

>Topic<Remember, registering for any of my games really registers you for all of my games. To register, send \$15 (in US funds, please) to:

Cary Torkelson
3006 Cherry Hill Drive
Poughkeepsie, NY 12603

Even if you aren't registering, feel free to send in any comments or bug reports. I really listen to the suggestions people give me. I can't always come up with everything on my own, you know. If you are sending in a bug report, please specify the version number of this program, the type of Macintosh you're using, and the system version. So, what will you get by sending for the \$15 (besides a clear concious)? Here's a description of the shareware games I've written so far:

>Topic<>Icon(132,2)<

Action-Strategy Baseball: This baseball simulation combines action and strategy. First, create your own teams, choosing the attributes of your players (speed and strength). Create pinch hitters and/or runners, and put together a balanced pitching staff. Once the game starts, make the coaching decisions (position the fielders, steal, pitch out, bunt) as well as play the field (jump or dive for those tough ones). Play against a friend (on the same computer) or against the computer (with difficulty levels varying from Little League to World Champions). Player and team statistics are kept for your teams (and the computer's teams as well). Hear me call those strikes!

>Topic<>Icon(131,2)<

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.

>Topic<>Icon(128,2)<

Galactic Empire: 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.

>Topic<>Icon(134,2)<

Galactic Trader: 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.

>Topic<>Icon(133,2)<

Lightcycle Duel: Based on the lightcycles in the movie Tron, the object is to stay alive as long as possible while forcing your opponent to crash. Numerous options such as screen wrap-around, obstacles and mazes, a random computer controlled player, shields, varying cycle sizes, and more keep this game exciting. Create your own mazes. For two players on the same computer.

>Topic<>Icon(129,2)<

MacMines: Can you locate all the mines on the playing field? Make one wrong move and you blow it (literally!). You can vary the minefield size, and choose from options such as craters, moving mines, and a randomizer square. Saves high scores and stats for each difficulty level.

>Topic<>Icon(130,2)<

Pegged: 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.