A CD-Factory Distribution.

CD-Factory
Tomsgårdsvej 17-19
2400 København NV
Denmark

ABM Command

Path: \TITLES\abm_cmd

Kent Rollins; $0

A Windows 3.X version of the old Atari classic, Missile Command. This game should really only be played on 386 or better machines. SmartBombs, MIRVs, Bonus Cities, etc.

Amazeing 3.84

Path: \TITLES\amaze384

NOTES FOR AMAZEING 3.84

HI! This is AMAZEING version 3.84 --- a 3D maze game for Windows 3.1

AMAZEING has 5 levels of difficulty for single level and multi level mazes --- from 10x10 to 50x50 for single level, and from 5x5x5 to 25x25x25 for multi level. There are various cheat options available. Your view is down the maze corridor and if you've got 256 colours, it
looks great!

AMAZEING does not have any special requirements, but the faster your computer, the better the response time will be for coloured walls (filled in rather than lines). Shrinking the window will decrease the response time as there is less to draw.

As said in the help file, I would love to hear your comments,suggestions, bug reports, or just general chat.

Version 3.84 is a bug fix for the "RAINBOW" version, v3.83. (With user defined colour setup).

Enjoy!

Stu
^^^
sswain@tartarus.uwa.edu.au

Atoms 2.1

Path: \TITLES\atoms21

Atoms -- A simple puzzle game for Windows 3.1
Atoms is easy to learn and play. Includes full on-line help. Mouse driven interface.
Version 2.1 Saves player names and best times for each of four difficulty levels.

Battles in a Distant Desert

Path: \TITLES\bdd150

BATTLES IN A DISTANT DESERT
Release 1.5 - September 23, 1993

DISTRIBUTION

This basic game and the "Berm Busting" scenario, included in bdd100.zip are distributed
as shareware.

Please make copies of bdd150.zip, and give to your friends or upload to other BBS. Only
the basic game and the "Berm Busting" scenario are shareware. All additional scenarios
and the registered version of the game are not shareware.

Please copy or upload only bdd150.zip and not the individual files.
This file which is included in bdd150.zip, must be retained in any copies distributed.

INSTALLATION

BATTLES is a Windows 3.x application and must be installed on a hard disk drive. You
should copy the bdd150.zip file to a new directory, preferably called \DESERT, before
unzipping the file.
BATTLES will expect to find it's initialization file, "bdd.ini", in the default Windows
directory, which is usually C:\WINDOWS.
You should copy the "bdd.ini" file to the default windows directory.
Refer to your Windows 3.x User's Guide for the procedure to install the BATTLES
application and icon in the program group of your choice.
The User Manual is on-line, via the HELP menu item of the main menu, and you should
read it before attempting to play the game.
Also each scenario has both INFORMATION and HISTORY, which should be read
before attempting to play a scenario.

SOUND SUPPORT

BATTLES will provide sound support for the standard PC speaker or for Microsoft
Multimedia Audio compatible sound boards under Windows 3.1 or greater.
If you have Windows 3.0, you should upgrade to Windows 3.1 to receive the best sound
effects.

SHAREWARE

If you do not wish to register your copy of this game, but enjoyed BATTLES IN A
DISTANT DESERT: Berm Busting, and wish to support the production of games of this
quality made available as shareware, so that you may have available such low cost
entertainment, then we
request that you send $5.00 (US) to the Glacier Edge Technology address you will find
below.

If you wish to register your copy of this game, you can do so and receive ONE or
THREE scenarios depending on how you register.

Send $15.00 plus shipping and receive:

"The Streets of Khafji" - Command the infantry and artillery defense of this northern Saudi resort town as the Iraqis attempt to storm and take control of the town. Or control the Iraqi
attack and see if you can take Khafji.

Or send $25.00 plus shipping and receive "The Streets of Khafji" scenario and:

"The Al Zibayir Road" - The war is lost for the Iraqi Army in Kuwait, and the escape is underway. Led by elements of the armored divisions occupying Kuwait, the Iraqi Army attempts to return to Iraqi with great amounts of equipment and plunder.

plus you will also receive the bonus VETERAN'S DAY SCENARIO which is described below. (Only when ordering both scenarios)

All registrations must be either in the form of a check drawn on a USA bank or in USA dollars.

Shipping add $3.00 for USA destinations or $5.00 for outside the USA.

Send your registration to:

Glacier Edge Technology
4820 East Kentucky Ave. Suite E
Glendale, Co. 80222

Please indicate 5.25 inch disk or 3.5 inch disk preference and capacity with your order.

The additional scenarios and the registered version of the game are not SHAREWARE, and may not be copied or distributed.

$$$$$ DONATION TO THE DISABLED AMERICAN VETERANS ASSOCIATION $$ $$$

Also, for each registration received between now and November 11, 1993 (Veterans Day), the author will contribute $1.00 US to the Disabled American Veterans Association. Also, shortly after that date, an update disk will be sent to all registered users which will contain the VETERAN'S DAY scenario:

"Kuwait Beach Party" - Marine amphibious landing on the beaches south of Kuwait City, opposed by Iraqi Infantry and Armor.

And, included with the update disk, will be a description of the number of registrations received, the amount of the donation made to the DAVA and the address to which the

donation was sent.

**** SHAREWARE DISTRIBUTORS - PLEASE NOTE ****

If you are a shareware distributor, and would like to distribute BATTLES on disks which you resale. You MUST register a copy of the BATTLES game in order to obtain permission to distribute the BATTLES game on your disks. The registration amount is $25.00 plus shipping. For your registration you will receive a special version of the shareware BATTLES game (unregistered version) which includes an advertisement for your distribution service which will be displayed at the end of a game.

TECHNICAL SUPPORT

BATTLES is a huge Windows application, and accordingly so, places a large demand on your system. We recommend that you have a minimum of 4MB of RAM, and nothing else running (just Windows 3.x) at the time, also we recommend running BATTLES from a hard disk.

If you experience any problems with the game or scenarios, please write down the configuration of your system, the scenario you were playing, what you where trying to do when the problem occurred, and a detailed description of the problem as best as you can, and send it to the Glacier Edge Technology address. If possible save the game (*.svg) and mail it on a disk or E-Mail it.

If you have any questions or comments about Battles, you can send them to the Glacier Edge Technology address above or if you prefer, you can send E-Mail to:

Compuserv - 70621,160

Those who develop SHAREWARE products need the support of the users of the SHAREWARE products in order to continue developing new SHAREWARE products for users to use. This particular product took well over a year, full time, to develop and become available
for your enjoyment.

Your support of this SHAREWARE product will be greatly appreciated.

We hope you enjoy playing BATTLES IN A DISTANT DESERT!

Blackbox 1.0

Path: \TITLES\blackbox

BLACKBOX version 1.0 written by Christophe YVON

Find the Whatsits hidden in the backbox...

This program is freeware.

Following are the system requirements:
1) 286 or higher processor
2) Windows 3.1 or higher
3) Windows operating in standard or enhanced mode
4) Mouse or other pointing device

You may distribute freely this software as long as the following files are included:
BLACKBOX.TXT: DOS informations file
BLACKBOX.EXE: executable file
BLACKBOX.HLP: windows help file

All the above files can be combined into a single archive file for distribution.

B L A C K O U T

Path: \TITLES\blackout

Introduction

Blackout is a user-configurable game for *Windows* 3.0. The game is mainly useful for becoming proficient with a mouse, since accurate mouse movement is rewarded with higher scores.

To use *Blackout*, you must have the following, in addition to the software:

A PC with a properly installed copy of *Microsoft Windows* 3.0.
A pointing device, such as a mouse, which works correctly with *Windows*.

Blackout works best with a VGA or Super-VGA monitor, but you can run it with any display supported by *Windows*, including CGA, EGA, and Hercules displays.

Blackout is more fun to play when you have at least a 386SX 16 mhz or faster PC. It has been tested and found to work properly on machines ranging from a 10 mhz AT clone to a 33 mhz 486. Note that for slower machines, you may have to alter the default scoring and playing rules in order to enjoy the game - read the online help to learn how to configure *Blackout*'s playing and scoring rules.

Distribution and Registration

Blackout is shareware. This means that you may freely download, copy, evaluate, and upload *Blackout* to other online services, and distribute it to others at no charge, but, if you use it regularly, you must register it by sending $12 to the address below:

Zarkware   Patrick Mills
2243 E. Thompson (417) 881-8141
Springfield, MO 65804   Compuserve 71211,1250

For your convenience, an order form has been provided for you to mail in with your check, if you decide to register. Just bring up Windows Write with the file BLACKORD.WRI and select File/Print. Then, fill out the order form an mail it to the address above.

Unregistered versions of *Blackout* will remind the user to register each time the game is started or moved to a new level of play. **This "pester screen" feature is disabled when** *Blackout* **is properly registered with a valid registration number.**

All registered users will receive a disk (specify 5 1/4" or 3 1/2") with the most recent version of *Blackout* on it, a valid registration number, and a laser-printed copy of the online documentation. Each registration entitles the user to unlimited use of the software, as long as they use only one copy of the software at any one time. Distribution of valid registration numbers to others is prohibited and a violation of the *Blackout* license agreement.

When you register, please specify your name, mailing address, and desired disk size. Allow up to three weeks for delivery. Each user of *Blackout* requires a separate registration. Call for site licensing.

Remember, if you use *Blackout* regularly, please support the Shareware concept by registering *Blackout*, so that I can afford to enhance and support it, and to write other affordable shareware games and utilities for all the *Windows* users out there.

If you have questions or comments, or have any problems with *Blackout*, please contact me at the address or phone number above, or send electronic mail to me on Compuserve (71211,1250). I'll try to answer as quickly as possible.

BLACKOUT IS DISTRIBUTED AS IS, WITH NO WARRANTY REGARDING ITS USEFULNESS OR FITNESS FOR ANY PARTICULAR PURPOSE. WHILE CARE HAS BEEN TAKEN TO PRODUCE SOFTWARE WHICH IS PROBLEM-FREE, THE AUTHOR ASSUMES NO RESPONSIBILITY OR LIABILITY FOR ANY FAILURE OF THIS SOFTWARE, OR ANY PROBLEMS OR DAMAGE ENSUING THEREBY. ANY USE OF THE SOFTWARE IS CONSTRUED AS ACCEPTANCE OF THIS DISCLAIMER OF LIABILITY.

Registration of the software gives rise to a license to use the software for purposes of playing the game *Blackout*. No other rights, including the right to decompile, disassemble, or otherwise decode the software's machine-language representation, are given nor may be assumed to exist.

No charge may be made for further distribution of *Blackout*, except for charges covering the cost of distribution. Permission is hereby granted for any SysOp or other person in charge of maintaining online services to offer a copy of *Blackout* for downloading, as long as no charge, other than normal charges for system access, are made, and as long as the originally distributed files are kept together and offered in unmodified form.

Installation

To run *Blackout*, do the following, or their *Windows File Manager* equivalents:

1)	Make a directory on your hard disk (if you want to store *Blackout* in its own directory):

	MD C:\BLACKOUT

2)	Copy the *Blackout* files to the blackout directory (or to any directory you choose - all *Blackout* files must be in the same directory):

	COPY BLACK*.* C:\BLACKOUT

3)	Install *Blackout* into a group in the Program Manager or double-click on BLACKOUT.EXE from the File Manager to run it. To install *Blackout* into a Program Manager group:

	a)	From Program Manager, open the group you wish to use for *Blackout.*
	b)	Choose File New.
	c)	Choose OK (New Program Item).
	d)	Tab to the Command Line field and enter C:

\BLACKOUT\BLACKOUT.EXE.

   (Use the directory you actually copied the *Blackout* files to.)
   e)   Press OK.
   f)   The *Blackout* Icon should appear in group. Double-click it to start game.

4) Once game is started, choose Help Index from the menu to learn about playing and/or configuring *Blackout*.

How to Play

Note: You may use Help Index from the game's menu bar to learn more about playing and configuring *Blackout*.

These directions assume you have started *Blackout*, and that the game's main playing surface (a grid of colored rectangles) is displayed.

a) Place the mouse cursor somewhere over a TARGET rectangle (a white square on the playing surface with a round target on it).

b) Press the left mouse button - this should turn the target rectangle red and make a "found" sound.

c) Repeat steps a) and b) until all target rectangles have been found.

d) If the non-target squares turn black before you find all the target rectangles, a "blackout" will occur, and the game will be over.

e) You can also click on "bonus" rectangles that have a "2 X" thru a "5 X" message on them for extra points - these rectangles turn blue when clicked.

f) Any time you click on any rectangle that is neither a target nor a bonus rectangle, you will hear a "missed" sound and the nine-rectangle area around where you clicked will be completely "blacked out". Your score may also be lowered as a penalty for the miss, depending on game configuration.

g) You can use the "Pause" and "New" buttons at the lower left-hand corner to pause the game and/or start a new game. The game's status is always displayed in the status line along the bottom of the   playing surface. Other options, like the playing level and speed, turning sound on or off, and many other game options, can be set using the choices from *Blackout*'s menu bar. Be sure to read the online help before you change the game settings permanently.

h) If you ever need to restore all game settings to their default values, or remove or change the high-score records, you can edit or delete the file "BLACKOUT.INI" in the *Windows* directory on your disk. This file is used to store all game settings and the high-score history. If it is not found, it will be created the next time you play *Blackout*.

Block Breaker 3.12E

Path: \TITLES\blc312

```
========================================================
Block Breaker  Version 3.12E
Aug 5, 1993  Yutaka Emura
========================================================
```

Distributed Files
=================

The distribution should contain the following files.

```
  FRUITS.BLC   ... pattern file
  MAZE.BLC     ... pattern file
  NEXT.BLC     ... pattern file
  RAINBOW.BLC  ... pattern file
  SYSTEM.BLC   ... pattern file
  WAVE.BLC     ... pattern file
  BLCTIMER.DLL ... dinamic link library file
  BLOCK.EXE    ... Block Breaker executable file
  BLOCKJ.HLP   ... help file
  BLOCKDEM.MID ... MIDI file
  BLOCKEND.MID ... MIDI file
  BLOCKPLY.MID ... MIDI file
  BLOCKJ.TXT"  ... this file
  FAIL.WAV     ... WAVE file
  FRAME.WAV    ... WAVE file
  GOLDBLC.WAV  ... WAVE file
  NORMBLC.WAV  ... WAVE file
  SIDEPADL.WAV ... WAVE file
  SILVBLC.WAV  ... WAVE file
  TOPPADL.WAV  ... WAVE file
```

Requirements
============

Microsoft Windows 3.1 is required to run Block Breaker.
It will not run on Windows 3.0.
BLCTIMER.DLL file should reside in the same directory as BLOCK.EXE

Installation
============

If the files are on a floppy disk, you should first copy all the files to hard disk. To copy all the files to hard disk:

1)   Create a directory for Block Breaker (and perhaps other EmSoft programs).
        For example, if your hard disk drive is c:, on Dos prompt, type:
        c:
        mkdir \emsoft

cd emsoft

2)   Copy all the files from the floppy disk to the hard disk. For example if the floopy
disk   drive is a:,
        copy a:*.*

Now all the files are on hard disk. Start Windows, and in Program Manager (or Norton
Desktop), select a group window where you would like to add a Block Breaker icon.
Choose 'New' from File menu, type "Block Breaker" on the title field, hit Tab key to go to
the program
field, and type "c:\emsoft\block.exe" if this is where you copied the files. Hit Enter key
to close the dialog. If you see a Block Breaker icon in your desired group window, the
installation is
finished. You are ready to double click the icon and enjoy Block Breaker!

This is shareware. If you would like to continue to play the game, please register your
name to this shareware. Your contributions will be used to make better software. Foreign
registration is welcome.
Please refer to Help in Block Breaker.

Notice to assign WAVE file
============================

You need a Windows compatible sound card or Multimedia PC to
have WAVE and MIDI sound play.
WAVE sound will play when both "Multimedia" and "Sound Effect" check boxes in
Sound Dialog under [Option] Menu are selected. You can assign WAVE files to various
events by choosing the Sound icon in the Control Panel window. You can also change
WAVE
files by editing [sounds] section of "WIN.INI" file. In some slower machines, the ball
will stop for a moment when it bounces. In this case, try to assign shorter WAVE sound,
or assign
large memory for disk cash. To assign large memory for disk cash, change the latter
number in "SMARTDRV.EXE" option (usually declared in AUTOEXEC.BAT file).

Revision History
================

Version 2.1 (11/30/91)
- Added Block Breaker Editor.
- Added extra patterns "Fruits" and "Difficult Patterns".
- etc.

Version 2.2 (12/10/91)
- Added the "3D" option to make blocks look like 3-D.
- Added the "Smooth" option.

Version 2.3 (12/31/91)
- Made it resizable.
- Added the "Save Size When Exiting" option.
- Added the "Default Size" menu.
- Corrected score windows truncated in high resolution mode, and made them 3-D looks.
- Enriched the help file. Supported the [F1] key when the pull down menu is open.
- Made the system patter to an extra file (SYSTEM.BLC).
- Added a new pattern file called "Rainbow" (RAINBOW.BLC).
- Located the dialogs at the center of the screen.
- Changed the color of the wall to green.

Version 2.4 (2/2/92)
- Fixed an UAE when used in the Standard mode in some machines using no sound
driver.
- Added a new patter file called "Wave" (WAVE.BLC).
- When pausing, changed "pause" on the game menu to "resume".

Version 2.5 (2/16/92)
- Fixed sound which did not sound well in some machines.
- Fixed a bad condition when invoking again after exiting as maximized or minimized
window.
- Fixed so that Block Breaker Editor would inquire whether it would save the changes or
not   when closing Block Breaker.

Version 2.6 (3/7/92)
- Fixed an error when there was no timer available.
- Fixed an error when sound was failed to open.

Version 2.7 (3/31/92)
- Fixed a bad condition that a ball and paddle leave the trail in some graphic drivers. This
was   due to the graphic driver bug.
- Optimize the routine to move the ball faster.
- Made the default size of the window a little smaller.
- Changed the message when invoked under the real mode.

Version 2.8 (12/1/92)
- Enabled users to choose keyboard or mouse to control the paddle.
- Added a new pattern called "Maze" (MAZE.BLC).
- Added the "Hide Cursor" option.
- Changed the password for registration.
- Enabled users to select the tone of the sound.

Version 3.00 (1/30/93)
- Fixed a bad condition that a ball and paddle leave the trail in
 some graphic drivers such as Stealth Vram Graphic Card. This

was due to the graphic driver bug.
- Added the registration information in Europe.

Version 3.01 (3/27/93)
- Fixed the bug that, when there are bricks side by side, the ball
 was sometimes bounced off toward where it came from.
- Fixed the bug when a system timer cannot be obtained.

Version 3.10 (7/18/93)
- Modified for Windows 3.1.
- Added MIDI music and WAVE sound.
- Used common dialog for pattern file opens.
- Adjusted for Windows 3.1 Help.
- Used Multimedia Timer.
- Modified user interface for Windows 3.1.

Version 3.11 (7/21/93)
- Modified so that Block Breaker will warn you when WAVE files
 cannot be found.
- Modified so that Block Breaker will play music during the game play.

Version 3.12 (8/4/93)
- Modified so that you can run Control Panel from Block Breaker.
- Modify MIDI file.
- You can now assign your favorite MIDI files to music.
- Add Help in Register Dialog.
- The ball direction becomes more variable.
- Modify the wall, ball and paddle graphics.

Version 3.12.1 (8/5/93)
- Compatible with German Windows Control Panel.

Blitzer

Path: \TITLES\blitzr

For further information, please refer to the on-line documentation in the game.

Battle Masters 1.01

Path: \TITLES\bmaster1

Battle Masters
Version 1.01
by
Neil Sanford

190 Tyler Ave.
Iselin, NJ 08830

Battle Masters is a war game for two people played on a 100 x 100 square grid. This game is written in Microsoft Visual Basic v3. Windows Version 3.1 is needed to play. This game is shareware, and any donations are greatly appreciated.

Four files are needed for the game:

  1) BMASTER1.DOC - This file.
  2) BMASTER1.EXE - The game program.
  3) BMASTER1.HLP - Online help.
  4) VBRUN300.DLL - Visual Basic v3 runtime module.

Planned items for future versions of this game include:
 - one player mode
 - more game pieces
 - faster map scrolling
 - sound
 - 2 player by modem

INSTALLATION
----
1) Place the BMASTER1.* files into the same directory on your system.
2) Place the VBRUN300.DLL file into your "\WINDOWS\SYSTEM" directory.
3) Select the Program Group within Windows that you want this game to appear in.
4) From the "Filg" menu option, Select the "New" option and create a
   "New Program Item" to add this game.
5) Use the following information in creating the New Program Item:
       Description   = "Battle Masters"
       Command Line   = (directory from step 1) + "\BMASTER1.EXE"
       Working Directory = (directory from step 1)

The game has its own icon.

RUNNING THE GAME
----
1) The game can be run by following the above installation instructions,
   and then double-clicking on the game's icon.

2) The game can also be started by using the Windows Program Manager, or
   by using the Run menu option.

End of File

Bogle !

Path: \TITLES\bogle1

Bogle !

RULES
This game is based on the Milton Bradley game of almost the same name. (A coincidence , surely!). The object of the game is to spell as many words as possible with letters given in a four by four matrix.
Each letter in the word must be next to the preceding letter. For example in the following grid:

A   S   T   R

Q   W   X   Y

R   R   T   U

B   E   C   F

Starting with the letter "W" you can go to the letter "A", from "A" you can go to "S" to finally spell "WAS". You may start a word with any letter in the grid. Other words you could create
using this grid include "CUTE", "CUTER","SAW"...

Note that you could NOT spell the word "SWAT": you can go from "S" to "W" to "A" but that "T" is not next to the "A".

MOUSE CONTROL
Just click on any letter using the right mouse button to start your word. The next letters available to you will be highlighted. Keep clicking on letters until you have formed a word
then press either of the "Enter Word" buttons. Alternatively, you could have clicked on the LAST letter of your word using the RIGHT mouse button or DOUBLE CLICKED on it: this has the same effect as clicking on the last letter and clicking on the "Enter Word" button. Do not click on the last letter with the left mouse button and then the right button this will have no
effect, click the last letter ONLY with the right mouse button, instead of clicking with the left button and then the "Enter Word" button.

If for some reason you have entered a wrong letter, you can go backwards by clicking on the "Erase Last Letter" button.

If you should wish to delete a previously made word from your list, just highlight it and

click the "Erase Highlited Word" button. Note that the last word entered is always the default highlighted word.

If you wish to end your game before the timer runs out just click on the Stop icon. The game will count how many correct words you have and move you to the next round.

EDIT
Fonts:
This allows you to change the font used in the dice set. The lower square with   the letter "B" in it shows you what each square will look like with the font selected. Click on OK to choose that font.

Dictionary:
This will allow you to remove certain words that you either do not like or were incorrectly entered.

OPTIONS
Lines:
Some people like to see "lines" connecting each consecutive letter. If you are one of these types of people, select the "Lines" option in any Option menu.

Rounds:The game normally consists of four separate rounds.
        This can be changed anywhere from 1 to 6 rounds.

Time:
Each round normally lasts 3 minutes. This can be changed to any number between 1 and 6 minutes.

Cornerstone 1.0

Path: \TITLES\cstone10

CORNERSTONE V1.0

This file contains the following information:

- A list of the files included in CSTONE.ZIP;
- Hardware and software requirements;
- Installation procedures;
- A brief description of the CornerStone puzzle;
- Registration procedures;
- Notes from the author.
- Disclaimer

List of files in CSTONE.ZIP:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~
- CSTONE.EXE   CornerStone puzzle
- CSTONE.HLP   Windows Help file
- README.1ST   This file
- LISEZMOI.SVP French version of this file
- REGISTER.DOC Order form (English)
- COMMANDE.DOC Order form (French)

Hardware and software requirements:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
- Any machine capable of running Windows (386SX or better recommended);
- A VGA color monitor and adapter (or better);
- A mouse
- DOS 3.3 or better and Windows 3.0 or better.

Installation procedures:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~
To install CornerStone:

- Copy CSTONE.EXE and CSTONE.HLP to the directory of your choice.
- In Windows, select a program group, choose FILE|NEW on the menu bar, check
"Program   item" and click on OK. This will bring up the Program Item
Properties dialog box:

- Enter a name for the game (CornerStone springs to mind) in the "Description" box.

- In the "Command line" box, type in the full path and name of the executable file
(for example: C:\WINDOWS\TITLES\CSTONE.EXE).

- In the "Working directory" box, enter the full path of the program (in the previous
example:
C:\WINDOWS\TITLES). This is to ensure that the saved game will be copied in the
same   directory as the executable.It will make it easier and cleaner to uninstall (but you
won't want to do that... will you ?).

- Click OK, and you're all set!

A brief description of CornerStone:
~~~~~~
CornerStone is a Rubick's-Cube-type of puzzle, except that it's round and it's only
twodimensional. The object of the game is to put the pieces back into their original place
to form the original color pattern. To play, simply choose GAME|SCRAMBLE from the
menu bar. This should mess things up quite a bit. It's now up to you to unravel the
mysteries of
the puzzle...

Your resources include:

   - The ability to rotate the two wheel in either direction by clicking
     on it with the mouse pointer; using the left button will spin the
      wheel clockwise, the right button, counterclockwise.

   - The GAME|SAVE and GAME|RESTORE features, which allow you to save
     a particular layout of the board at any moment in the game, and
     later retrieve it (after you made a mistake, for example).

   - The GAME|UNSCRAMBLE feature provides you with an instant, if dubious,
     victory. It simply resets the game, putting everything back the way
     it's supposed to be. Be aware, however, of the fact that your friends
     probably won't be impressed by that strategy...

   - At least one brain - usually your own.

   - The COMPLETE WALK-THRU SOLUTION sent to you when you register the
     program.

Registration procedures:
~~~~~~~~~~~~~~~~~~~~~~~~~
CornerStone is shareware. This DOES NOT mean that it's free, it simply means that you
are allowed to try it for a period of thirty days for evaluation, and if you decide to keep
the program YOU MUST REGISTER IT by filling out the order form included in this
package (REGISTER.DOC) and sending it with your check or money order to the
following address:

François POULIN
1580 Alexander Blvd #30
Sherbrooke, Quebec, Canada
J1H 4V8

You will receive the C++ source code for the program, along with a registered version of
the latest version of the program and the complete walk-thru solution of the puzzle. You
will also get, free of charge, a clear conscience and the satisfaction of doing the right
thing in encouraging the author to develop more quality software at reasonable prices
through the shareware concept.

About CornerStone:
~~~~~~~~~~~~~~~~~~~
CornerStone is my first serious attempt at Windows programming. The idea came from
an old book about computers and their recreational value. Not being an experienced
Windows programmer, I thought it was a good candidate for a first program. By the time
I learned that Windows did not look too kindly at rotating non-rectangular images in

non-90-degree increments, it was too late - I was already dying to find the solution to the puzzle (which I had never tried) because, well, that's how I am: I can never walk away from a puzzle. So I
decided to go ahead and try it anyway.

I couldn't actually rotate the wheels in any reasonable amount of time, so I opted for the next best thing: I made it LOOK like they rotated. Ok, so the illusion is far from perfect, especially on slower machines, but after a while you get used to it. I don't see how I can speed it up any more: the time lapse between mouse click and action (about 0.35 seconds on my 386 33Mhz) is spent FloodFill()ing the area of the pieces with the colors of the new ones. Unless I am gravely mistaken, there's no other way to do it - let alone a faster one.

However, the puzzle IS a very interesting one, and I enjoyed looking for - and eventually finding - the solution, as I think you will, too.

If you have any comments, suggestions, bugs to report, etc., you can send them to me (with or without your registration) at the address indicated in the REGISTER.DOC file in this package. I can guarantee a reply only to those of you who will include a self-addressed stamped envelope with your letter (this, of course, doesn't apply to registerd or registering users).

I can also be reached by e-mail at:

poulf00@dmi.usherb.ca

DISCLAIMER:
~~~~~~~~~~
I hate all this legal stuff, but since I can't really avoid it...

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Use of this product for any period of time constitutes your acceptance of this agreement and subjects you to its contents.

There! that should do it...

Oh, and by the way:

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 files specified at the start of the present file;

- CornerStone may not be distributed in conjunction with any other
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- No fee, charge, or other compensation may be requested or
 accepted, except as authorized below:

- Operators of electronic bulletin board systems (sysops)
may make CornerStone available for downloading only as long as the above conditions
are   met. An overall or timedependent charge for the use of the bulletin board system is
permitted as long as there is not a specific charge for the download of CornerStone.

Dominate 1.0

Path: \TITLES\domina10

DOMINATE v1.0 for Windows 3.1
From Shadoware
From the mists of time comes DOMINATE.
Based on a game played by warriors in ancient China, DOMINATE is the ultimate in
strategy. Test your will against the computer and see if you have the power to
DOMINATE. Features animated 256 color graphics with digitized sound effects.
REQ: 256 color graphics driver for Windows 3.1, sound card is optional.

Football 1.1

Path: \TITLES\football

To install Football for Windows 1.1, copy all files to a directory on your hard disk. A list
of the files is shown below. They are:

      FOOTBALL.EXE   the windows executable file
      BALLHELP.HLP   the windows help file
      FOOTBALL.INI   the initialization file
      LOGTILE2.BMP   a bitmap that can be tiled as a background
      TSOFLOG2.BMP   a bitmap that can be tiled as a background

REGISTER.TXT   An ASCII text registration form
CHNGADDR.TXT   An ASCII text change of address form
README.TXT   This file

Remember to keep a copy of WFBALL11.ZIP for backup purposes.

The easiest way to put FOOTBALL.EXE in to your Program Manager is by opening Windows' File Manager and Program Manager at the same time, with one on one side of the screen and one on the other. Then highlight FOOTBALL.EXE by pressing the left mouse button.
While still holding the left mouse button down, "drag" FOOTBALL.EXE onto the spot in Program Manager where you want it stored. Then release the left mouse button and the icon for Football for Windows will be displayed. The game can now be played by double-clicking
on the new icon.

The two files LOGTILE2.BMP and TSOFLOG2.BMP are bitmaps that can be tiled as Windows backgrounds. They should be stored in the same directory as your other background bitmaps. However, they are not required for playing the game, so they may be deleted.

The file REGISTER.TXT is an ASCII text file that can be printed and completed to register this copy of Football for Windows. The file can be printed using your favorite word processor or by typing TYPE REGISTER.TXT > PRN and hitting RETURN from a DOS prompt if you have a dot matrix printer. If you register this version of Football for Windows, you will receive a copy of the latest version of the game (with several dialog boxes removed) and your name will
be entered into our database so you can be notified when new versions are released. Another text file, CHNGADDR.TXT can be used to notify us if you move. The two above mentioned TXT files files are not essential to the play of the game so they can be deleted when you are finished with them.

FOOTBALL should be stored in its own subdirectory. However, it can be stored anywhere. It does not have to be stored in you path. The initialization file MUST be stored in the Football for Windows startup directory or in your path. The program should work without the initialization file, but games and matches cannot be stored or retrieved.

If you have any questions or comments about Football for Windows, write to:

TSOFT
#9 Brittany Ln.
Odessa, Texas 79761

Please see the Shareware section of the Windows Help file for additional information.

Hurricane

Path: \TITLES\hurri101

HURRICANE
Brought to you by:

SYSTEMS SOFTWARE DEVELOPING INC.
5373 OAKWOOD DRIVE
NORTH TONAWANDA, NEW YORK 14120

Thanks for downloading this excellent ware. This game is a high quality windows arcade style game that features fully scalable graphics. No more looking at 2" by 2" game windows if you have a high resolution driver installed. It also provides sound support if you have a wave
driver installed in your windows configuration. If you have a sound board you should have drivers available for windows.

installation of the game is very simple.

1) make a directory on any available hard drive.

2) use pkunzip to unzip hurrican.zip into the directory.

3) copy the file vbrun200.dll into your windows system directory
   (you may then delete it from the game directory).

4) load windows

5) go to File on the windows menu
   choose New on the windows file menu
   choose Browse and browse into the directory you created
   click on hurri.exe

You should now be able to run the game by double clicking on the hurricane icon.

To register this game, please send $15.00 to the above address. For your trouble, we will send you a registered copy of this game (one that allows you to use smart bombs beyond level 14). We would also look into writing additional arcade style windows games. Suggestions are also appreciated.

LAD 1.01

Path: \TITLES\lad101

LAD - Local Area Dungeon

Version 1.01
Shareware by BCS Software
P.O. Box 923113
Sylmar, CA 91392-3113
CompuServe 73267,3361

Requires Windows 3.1.

Introduction:

LAD is a strategy adventure game. There is no fancy music (in fact, no sounds at all until I can afford a sound card) and no fancy graphics (I'm not much of an artist), so this would not get much attention at a software store. However, I think you'll find this to be a very involving game; I doubt you will not encounter a new situation even after playing the same dungeon twenty times. If there is interest, I will make this into a commercial-quality game (as that is what I do for a living), but I wrote this for fun, and I much prefer working on the mechanics of the game, rather than its appearance (I will get some artist-friends to help me.)

Notes:

This is the second release of LAD, with the second dungeon. This version of LAD will run the first dungeon, but you cannot run this second dungeon on the first version of LAD. You also cannot use characters from the first version. If you want to play the first (easier) dungeon and can not find it where you found this, send an extra $3 to the above address and you will be sent a disk.

This version fixes a few minor bugs (mainly when dealing with large amounts of gold), adds a number of new game features, new spells, a few cosmetic changes, and more help. One big change is that there is now an extensive rating system when (or if) you complete the quest, and the top ten scores are displayed in a logical order (sorry, the honor roll from version 1.00 is ignored). There are also now menu selections that allow you to equip and unequip quickly.

This version is also a little more annoying until you have registered. If you have registered the previous version you should not need to re-register. Remember that your registration will ensure continuing development, including the fabled dungeon construction kit.

Installation:

The following installation will over-write the first dungeon, if it has been previously installed. Save all of the files that start with LADDATA to save the first dungeon.

Sorry, no automated installation program has been included. You should create a directory for all LAD files, and copy them into it. From within Windows, click once on

your "Games" window or icon, then select "New" from the "File" menu. Select "New Item", then click on "OK". Click on "Browse", then use the file requester to find "LAD.EXE". Double-click on "LAD.EXE". Click on "OK", and the LAD icon should appear in your "Games" window. Double-click on the "Lad" icon to start the game. On-line instructions are available from the "Help" menu.

Distribution:

LAD is not freely-distributable. This version may be duplicated and distributed on a not-for-profit basis only. Registered non-profit organizations (users groups, etc.) may include this program on low-cost disks. Other distributors of shareware software (including periodicals,
publications and clubs) must get permission from Mike Berro, which will most likely be forthcoming in return for a copy of the disk and/or periodical. This program must not be posted on any for-profit BBS without my permission, except CompuServe (where I can be reached at 73267,3361).

Oilbaron 1.2

Path: \TITLES\oilbrn12

OILBARON v1.2: Oil Baron Game For Windows
Oil Baron is a board-type strategy game for Windows.
Build companies on a grid, trade shares, cause mergers.
Play with up to six players, inc. the computer.
V1.2 adds right button functionality, new statistics windows, more.
REQ: Windows 3.1, 200k free memory.
Author: Al Funk CIS ID 71505,1277

Robots

Path: \TITLES\robots

For further information, please refer to the on-line documentation in the game.

SIMMAP 1.0

Path: \TITLES\simmap10

SIMMAP Version 1.0
Copyright (c) 1993
Mark Schmelzer & Brentley Smith

SimMap is not free software. It is released as shareware, which provides the opportunity for the program to be evaluated before it is purchased.

We hope that after you try SimMap you will like it and will want to register. By doing so you are voting with your pocketbook for us to continue developing high-quality, Windows shareware.

Complete information on how to register SimMap is included in the REGISTER.TXT file.

OVERVIEW

SimMap is a windows program that allows you to edit or create Maxis' SimCity city map files. SimMap was designed to look as much like SimCity for Windows as possible. SimMap allows you add and/or change any form of water or trees. You can also remove anything, including stuff like fire, floods, fallout, etc. When you register, you will receive the enhanced version of SimMap that allows you to add any buildings, parks, roads, and whatnot. Check out the help file for more information on this stuff.

INSTALLATION

To install SimMap, follow these steps:

1. Create a directory on your hard disk for the SimMap files, using the
   DOS CD command or the Windows File Manager. Example: C:\SIMMAP
2. Copy all the files from the SimMap distribution disk or the SIMMAP.ZIP
   file into that directory.
3. Copy the BWCC.DLL file into your main Windows directory. This file is
   the Borland Custom Control library. If you already have this file in
   your main Windows directory, you may not need to copy this file as you
   need only one copy of the file for all your programs that may need it.
4. In the Windows Program Manager, click inside the program group window
   where you want the SimMap icon. Then click the File//New command and
   click OK in the next dialog box.
5. Type in the information for SimMap in the next dialog box. Include the
   complete path for the program in the Command Line field. Then, click OK.
   The SimMap icon will appear in your selected program group. If you do not
   see it, scroll the group window to find the icon, then move it to a new
   location.

That completes installation of SimMap.

RUNNING

To start SimMap, double-click its icon in the Program Manager. The first time you run the program, it will create a file in it's directory to save your settings and preferences.

GETTING HELP

SimMap offers a help system to answer your questions. To use this system, give the "SimMap Help" command in the "Help" menu, or press the help icon (a question mark) at any time.

SUPPORT

Support is provided via Compuserve and the U.S. Postal Service. Only registered users of SimMap are entitled to support.

When you contact us for support, please supply this information:
Computer Type
SimMap Version Number (from "About" menu)
Windows Version
Amount of RAM in your computer

REGISTRATION

You may use the program free for 30 days. A registration fee of $15 (U.S.) is required if you continue to use it after that. Users who register will receive the enhanced version of SimMap mentioned above. Please send check or money order to:

Mark Schmelzer
771 Franklin Ave
Columbus, Ohio 43205

Suggestions for improvements are always welcome. Please send messages to me at Compuserve ID: 72147,2255.

DISCLAIMER

SimMap is not an Maxis authorized product and is in no way connected to Maxis.

The authors are not responsible for anything at all. Nothing. Even if we are held responsible, the limit of our liability is the licensing fees you paid.

SOFTWARE LICENSE

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than one computer at the same time.

No one may modify or patch the SimMap executable files in any way, including but not limited to decompiling, disassembling, or otherwise reverse engineering the program.

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Non-   profit groups may collect a disk duplication fee not to exceed three dollars.

LIMITED WARRANTY

Mark Schmelzer warrants that all disks provided are free from defects in material and workmanship, assuming normal use, for a period of 90 days from the date of purchase.

Mark Schmelzer warrants that the program will perform in substantial compliance with the documentation supplied with the software product. If a significant defect in the product is found, the Purchaser may return the product for a refund. In no event will such a refund exceed the purchase price of the product.

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Use of this product constitutes your acceptance of this agreement and subjects you to its contents.

Your milage may vary. So there.

REVISIONS

1.0 (July 1993) - Initial release. (still no keyboard support)
0.9 (June 1993) - Solid, faster, better resource use, documentation.
0.? (May 1993) - Buggy but most features work. A little slow.

019   \SKI\SKI.EXE
         For further information, please refer to the on-line documentation in the game.

020   \SOKO\SOKO.EXE
         For further information, please refer to the on-line documentation in the game.

021   \SPANIT\SPANIT.EXE

Span-It!
Copyright (c) 1993, Mark T. Chapman
All Rights Reserved.

****
To send of copy of this document to the printer, type the following line from a DOS prompt:

copy register.txt prn:
****
Span-It! is shareware. You may try the program free of charge and may make copies for others. If you continue to play Span-It!, a $15 registration fee is required. This program may be distributed freely or for a nominal media charge (less than $5) provided that no modifications are made to any files. Authenticity may be validated for free by the program's author via. SASE for a limited time. For registration information, see the file REGISTER.TXT or
REGISTRATION under the HELP menu.

Instructions:

The following example describes how to install Span-It! in the directory C:\SPANIT from
the A: drive. If you are installing from a different path, simply replace "A:" with the
correct path name below (For Example "B:").

ATTENTION 80286 OWNERS -- spanit.exe is compiled for 80386's and above. If you
need to run Span-It! on a 286, replace spanit.exe with span286.exe in step 4 below.

Installation Example:

1. Create a directory for Span-It! from DOS.

A:\> mkdir c:\spanit

2. Copy all the files from this directory into the SPANIT directory

A:\> copy *.* c:\spanit

3. Start Windows 3.1

A:\> win

4. Add the Span-It! Icon to the folder of your choice.

   a. Select the folder where you want Span-It! to reside.

        (Perhaps the APPLICATIONS folder)

   b. From the Program Manager Menu, select File | New

   c. Select Program Item for the New Program Object and click on OK.

   d. Fill in the dialog box information pointing to spanit.exe.

        Description: Span-It!
        Command Line: c:\spanit\spanit.exe

Working Directory: c:\spanit
Shortcut Key: none
Run Minimized: (Leave blank)

  e. Select OK.

  f. The wonderful Span-It! icon should be ready to launch Span-It!

5. After trying the program, please see the registration information
under HELP. If for some reason your system does not provide help,
registration information is available from the batch file register.bat.

A non-formatted text version of help is found in HELP.TXT.

Be aware that the help system also provides program documentation.

* *
To Print a Copy of this document, type:

copy readme.txt prn:
* *

Thank you for trying Span-It!

Mark T. Chapman
Spring, 1993

SqueezePlay

Path: \TITLES\sqplay

For further information, please refer to the on-line documentation in the game.

Super Tetris Demo

Path: \TITLES\supertet

For further information, please refer to the on-line documentation in the game.

TetWin

Path: \TITLES\tetwin

For further information, please refer to the on-line documentation in the game.

Wheel of Fun 1.0.1

Path: \TITLES\wf1_0_1

Wheel of Fun Version 1.0.1.
A fun word puzzle game for 1 to 5 players. Requires Microsoft Windows
Version 3.1.

WinWheel 1.50

Path: \TITLES\winwhe17

WINWHEEL v.1.50 <ASP> - A "Wheel of Fortune"/ hangman type word game requiring
VGA, mouse, and MS Windows in Std or Enhanced mode. The
game features: a colorful wheel, 1-3 players, 5 rounds, 1000 puzzles, a sound on/off
toggle
option, a high score table for the top 10 WHEELERS, and an editor to add/delete/modify
puzzles. Registered users ($19 U.S.) receive the author's database of over 12,000
puzzles.

Fifteen

Path: \TITLES\win_p15

Fifteen

"Fifteen" is a famous world-wide known game that was invented in America in 1915.
Here you see a computer version of this game. The goal of the game is to arrange square
blocks on a game field in an increasing order like this:

     1 2 3 4
     5 6 7 8
     9 10 11 12
     13 14 15

One block (16) is absent. This allows you to maneuver using the spare space. The trick
to this game is that some very simple combinations are unsolvable. If you only exchange
14 and 15 you'll reach a statlemeat, a position in which you will never be able to arrange
the blocks by moving them in the field. Once upon a time a huge bonus was promised to
a person who could solve this combination. In this game the computer prepares a
randomly mixed
combination for you. All combinations are proven to be solvable. You can move the
blocks by pressing arrow keys or clicking left mouse button on a block you want to
move (as there is the only direction in which it can be moved). Computer also keeps time
and registers best results.

OPTIONS
In addition to the classic version some options were added to the game: Game Level and
Picture Deck.

Game Level
There are three game levels in this game: Novice, Advanced and Expert. The game field for Novice is 4-by-4 blocks, 6-by-6 for Advanced and 8-by-8 for Expert.The results (best times) are stored separately for all three levels.

Picture Deck
In addition to dull numbers you can select an interesting picture to arrange on the same principle. There are 6 various built-in pictures:

      George The Winner - an ancient Moscow City Emblem,

      Zebra   - a striped animal,

      Manta   - an awful sea creature.

HINT:
Read this if you have no idea how to manage the arranging properly. The most efficient method is to combine the chain of successive numbers and move this chain to its position "spinning" it either clockwise or counter-clockwise.

Customer support.

To order and for customer support please contact: in Europe:011-7-(095)-413 - 1221 to Sergey Bobrov
Moscow , AQUA enterprise Ltd., Russia.
e-mail bur@acoins.msk.kiae
in USA/Canada call
1-(206)-524-9547;524-2806
Yuri Yulaev; 6553, 38th ave NE;
Seattle WA 98115
e-mail yuri@amath.washington.edu

Copyright (c) 1992.
Moscow , AQUA enterprise Ltd., Russia.
Programming by Sergey Bobrov, Sergey Burenkov

REGISTRATION FORM for Individual Home Users ONLY

PROGRAM: # COPIES   AMOUNT

"15"   ($20 per copy)   _____ $_____

"Russian roulette" ($20 per copy)_____ $_____
"Sea battle"   ($20 per copy)   _____ $_____

UPGRADES ($7 per copy for s/h) _____ $_____

Specify disk: 5-¼": _____   Other: _____

TOTAL   . . . . $_____

PAYMENT BY:

Check/Money Order No._____ enclosed for $_____

Signature:_____

MAILING ADDRESS:

Name:_____

Address:_____

City/State/Province:_____

Country/Postal Code:_____

Telephone (Voice/FAX/Modem):_____
E-mail address _____

Disks are available at the time of registration only. Disks are shipped by P.S. in the United States and via Airmail service to foreign countries. Upgrades are available and will be mailed
to register users separately.

To order and for customer support please contact:
in Europe:011-7-(095)-413 - 1221 to Sergey Bobrov
Moscow , AQUA enterprise Ltd., Russia.
e-mail bur@acoins.msk.kiae
in USA/Canada call
1-(206)-524-9547;524-2806
Yuri Yulaev; 6553, 38th Ave. NE;
Seattle WA 98115
e-mail yuri@amath.washington.edu

Russian Roulette

Path: \TITLES\win_tab

RUSSIAN ROULETTE

GAME ESSENCE
The game essence is that the player fills on his cards symbols identical to those
appearing in the game field . This is done by pressing the appropriate Action Keys . All
game consists of rounds, each of them ends when one (or several) player(s) wins.
Winning conditions are:
- filling of one row for standard game,
- filling of all the rows on the players' cards for full game.

PLAYERS
Number of players in the game can vary from 1 to 3. In addition the Computer can also
take part in the game.

SYMBOLS
Symbols on cards are numbers (from 1 to 90) or colored figures. Their location can be
regular or stochastic. If the Orientation option is on the figures set is extended by
variously oriented symbols.

GAME LEVEL
Time interval between successive appearances of symbols (or their pronunciation)
varies. The value of this interval determines the game level. The lesser the time interval,
the higher the game level. Players can choose any of ten levels available.   The
transition in a group game take place automatically during the round.

GAME TIME
Player(s) can limit the game time using Timer option. Time is measured in seconds.

GAME VARIANTS
There are two game variants available: standard and full. In standard game the winning
condition is filling of one row , while in full game the winning condition is filling of all
the rows on the player(s) cards.

GAME PROCESS
At the beginning of the game player(s) can select optimal configuration using the
Options menu, then Start New game from the Game menu. Every player chooses from
one to four (three in EGA mode) cards. In full game all players have the same number
of cards.
Players pay to the bank for chosen cards in every round. During the game the bank

increases by means of penalties payed by players for wrong presses. If you change the game Options then you can only start a New game.

ADDITIONAL EFFECTS (Option Joker)
Some additional effects can be introduced into the game. They are "Fortune Gift" and "Fortune Mockery" signs.
In a standard game:
- if the sign "Fortune Gift" appears in the game field, all the maximally filled rows are filled to full and the winning row is chosen from them,
- if the sign "Fortune Mockery" appears in the game field, all the maximally filled rows are cleared and current round is continued.
In a full game:
- if the sign "Fortune Gift" appears in the game field one of the players by random choice wins immediately,
- if the sign "Fortune Mockery" appears in the game field, all the cards of one player are cleared and current round is continued.

WINNINGS
In a standard game player wins when he fills one of the rows of his cards. In the case of one winner:
- if the player fills the upper row of the card then bank refunds him the price of his cards,
- if the player fills the middle row of the card then he gets a half of the bank,
- if the player fills the lower row of the card then he gets the whole bank,
- if several rows are filled simultaneously the lower row has the priority.
In the case when several players filled their rows simultaneously:
- the player who filled the lower row is considered a winner,
- if several players have filled middle (or lower) row the winnings are shared between them
- if the player(s) fills the upper row of the card then bank refunds the price of his(their) cards,
- if several rows are filled simultaneously the lower row has the priority.
In a full game the player wins when he fills all his cards.
After this he gets everything from the bank. If several players have filled their cards simultaneously the winnings are shared between them.

GAME FINISH
The game finishes when
- one of the players runs out of money (in this case bank is shared equally by the players),
- time limit has gone,
- Esc is pressed or New Game is selected from the Main Menu.

CONTROL KEYS
   Esc - exit
   Up, down arrows and mouse - menu control

Action keys:
        SpaceBar - for first player,
        Enter   - for second,
        "1"   - for third.

Customer support.

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Moscow , AQUA enterprise Ltd., Russia.
e-mail bur@acoins.msk.kiae
in USA/Canada call
1-(206)-524-9547;524-2806
Yuri Yulaev; 6553, 38th ave NE;
Seattle WA 98115
e-mail yuri@amath.washington.edu

GOOD LUCK!

_____

REGISTRATION FORM for Individual Home Users ONLY

PROGRAM: # COPIES   AMOUNT

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"Russian roulette" ($20 per copy)_____ $_____
"Sea battle"   ($20 per copy)_____ $_____

UPGRADES   ($7 per copy for s/h)_____ $_____

Specify disk: 5-¼": _____   Other: _____

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Programming by Sergey Bobrov, Sergey Burenkov

Molbreko Castle 1.2

Path: \TITLES\wncastle

For further information, please refer to the on-line documentation in the game.

Destroyer for Windows 1.0

Path: \TITLES\des4win

Destroyer for Windows (ver. 1.0)
by Don Krafcheck

DOCUMENTATION

GAME

SETUP - This is the first step in getting the game ready for play. You will see a
modeless dialog box appear in the upper right corner of the window. Through this dialog
you will set up each of your five ships upon your grid. Simply select a ship and the
direction of which it will sail and click on a cell in your (left hand) grid. If you hear a
beep, you either clicked outside your grid, selected a cell where the ship would have
extended beyond the bounds of the grid, or selected a cell which would permit the ship to
overlap another ship. After all five of your ships are placed, click on "Set Up" again to
remove the dialog box. You are now ready to play Destroyer for Windows.

START - Starts the game. Be sure you focus your attention on the blue box that is sitting
upon the grids. This is where all the information involving the game will be displayed.
The computer will automatically set up its own ships on the right hand grid. It's in this
grid that you will be doing all your firing. When you see the words "Your shot:", click on
a cell in the right hand grid.

SKILL

BEGINNER - Computer fires randomly into your grid.

INTERMEDIATE - Computer fires randomly into your grid. It also will home in on any
ships that have been struck until they are sunk.

EXPERT - Computer is very selective as to where the next shot will be. It looks for rows
and columns of consecutive empty spaces and determines whether or not the smallest
ship
still remaining can fit in those spaces. For example, if cells A2 and B1 have been fired at,
then A1 will never be selected. Computer will also home in on any struck ships.

OPTIONS

FIRST SHOT

MY SHOT - Computer starts game.

YOUR SHOT - You start game.

HITS

ORDERED - You will see the actual location of where the computer's ship have been hit.
This differs from the classic board game in that you are not allowed to know which parts
of the ship have been struck.

RANDOM - You will see the computer's ship struck, but the location of the hit upon the ship will be at a random spot.

GAME

STANDARD - Each player takes turns firing one shot at the other.

SALVO - A player's turn consists of as many shots as he has ship For example, if the player has all five ships intact, then his turn would consist of five shots. If the computer is left with a submarine, cruiser and destroyer, then it would only be allowed to take three shots per turn.

SOUND

ON - A jingle will be heard when the scoring dialog appears at the end of the game.

OFF - No sound will be heard

SCORING - The player is awarded 1 point for every cell that has not been shot at. This score is then multiplied by the skill level factor: Beginner - x3, Intermediate - x5, Expert - x10. If the hit type has been selected to Random, then the score is multiplied by 1.5. The highest possible score for a game of Destroyer for Windows is 1245.

Slam !

Path: \TITLES\wslam

Thank you for trying Slam! I started writing this game back when Windows 3.0 was still in beta test, and worked on it for a few days, shelved it for many months, worked on it another few days, etc. Despite my busy work schedule (and my unexpected attainment of a social life and subsequent marriage), I have finally FINISHED the program!

My goal was to make the interaction between the puck and the paddles quite realistic. Therefore the program is constantly doing alot of 32-bit and some 64-bit computations. For this reason, I don't recommend running this game on anything less than a 33MHz 386DX system. Despite my best efforts, there is still some inaccurate behavior, such as the puck sometimes bouncing off the paddle faster than would seem reasonable. Attempts to fix this have made the movements worse instead of better, so I have decided that enough is enough for now -- the game is still quite playable and fun! I have pretty much forgotten my high school physics, and have had to build my transfer-of-momentum equations from trial and error. Hopefully in future versions I will be able to "tweak" the math to where the behavior is totally accurate.

Another area that needs work is when you or the computer tries to "smash" the puck against the wall with the paddle. This is very difficult to deal with at the mathematical

level, so for the time being I have taken the cheap approach and allowed the puck to travel through the wall, which is immediately detected and the puck put back on the table on the other side of the paddle. Only very occasionally you will see the puck make a brief appearance outside the table boundaries.

The program runs fine under Windows NT, with the exception that the cursor will not be hidden when you "grab" your paddle. This seems to be a restriction that Windows NT imposes on Windows 3.1 programs, presumably to prevent a crashing program from taking the cursor with it. Depending on your mouse settings, this may restrict your paddle's movement and make the game unplayable. I will be porting the game to NT pretty soon, and hopefully that
version will be able to hide the cursor! (It will also be the first version to support network play.)

I have not tested the program under OS/2 2.1; it may also prevent the program from hiding the cursor.

MacBlaster 1.10

Path: \TITLES\macblast

MacBlaster
Version 1.10 January 23, 1992
Earl Gehr
1824 A Manning Circle
Charleston, SC 29404

This version of MacBlaster fixes a memory deallocation problem that is present in version 1.00.

The Scenario
You are a computer programmer and have developed a truly great graphic user interface (GUI). The Evil Fruit Empire has a monopoly on GUIs and will try to destroy your computer and throw legal hurtles in your path. Destroy as many of the Evil Fruit Empires computers and mice as possible while avoiding contact with the self destructing copyright lawsuits and mice.
Beat the empire and give computer users freedom of choice!

MacBlaster Files
You should have received the following four files with MacBlaster:
- MACBLAST.EXE, this is the program.
- MACBLAST.SCO, this file contains the top 10 high scores.
- MACBLAST.DOC, this documentation file.
- REGISTER.TXT, shareware registration form.

Minimum Computer System Requirements:

- IBM compatible Computer with 80286 CPU.
- 1 meg DRAM.
- VGA graphics card and monitor.
- MS-DOS version 3.3
- Microsoft Windows version 3.0.

To Play MacBlaster:
- Start up Microsoft Windows.
- Follow the instructions provided with the Microsoft Windows Users Guide
 for starting an application using either the Program manager or File
 manager and start MACBLAST.EXE.
- MacBlaster can be controlled with either a mouse, keyboard or both.
 Menu and dialog control is fully explained in the Microsoft Windows
 Users Guide. Menus and controls for the program are as follows:

Game menu
-- NEW GAME starts a new game.
-- HELP displays a help dialog with complete online instructions.
-- SCORES displays the top 10 high scores for the game.
-- ABOUT gives author, copyright and shareware fee information.

Pause menu
-- PAUSE pauses the game and changes into RESUME.
-- RESUME - resumes a paused game.

Keyboard
-- F1 key displays a help dialog.
-- F2 key starts a new game.
-- Left arrow key moves your PC left.
-- Right arrow key moves your PC right.
-- Up arrow key fires a rotten apple.

Mouse
-- Left arrow button moves your PC left.
-- Right arrow button moves your PC right.
-- Fire button fires a rotten apple.

Scoring
-- Score and level are displayed at the bottom of the window.
-- 50 points for each new level.
-- 25 points for each computer hit.
-- 10 points for each mouse hit.

REGISTRATION

This software is SHAREWARE. You can try it out for two weeks. At the end

of this evaluation period if you decide to keep it you are required to
register as a user by sending $10.00 in U.S. Dollars to:

Earl Gehr
1824 A Manning Circle
Charleston, SC 29404

For your convienence a registration form is included with this software.
Its located in the file named REGISTER.TXT. All you need to do is type in
the required information, print it, fold it, enclose the check, tape it
closed, add a stamp and mail it.

In exchange for registering I will add you to my registered user database,
inform you of any upgrades, send you notice of new software I create and
provide technical support for the software. If you have any suggestions,
questions or discover any problems with the software you can reach me
online on GEnie at E.Gehr1 and America Online at Bud Gehr. I can also be
reached via good old US mail at the address located at the beginning of
this file and on the programs About dialog.

When registering, or writing for any reason, please include the following:
- Program name and version number, this information is available at the
 beginning of this file as well as on the programs About dialog.
- Where you obtained your copy from.
- A description of your system.
- Your full name and address.

SHAREWARE EXPLAINED

MacBlaster is distributed under the "shareware" concept, also known as "user-supported
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while still receiving high quality software. You are free, and in fact encouraged, to
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this software you are required to include all the files that are specified to have come with
it at the beginning of this documentation file. You are not allowed to modify the files in
any way, and this shareware notice must be kept intact. The author retains all other rights
to the program.

VENDOR INFORMATION

The following information is for disk vendors, BBS sysops, user groups, etc. who wish to
distribute this program. For the purposes of this document, all of the above will be
referred to as disk vendors.

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Yatc

Path: \TITLES\yatc

For further information, please refer to the on-line documentation in the game.