

201 Best Action, Adventure, Role Playing Games

User's Guide

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INSTALLATION INSTRUCTIONS

CD-ROM Installation

USING WINDOWS 98 OR HIGHER

1. Place the CD into your CD-ROM drive.
2. In the start-up screen click on START, then click on RUN.
3. Type in D:\CDSETUP and press Enter. (If your CD-ROM drive is not D, then change it to the letter associated with your CD-ROM drive.)



4. The CD must be in the CD-ROM drive that was used for installation for the program to work! In order to avoid cluttering your hard drive with unwanted files, the 201 Best Action, Adventure, Role Playing Games programs are on your CD.

Follow any instructions that appear on the screen.

SYSTEM REQUIREMENTS

Operating System

☒ SPECIAL NOTICE: PLEASE BE CERTAIN TO READ THE "WHAT IS SHAREWARE" SECTION OF THIS MANUAL.

Your computer must have Microsoft Windows 98 or higher.

Disk Space

This program requires approximately 3 megabytes of space on your hard drive. Please note that the programs are NOT copied onto your hard drive during installation. Additional hard drive space will be required to install programs you select from the collection.

Hardware



A mouse or pointing device is required.



In order to hear sounds you must have a sound card and speakers.



To print out any items you create or save in this program, you must have a printer. Although the program will operate with dot matrix printers, we recommend ink jet or laser printers for the best results. If you wish to produce items in color, you must have a color printer.



To access our web site you must have a modem and a connection to the Internet.

Welcome

We have collected 201 excellent programs for you.

WHAT IS SHAREWARE?

A Brief Review of Shareware

All of the programs in this collection can be described as "shareware."

This means that the program's owners have authorized certain limited distribution of the programs to the public.

201 Best Action Games is not the author of the games. 201 Best Action Games has collected the games and has organized them and provided this manual.

THE PROGRAMS IN THIS COLLECTION ARE NOT PUBLIC DOMAIN OR COPYRIGHT FREE PROGRAMS. THE RETAIL PRICE YOU PAID FOR THIS CD IS FOR THE COMPILATION AND DUPLICATION. THE AUTHORS OF THE PROGRAMS ARE NOT PAID BY 201 BEST ACTION GAMES.

THE REGISTRATION POLICY OF EACH PROGRAM IS EXPLAINED IN THE 201 Best Action Games AND IN INFORMATION FILES OR SCREENS CONTAINED IN THE PROGRAMS.

SHAREWARE PROGRAMS REQUIRE SEPARATE PAYMENT TO THE AUTHOR IF RETAINED BEYOND THE TRIAL PERIOD.

PLEASE ALLOW PROGRAMMERS TO PRODUCE HIGH QUALITY, LOW PRICED GAMES BY REGISTERING PROGRAMS THAT YOU USE.

SOME SHAREWARE PROGRAMS DO NOT REQUIRE PAYMENT. THESE PROGRAMS ARE SO DESCRIBED.

The story of shareware is fascinating. In the days of the IBM PC Jr. and early XT's, many of the best known programs were copy protected. This meant that you were only able to install the program a limited number of times. Because early computers frequently locked up without reason, many persons found that they were unable to install legitimate, legal copies of programs due to copy protection.

A few persons, among them Jim Button and Andrew Flugelman, decided that since every computer can make duplicates of disks rapidly, that copy protecting software wasn't going to work, and decided to profit from developer's paranoia.

They released programs that were as good as, and in some cases, better than commercial programs, and didn't copy protect them. Instead, they encouraged copying. And they tried a crazy idea, marketing on trust alone. The idea was so crazy that it worked. Copy protection is no longer common in commercial software and an entirely new distribution method, shareware, was born.

Programmers asked users to try their programs, and if they didn't like them, to at least pass the disk on to another person. Bulletin boards, online services and "disk vendors" distributed millions and millions of disks. Several programmers made real businesses out of shareware. Many others didn't earn a great deal, but found that releasing good shareware resulted in job offers, custom work, and recognition.

Shareware is alive and doing better than ever.

CONFUSING TERMS

There are many different terms used to describe software marketed as shareware. Even those in the industry use them in different ways. The accepted definitions are:

Shareware - Software that is copyright and is permitted to be distributed under certain conditions. Most shareware requires payment to the author if the program is used after a trial period.

Freeware - Sometimes used as a substitute for the term shareware.

Public Domain - This software is NOT shareware. Public domain means use it, sell it, abuse it, and reuse it. This collection has shareware, not public domain programs.

No Cost Shareware (Bannerware) - Shareware in which the author does not charge and does not allow resale.

201 Best Action Games

Program locator



The program CD must be in the CD-ROM drive for this program to work!

Main Menu

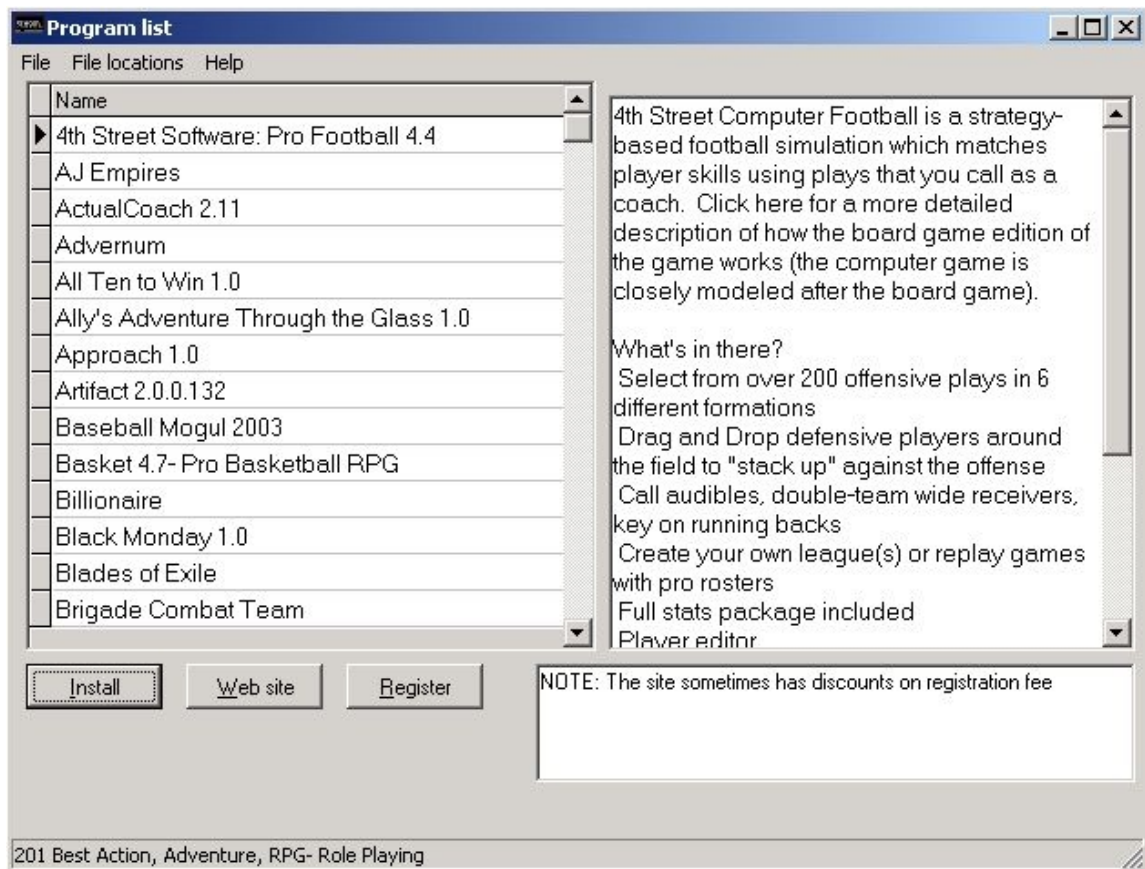
When you begin using 201 Best Action Games, the following opening screen will appear:



Click on the appropriate icon to begin.

Program view

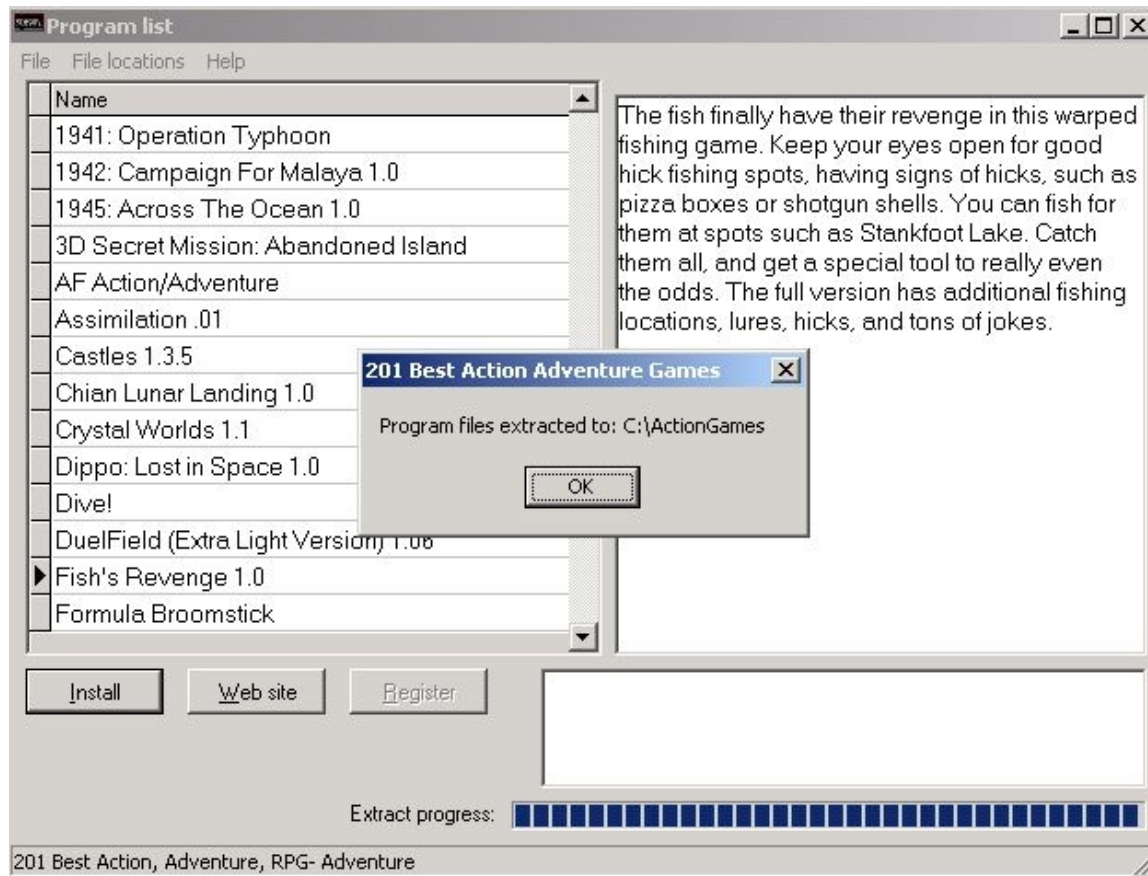
You will then see a listing of the programs in your selected category:



The program's description (written by the author) appears on the right side. If there is a charge for using the program after evaluation, this will be shown immediately below the description.

Install button

The install button prepares you to install the program that is presently highlighted. After clicking, you will either see a dialog indicating where the program has been copied to:



OR—

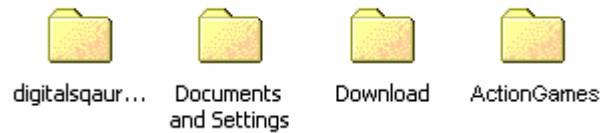
The program will have installed.

If you receive the dialog indicating that the program has been extracted (copied), follow this procedure to begin use of the program:

1. **To Launch the Program after installation** Double click on My Computer Icon, and then Double click on your Hard Drive icon. (C:) Local Disk. (Or change the letter if you have selected a different folder to extract programs to).



2. After double clicking on your hard drive icon, you may need to scroll through to select and double click the c:\ActionGames folder (or the folder you selected).



3. **Launching the Program:** Now you will need to double click the executable icon, to launch the game. Some games have Setup or Install programs you may need to run.



Web site

If this button is active and you are connected to the Internet, clicking “Web site” will take you to the program’s site. Not all programs have web sites. Accordingly, this button may be disabled.

All of the web sites listed were active when the program was created. From time to time authors close their web sites or change locations.

Register

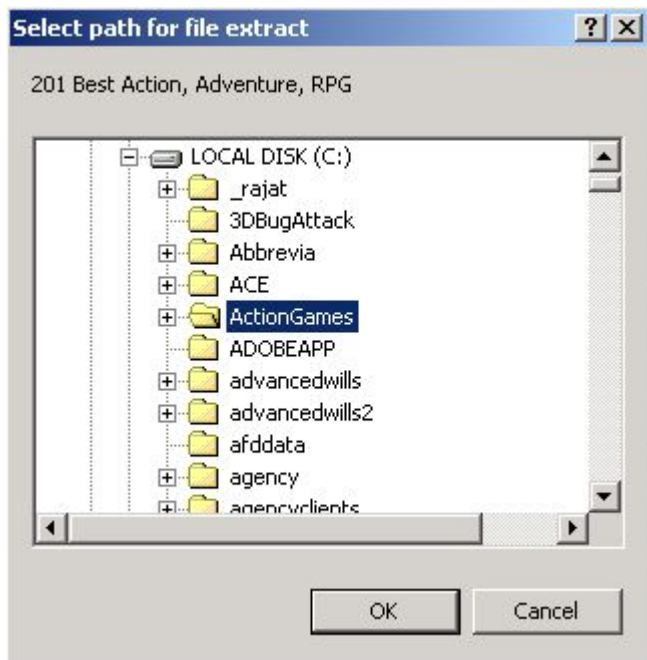
If this button is active and you are connected to the Internet, clicking “Register” will take you to an on-line registration service used by the author. Some programs have no additional charge for use, and therefore, no registration site. In this case the Register button will be disabled.

File locations

Selecting “File Locations” from the main menu allows you to set where programs that you select are extracted. Make this folder as easy to find as possible. We recommend c:\ActionGames.

After clicking on Extract path, you will see the following drive/path selection dialog:

Click on the appropriate folder. Make it as easy as possible to find.



Help

Help activates this help file.

Exit

Closes the program and returns to Windows.

Using Programs

Some programs may not be provided with a setup routine. To synchronize, first review the documentation provided by the program's author. The files may have various names:

Readme

manual.txt

vendinfo.diz

readme.1st

manual.doc

vendor.doc

program.infinstall.doc

vendor.txt

program.doc

file_id.diz

Sdn.id

These files can be viewed by using NOTEPAD or WORDPAD (editors which are provided with Windows). WORDPAD is provided with Windows, and can also be found in the Accessories Group. If you open My Computer or Explorer, double clicking on the file that you wish to read will activate the word processor associated with the file.

FREQUENTLY ASKED QUESTIONS

FAQ Information

1. Why can't I just run the programs off the CD?

Answer: Most programs require certain settings to be made to the system before they work. Any program that saves data, for instance, cannot run all functions from the CD-ROM, but needs memory, drive space or both.

2. I've written shareware. How do I get it in future versions of this program?

Answer: Send a copy to:

COSMI Publishing Department

2600 Homestead Place

Rancho Dominguez CA 90220

Please include a very brief letter advising us that we have permission to distribute the program.

3. I've written a shareware program. Why isn't it in this collection?

Answer: First of all, we may not be aware of the program. See question 2 above for information on how to get included in this collection. Second, we could not include many fine programs in this collection because of license agreement questions. Too many authors who want their programs to be widely distributed fail to provide legal consent to do so.

4. Who wrote the descriptions of the programs?

Answer: If the author provided a description of the program, we copied it (or at least the basic points) word for word. On a few occasions we changed typographical (spelling) errors.

6. Can I make copies of the shareware programs and provide them to others?

Answer: Yes. SPECIAL NOTICE: You may NOT make copies of the entire CD or make copies of the manual. When making a copy of any individual program, read its documentation to be sure that you have the right to do so.

7. The author only has a postal mailing address. Is there a faster way to get support?

Answer: Unfortunately no. Some authors are only available through postal correspondence. Almost every author is available on the Internet. That's almost always the best way to get assistance.

8. I have sent the registration fee, but my mail has been sent back. What should I do?

Answer: Authors sometimes move, and forwarding orders expire. We have tried to ensure that we have the latest version of each program. Since we get most programs directly from the author, in most cases as of the time that this collection was completed, we do have an accurate address. If mail is returned, you may consider seeing if the author has an Internet e-mail address and contacting them through that address. Please let us know so that we can take appropriate action.

9. Do I have to pay the requested registration fee?

Answer: Yes. These programs are permitted to be distributed without charge, but if you use the program beyond the author's free trial period you must pay the registration fee.

10. Isn't shareware crippled so I can't really try the program?

Answer: Most shareware authors do not cripple their programs. Many withhold some advanced features. On the other hand, many authors DO NOT cripple or limit their games in any material way. Some games limit the number of times that you can play them. In reviewing programs for inclusion in this program we rejected programs which had restrictions that we judged as excessive (such as allowing 15 seconds use). You should be able to give each of these programs a fair and complete review.

11. Isn't shareware worse than software I buy in a store?

Answer: No. Many programs that are best sellers at retail are also shareware. There are good and bad shareware programs and good and bad commercial programs. This is one of the most common misconceptions among users of shareware.

12. Can my computer get a virus from shareware?

Answer: That is possible, but the files on this CD have been checked for viruses. We have used four different methods of verifying that the programs in this collection do not have viruses. In addition, we have a procedure in place that maintains integrity of our masters. Although we obviously don't want to reveal our procedures in detail, we use multiple scanning programs and other regimens to verify the integrity of each file, and repeat these processes on several different occasions before a CD is replicated.

SUPPORT

Contact information

We encourage all of our users to provide comments and suggestions about this program. This program is supported by voice, fax and Internet e-mail.



Although we will provide support for 201 Best Action Games, we cannot provide information or support concerning the programs themselves. Please contact the program authors for more information.

Voice



(310) 886-3510

For telephone support, call COSMI's Customer Service during the hours below. (Note: All times are in the Pacific Standard Time zone.)

Monday through Thursday, 8:30 am - 12:00 noon and 1:00 pm - 4:00 pm

Friday, 8:30 am - 12:00 noon.

☒ COSMI is very proud to be one of the few remaining software publishers to provide no charge customer support!

E-Mail

Support questions may be addressed to: support@cosmi.com.

Fax



You may fax us at (310) 886-3517.

Internet

Be sure to visit COSMI's Internet Web site: <http://www.cosmi.com>.

Acknowledgments

Team Members

Team COSMI, the only fully integrated software developer and publisher in the budget software industry, wishes to give special thanks to team members who made special contributions to this program:

Executive Producer and Librarian: Herb Kraft

Head Programmer: David Byron

Testing: Brian Snofsky, Steve Yang, Emerald Burke, Pawel Jakubowski, Ryan Bago

WARRANTY

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