAT
FortyThieves	Includes source code	Quad-FAT
Klondike	Includes source code	Quad-FAT
Pyramid	Includes source code	Quad-FAT
Spider	Includes source code	Quad-FAT
Tenpile	Includes source code	Quad-FAT

Splat-1.0
Version 1.0 by Eric Key
A board game
Includes source code
Motorola/Intel/PA-RISC/SPARC

TileSlide
Version 1.0 by Kevin Brain
Replace the tiles to the original order.
Includes source code

Motorola/Intel/PA-RISC/SPARC

Typing Arcade
Version 1.0 by Jim Patterson
A typing tutor and game.
Includes source code
Motorola/Intel/PA-RISC/SPARC

/UnixGames

accordian
solitaire by Eric Lechner
Unix shell application
Includes source code
Motorola/Intel/PA-RISC/SPARC

animal
Guess the animal game

Unix shell application
Includes source code
Motorola/Intel/PA-RISC/SPARC

dinkum
Version 2.12 by Gary A. Allen, Jr.   Text adventure.
Unix shell application
Includes source code
Motorola/Intel/PA-RISC/SPARC

gnugo
The GNU Go game
Unix shell application
Includes source code
Motorola/Intel/PA-RISC/SPARC

wump
A text adventure game
Unix shell application

Includes source code
Motorola/Intel/PA-RISC/SPARC

 xca
by David I. Bell
Program self-reproducing cellular automata.
Unix shell application
Includes source code
Motorola/Intel/PA-RISC/SPARC

/Games

Xox 0.8
Version 0.8 by Sam Streeper
Xõxeroids - an enhanced asteroids type game.   If this is the kind of
game you really like, you'll really like this game.
Includes source code
Motorola/Intel/PA-RISC/SPARC
Modules:

Boink - Includes source code Quad-FAT
Defender - Motorola/Intel/PA-RISC
KaBLAM_v2_0a - Includes source code Quad-FAT
Shoot - Includes source code Quad-FAT
SpaxeWars - Includes source code Quad-FAT
Xoxeroids - Includes source code Quad-FAT

Zenda
Version 0.9 by Hal R. Varian
A prisoners' dilemma game
Zenda is an implementation of a Prisoners' Dilemma game for a
network of NeXT computers.
Include source code
Motorola/Intel/PA-RISC/SPARC