ompiled by Bobby Saha

Alien Assault
Author: Matthew Formica
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: 2MB
Hard Disk Space: 300k
Object: Shoot 'em up

A twist on the ever-popular Space Invaders theme: sideways invasion!   Takes some time getting used to this orientation, but it can be fun.

Awale 1.4
Author: D&O GUILLION
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: 1.5MB
Hard Disk Space: 400kB

Object: Outwit your opponent

Awale is an ancient African game, certainly one of the oldest reflection games of the humanity. Its rules are simple, but the strategies to implement to win are quite fearful.

Backman 2.06u
Author: Ingemar Ragnemalm
Type: Shareware $15
Processor Requirement: none specified
Preferred Memory: 2MB
Hard Disk Space: 400kB
Object: PacMan clone

An updated version of the now-classic implementation of PacMan by famed Mac shareware game author Ingemar Ragnemalm.

Blackjack Attitude 2.1
Author: PowderHound
Type: Shareware $15
Processor Requirement: none specified
Preferred Memory: 1.5MB
Hard Disk Space: 400kB
Object: Cards!

A polished, fun Blackjack game for the Mac.   Nice color graphics and very helpful "online help" for novices or those who want to brush up on their card-counting.

CABOL II 4.0
Author: LaserPoint
Type: Shareware ??
Processor Requirement: none specified
Preferred Memory: 2MB
Hard Disk Space: 500kB
Object: Addictive Arcade Game

CABOL is perhaps best described as an "inverted" Breakout/Missle Command.   The object is to direct the falling pieces at certain targets with your paddle.

Chiral 1.03
Author: Ambrosia
Type: Shareware $15
Processor Requirement: Mac
Preferred Memory: 1.5MB
Hard Disk Space: 2.4MB
Object: Ambrosia release...

A fusion between the scientific concept of atomic bonding and the addictive game play of Tetris, Chiral is based upon the ill fated tale of Molecular Tendencies Laboratories. Attempting to develop a new form of "clean energy," molecular chemists have created a machine that fabricates atoms out of thin air; or in the case of heavy atoms, not so thin air. Unfortunately for the chemists in the lab, and mankind in general, once the reaction has started there is no way to stop it.   The result is the introduction of unattached, unstable atoms into our atmosphere.   So much for clean energy, we should have stuck with windmills and water wheels.   As an acting participant in this experiment gone wrong, the player must stabilize these newly formed atoms to avoid further turmoil in this already strife ridden world of ours.

Connect Four
Author: Miles Michelson
Type: Emailware (small starving student donation requested)
Processor Requirement: none specified

Preferred Memory: 1.5MB
Hard Disk Space: 400kB
Object: Board game

This is a simple connect 4 game with many options, different board sizes, various levels of difficultly, a tough computer opponent, nice graphics and a few other surprises, try it out.

Deco
Author: Karl Bunker
Type: Shareware $15
Processor Requirement: none specified
Preferred Memory: 2.2MB
Hard Disk Space: 1.2MB
Object: Space Tetris style game..with a twist

Deco is a puzzle/arcade game that rewards both quick reflexes and strategic planning.   In Deco you drop rectangular colored pieces onto a board. By rotating the board, you can make dropped pieces cross each other. When pieces of the same color cross, they disappear; when pieces of different colors cross, they turn gray and "solid". Your goal is to make as many same-color crosses as you can. This will keep the board as clear as possible, allowing you to drop more pieces and maximize your score.

Dogz
Author: PF.Magic
Type: Demo
Processor Requirement: 040 or higher
Preferred Memory: 3.2MB
Hard Disk Space: 7.6MB
Object: Adopt a live-in pet for your computer!

Dogz are the first pets to live on a computer, giving you the joys of owning a dog without the need for a pooper scooper!   Dogz live on your desktop where they can scamper across applications, play games like keep away, fetch and chase, or nap in a corner of your screen while you're working.   The full version comes with a screensaver called "Guard Dogz".

Game Producer 1.0.8
Author: Abduction Software
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: 3MB
Hard Disk Space: 700k
Object: Roll your own games

Game Producer is a program you can use to create your own "card-based" games for the Mac.   For thos who are interested in producing a quick, simple game, this is fine. One caveat: don't expect Wing Commander IV.

Giza 2.0
Author: Bob Mancarella

Type: Shareware $15
Processor Requirement: 68020 or higher
Preferred Memory: 4MB
Hard Disk Space: 3.6MB
Object: 3D-adventure game

The great pyramids of Egypt are on the verge of being destroyed.   Your job is to enter the largest and find evidence that they are vital to mankind.   This game is a shareware gem. Stunning 3D graphics that rival many commercially-distributed games, nice sound and music, and a level editor to boot!   If you're at all interested in adventure games, be sure to check this one out.   A major update from the 1.x versions distributed earlier.

Gopher Golf 3.0.6
Author: Bob Mancarella
Type: Shareware $15
Processor Requirement: any
Preferred Memory: 1.5MB
Hard Disk Space: 1MB
Object: Miniature golf!

GopherGolf is the miniature golf game for Macintosh. It's great fun for all ages. Now you and your family can enjoy the fun of putting through castles, windmills, pipes and water in the comfort of your own home. Watch out for that pesky gopher, You never know where he will pop up next. Updated version.

Moon Egg 1.0
Author: Point Productions
Type: ??
Processor Requirement: none specified
Preferred Memory: 4MB
Hard Disk Space: 900kB
Object: Precise control of an....egg!

Moon Egg is a very simple game: land the falling egg on a target.   The authors promise many sequels, leading up to a space adventure.

Munchies 1.02
Author: Michael Fan
Type: Shareware $8
Processor Requirement: none specified
Preferred Memory: 1.7MB
Hard Disk Space: 600kB
Object: Gobble up the food!

Munchies is an arcade game in which the object is to eat all the food that pops up on the screen.   Sound easy?   well, there are hazards that you (as Melvin the Munchie) must avoid. The good news is that there are various power-ups available such as salt, pepper, and of course, butter.

RCV Arena 2.0
Author: Zaphora Arts
Type: Shareware $10
Processor Requirement: none specified
Preferred Memory: 2MB
Hard Disk Space: 700kB
Object: Car wars!

RCV Arena is a member of the classic genre of shoot-em-up arcade games.   The object is to destroy all the generators on each level and survive as long as possible.   Take out the enemy cars when you can for points, but don't forget to focus on your goal.   Great fun!

Renegade Space Ninja 1.0
Author: Phil Stroffolino
Type: Shareware $20
Processor Requirement: 030 or better
Preferred Memory: 3.5MB
Hard Disk Space: 3MB
Object: Fighting game

Renegade Space Ninja is a fighting game in the spirit of Street Fighter II. Punch, kick, throw, and blast your opponent with mystic energy to win matches.

Super Ships 2
Author: Brett Crain
Type: Shareware $15
Processor Requirement: 020 or higher
Preferred Memory: 4.3 MB
Hard Disk Space: 400kB
Object: Space combat

Super Ships 2 is a fast action space combat game.   If you don't have the fast relexes required for this type of game, don't worry about it.   There is an option to watch the computer fight itself.   There are two versions....one for computers with a FPU, and one for machines without a FPU.

Tronish 1.3.3
Author: Sam Easterby-Smith
Type: Freeware?
Processor Requirement: 020 or higher
Preferred Memory: 500kB
Hard Disk Space: 500kB
Object: Tron clone

Tronish is a clone of the classic arcade game Tron.   Hence, the name.   If you're not familiar with the concept, the onject is to race your "light-cycle" around the board while avoiding collisions with various obstacles.

Waste of Time 1.0

Author: Chris Alonso
Type: Shareware
Processor Requirement: non specified
Preferred Memory: 5MB
Hard Disk Space: 550kB
Object: Strategy game

Waste of Time is a puzzle game in which the object is to clear levels.   A level is cleared when all the balls have been pushed into the pulsating target.   You can only push one ball at a time.   Sounds easy?   Ha ha!