

# Network High Score Servers

266379\_PixelRule.tiff ,

317902\_CheckMark.tiff , There are currently servers located on the machines named <sup>a</sup>zoo.math.byu.edu<sup>o</sup> and <sup>a</sup>fermat.dartmouth.edu<sup>o</sup> on the Internet. If you are on the Internet and cannot reach a server, it may be down. If so, contact the author so that it's status may be checked.

702267\_CheckMark.tiff , You can set up your own server on any machine you please, as long as it is a NeXT. It is best that you have root access, but not completely necessary. Contact the author for details. (The latest server binary is on the Internet archives under the name <sup>a</sup>HighScoreServer.tar.Z<sup>o</sup>)

63211\_CheckMark.tiff , If you are writing a game, and wish to use the same high score system, it is available for your use. Again, contact the author for the pertinent details and source code.

932888\_PixelRule.tiff ,

**See also**

;Customization.rtf;;¬ Customization  
;Author.rtf;;¬ Contacting the author