ompiled by Bobby Saha

The Shareware Gallery is a collection of the hottest new shareware and freeware. Some are old, some are new, and some have been updated since past issues. You'll find descriptions of the shareware below. To try these games check out the Shareware folder on this CD-ROM. Enjoy!

What is Shareware? It is basically "Try Before You Buy Software." If you like a particular shareware game, consider paying the shareware fee.

Altair 2.1.1
Author: Barry Day
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: 700kB
Hard Disk Space: 243kB
Object: Outwit your opponent

Your goal is simple - line up four balls, up and down, across, or diagonally in the board grid and you win. The fly in the ointment here is that your opponent will generally have the exact same goal.   Oh, and the computer opponent just hates to lose!   This version fixes many bugs.

Checkers 0.23
Author: Paul Kappler
Type: Freeware
Processor Requirement: none specified
Preferred Memory: 1MB
Hard Disk Space: 162kB
Object: Classic Board Game

Another version of the classic board game Checkers.....color, sounds, and it's free!

David's Backgammon
Author: David Byrum
Type: Shareware $25
Processor Requirement: none specified
Preferred Memory: 2MB
Hard Disk Space: 563kB
Object: Classic Board Game

David's Backgammon is a well Macintosh Backgammon game.   One of the more impressive features is speech!

Deluxe Klondike 3.0
Author: Glen Seeman
Type: Shareware $15
Processor Requirement: none specified
Preferred Memory: 2MB
Hard Disk Space: 1MB
Object: Card game

Deluxe Klondike 3.0 is a version of solitaire that includes sound effects and full color.

Dirt Bike 3.1
Author: Brad Quick
Type: Shareware $15
Processor Requirement: none specified
Preferred Memory: 1.5MB
Hard Disk Space: 1.5MB
Object: Race dirt bikes!

Dirt Bike 3.1 is a now classic Mac shareware game....you can race your bike against the clock or other opponents.   Includes the ability to design and build your own bikes and tracks. Fantastic sound effects and graphics.

Game Atlas 1.5
Author: John Morgan
Type: Shareware $15
Processor Requirement: none specified
Preferred Memory: 3MB
Hard Disk Space: 1.5MB
Object: Game utility

A great, innovative utility for players of various adventure games.   Create maps, walkthroughs, etc.   Comes in a PPC native form and a FAT binary.

MacChess 2.0
Author: W.A.van Beuskom
Type: Freeware/postcardware

Processor Requirement: 68020 or higher
Preferred Memory: 2MB
Hard Disk Space: 1MB
Object: Chess for the Mac!

Failry sophisticated implementation of Chess.   Tons of options to help dissect a game in progress.   Chess fans should love it!!

NetLink Remote 1.0
Author: Joe Kloss
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: -
Hard Disk Space: -
Object: Game accessory

NetLink Remote is a Network Control Panel item that gives AppleTalk the ability to use a modem as its network hardware. This means that when you connect with NetLink, you will have access to all of the normal AppleTalk services. You can use AppleShare™ to move files and you can play AppleTalk games like Marathon and F/A-18 Hornet. Just about any thing that is possible when two Macs connect on a Local Area Network can be done with NetLink Remote.

Quark 1.0.0
Author: Spencer Seidel
Type: Shareware $10
Processor Requirement: 68020 or higher
Preferred Memory: 3MB
Hard Disk Space: 1MB
Object: Shoot 'em up in space!

 Quark is a fast paced arcade style game created in the spirit of Gorf, Asteroids, and Defender.   Do battle with the cunning alien Quarks while collecting the elusive Xericonium crystals.   Be on the lookout for help, however, or you'll never get to the higher levels!!

Giza 1.0
Author: Bob Mancarella
Type: Shareware $5
Processor Requirement: 020
Preferred Memory: 3.5MB
Hard Disk Space: 3.2MB
Object: First person adventure

Giza is a 3D, first person perspective, fully texture mapped adventure game for the Mac. You are a scientist who has discovered that the great pyramids of Egypt will soon be destroyed. The secrets that can save them lie within the pyramids themselves. You must try to collect all the information you need without getting yourself killed. Giza is full of secrets, gold and dangers. There are tricks, traps and evil inhabitants in the pyramid that will try to stop you. There is also a special ring, transporters, secret passageways and magic potions that can help you. 25 levels of mystery and adventure.

Raptor 3.0
Author: FCPI Software
Type: Shareware $5
Processor Requirement: none specified
Preferred Memory: 3MB
Hard Disk Space: 1MB
Object: Shoot-em up!

The world is at war...and the United States is in the middle of it. You are part of the american task force TOX, assigned to sneak into the Russian Boarders and destroy the boarder outposts. You enter through the Sarandin Desert, but are met with Russian enemy forces, they do not see you. To get past the forces, you must destroy enough of them......And you have the most powerfull and advanced weapon to do it with, the Type J-25 Military Tank, codename, Raptor.

Realmz 2.4
Author: Fantasoft
Type: Shareware $25
Processor Requirement: 020 or higher
Preferred Memory: 3.5MB
Hard Disk Space: 7MB
Object: Explore, role-play

The latest version of the now-classic Mac role-playing game Realmz.

Short Circuit 1.01
Author: Carl Limisco
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: 1.4MB
Hard Disk Space: 1MB
Object: Puzzles

Short Circuit is an action puzzle game where quick thinking is a must.   The goal is to clear the board of all tiles within the allotted time.   There are a total of 33 levels, divided into 9 different worlds.   Each world has a different characteristic, where you have to reach to find out!

Space Arena 2.7
Author: FCPI
Type: Shareware $5
Processor Requirement: none specified
Preferred Memory: 5MB
Hard Disk Space: 1MB
Object: Space shoot-em up

The latest version of this outer-space shoot em up....features a new interface.

Space Captain
Author: Darwin Chamber
Type: ?? (See readme)
Processor Requirement: none specified
Preferred Memory: 2 MB
Hard Disk Space: 1.3MB
Object: Space shoot 'em up

A space shoot em up with a puzzling twist......

Spericon X
Author: Spectral Design
Type: Shareware $5
Processor Requirement: none specified
Preferred Memory: 3MB
Hard Disk Space: 1.4MB
Object: Get the bad guys

You are a Police Sphere in Sphereland.   You have been sent to the dreaded moon of
Sphericon X to seek out and destroy the criminal element.

Sprite Fight 2000
Author: Stefan and John Sinclair
Type: Freeware
Processor Requirement: 020 or better
Preferred Memory: 5MB
Hard Disk Space: 5MB
Object: Fight, fight, fight!

A new, high speed action arcade game for the Mac!   Very similar in design to Mortal
Kombat, Street Fighter, etc.....very clever use of Macinstosh technologies like Quicktime and
the Speech Manager.

Tank-Off II 1.0
Author: Scotty Mooneyham
Type: Shareware $5
Processor Requirement: non specified
Preferred Memory: 1MB
Hard Disk Space: 1MB
Object: Shoot, shoot, shoot!

A clever and fun arcade game.   Shoot or be shot!

Tiles and Tribulations 1.0
Author: Technological Computer Innovations Corporation
Type: Shareware $20
Processor Requirement: non specified

Preferred Memory: 3MB
Hard Disk Space: 3MB
Object: Think quick!

A fast-paced arcade/action game requiring skill and quick reflexes.   Catch falling colored tiles and place them in bins to form vertical, horizontal or other patterns.

Tron '95
Author: TCB
Type: ??
Processor Requirement: non specified
Preferred Memory: 2MB
Hard Disk Space: 500kB
Object: Race, dodge, have a good time.

An updated version of the classic arcade hit of the '80s...Tron '95 sports a new interface, graphics, and sounds.   Two players, too!   The author is supposed to be working on a modem version to be released "soon".

TheZone 1.2
Author: Dario Accornero
Type: Shareware $10
Processor Requirement: 020 or higher
Preferred Memory: 3MB
Hard Disk Space: 2.5MB
Object: Outer space shoot-'em up, bounce around

TheZone is an inertial space arcade game. If you like to drive a ship throughout open space, this one is the game for you. Thrust your ship, destroy asteroids, collect all bonuses, blast out space bases (keep an eye open on the red ones) and bang out enemy vessels. Practically everything bounces around because you are moving in a physical space: all objects are solid, and love to collide with each other.