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GIF Construction Set 32bit 1.0q

Alchemy Mindworks

<http://www.mindworkshop.com/alchemy/alchemy.html>



GIF Construction Set,132bit"Å,lfAfbfvff[fjgfpbf` B



Kali95 v1.51 UP!

Kali

<http://www.kali.net/>

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SciTech Display Doctor v6.53 UP!

SciTech Software

<http://www.scitechsoft.com/>

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WinZip v6.3j

Nico Mak Computing

<http://www.winzip.com/>

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WinZip Self-Extractor v2.1

Nico Mak Computing

<http://www.winzip.com/>

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superLinguaWare - WinZip

KT International

<http://www.ktintl.com/slw/>

WinZip v6.3j 32bit"Å,lfjffj...[l•Z,l,ðA“ú-{CEé%œ»,.,éfvf[fOf%œf€,Å,·B

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Ulead GIF Animator v2.0

Ulead Systems

<http://www.ulead.com/>

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SmartDraw fAfbfvff [fgfpbf`

EXECUTE 16bit"Å,lfAfbfvff [fg

EXECUTE 32bit"Å,lfAfbfvff [fg

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DISC1:\P_AND_A\SDRAW32



ižò

SmartDraw Software
<http://www.smartdraw.com/>

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SmartDraw 16bit"Å v3.x,đ3.24,É A32bit"Å v3.x,đ3.24,ÉfAfbfvff [fg,·.éfpbf` ,Å,·B

SmartDraw 16bit" Å v3.x, ð3.24, É A32bit" Å
v3.x, ð3.24, É fAfbfvff [fg, ·, éfpbf` , Å, · B

DISC1:\P AND A\SDRAW
DISC1:\P AND A\SDRAW32

{button ,EF(`powinst',`SDRAW',1)} 16bit"Å,lfAfbfvff[]fg
{button ,EF(`powinst',`SDRAW32',1)} 32bit"Å,lfAfbfvff[]fg

Total Annihilation [fgfpbf`

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iŽò

Cavedog Entertainment
<http://www.totalannihilation.com/>

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v1.x,ðv3.1,ÉfAfbfvff [fg,µ,Ü,· [Bftf<fo [fWftf“ ,É‘í,µ,Ä,ì,ÝŽg—p,Á,«,Ü,· [B

fŠfAf<f^fCf€fXfgf%oofefWfQ[f€ATotal Annihilation,lfAfbfvff[fjgfpbf` ,Å,·B

,±,lfAfbfvff[fjgfpbf` ,íATotal Annihilation

**v1.x,đv3.1,ÉfAfbfvff[fjg,μ,Ü,·Bftf<fo[fWf†f“ ,É‘î,μ,Ä,ì,ÝŽg—
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{button ,EF(`powinst', `TA',1)} fAfbfvff[]fgfpbf` ,iŽÀ[]s

GIF Construction Set 32bit 1.0q fAfbfvff [fgfpbf`

EXECUTE fAfbfvff [fg,iŽÀs

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DISC1:\P_AND_AIGCS



iŽò

Alchemy Mindworks

<http://www.mindworkshop.com/alchemy/alchemy.html>

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GIF Construction Set, 32bit” Å, fAfbfvff [fgfpbf` B

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GIF Construction Set, 32bit" Å, ifAfbfvff [fgfpbf` B

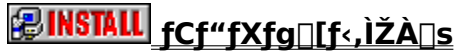
, ±, ifAfbfvff [fgfpbf` , í AGIF Construction Set

1.0q, ðpatch6, ÉAfbfvff [fg, µ, Ü, · B32bit" Å, É'í, µ, Ä, ì, ÝŽg—p, Å, «, Ü, · B

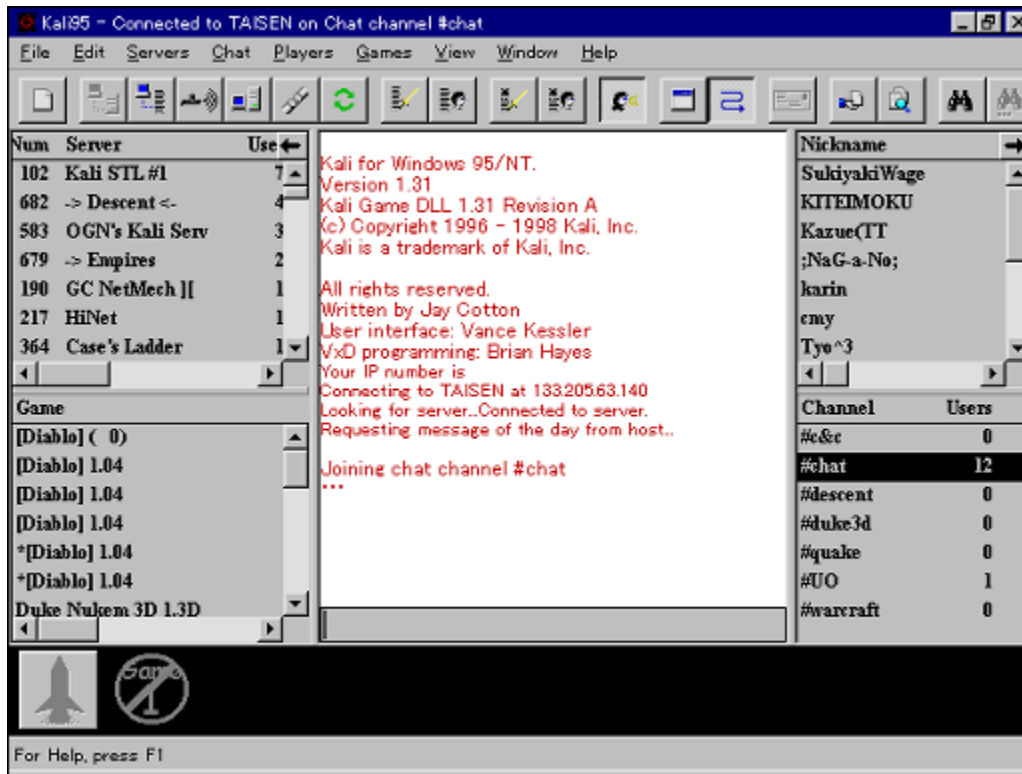
DISC1:\P_AND_A\GCS

{button ,EF(`powinst',`GCS',1)} fAfbvff[]fg,ìŽÀ[]s

Kali95 v1.51



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DISC1:\P_AND_AIKALI95



ižò

Kali
<http://www.kali.net/>

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Kali85 - Connected to TAISEN on Chat channel #chat

File Edit Servers Chat Players Games View Windows Help

Num	Server	Use
102	Kali STL #1	7
682	-> Descent <-	4
503	OGN's Kali Serv	3
679	-> Empires	2
190	GC NetMech []	1
217	HiNet	1
364	Case's Ladder	1

Game

- [Diablo] (0)
- [Diablo] 1.04
- [Diablo] 1.04
- [Diablo] 1.04
- *[Diablo] 1.04
- *[Diablo] 1.04
- Duke Nukem 3D 1.3D

Kali for Windows 95/NT.
 Version 1.31
 Kali Game DLL 1.31 Revision A
 (c) Copyright 1996 - 1998 Kali, Inc.
 Kali is a trademark of Kali, Inc.
 All rights reserved.
 Written by Jay Cotton
 User interface: Vance Kessler
 VxD programming: Brian Hayes
 Your IP number is
 Connecting to TAISEN at 133.205.63.140
 Looking for server...Connected to server.
 Requesting message of the day from host..
 Joining chat channel #chat
 ...

Nickname

- SulkiyakiWage
- KITEIMOKU
- Kazue(TT
- ;NaG-a-No;
- karin
- cmy
- Tyo ^3

Channel	Users
#e&c	0
#chat	12
#descent	0
#duke3d	0
#quake	0
#UO	1
#warcraft	0

For Help, press F1

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□Ú,μ,,í,±,¿,ç,đ,²—,,³/₄,³,ç
{button ,EF(`..\MENUDATA\IMPVIEW.EXE',`KALI95\
ORDERJ.TXT',1) }□@DISC1:\P_AND_A\KALI95\ORDERJ.TXT
{button ,EF(`..\MENUDATA\IMPVIEW.EXE',`KALI95\
README.TXT',1) }□@DISC1:\P_AND_A\KALI95\READMEJ.TXT

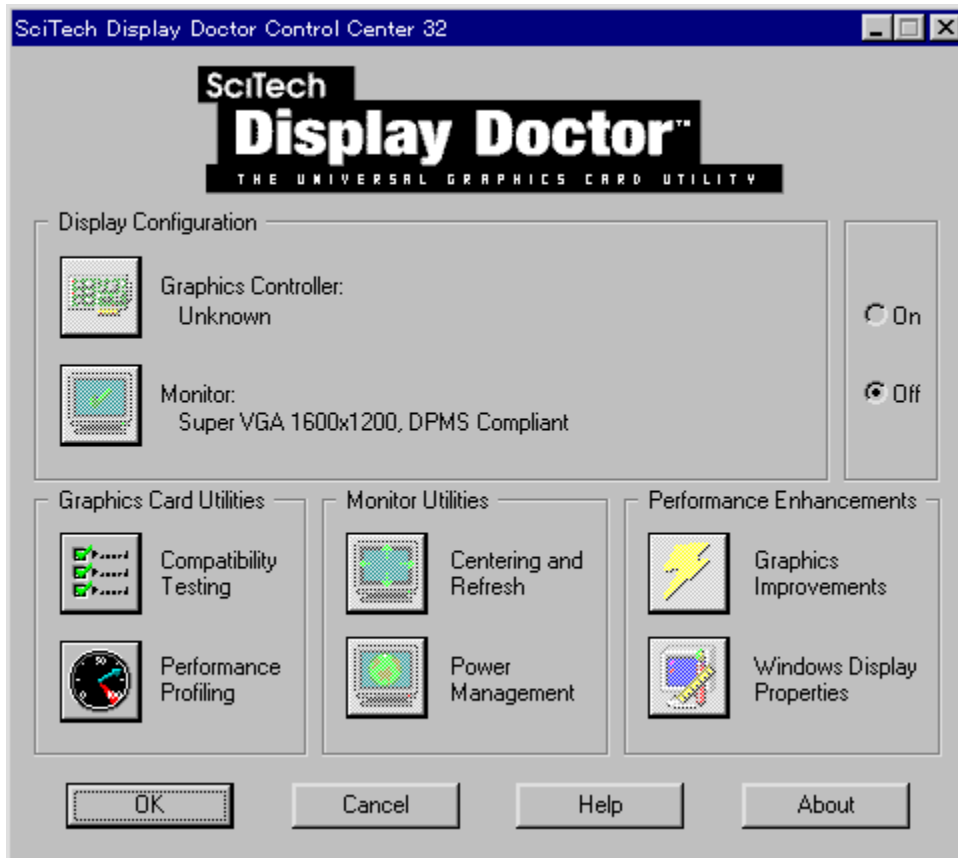
DISC1:\P_AND_A\KALI95

{button ,EF(`powinst', `KALI95',1)} fCf“fXfg□[f<.iŽÀ□s

SciTech Display Doctor v6.53

fCf“fXfg[]f<,iŽÀ[]s

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DISC1:\P_AND_AISDD

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SciTech Software
<http://www.scitechsoft.com/>

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%oðCE^,·,éfc[]f<,Ä,·[]B[]Ä<ß,ìPCfQ[]f€,ìSVGAf,[]fh,Ä,ì•\Ž!,É'í%ož,μ,Ä,ç,Ü,·,ª[]AfOf
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â'è,ª[]¶,¶,Ä,«,,Ä,ç,Ü,·[]B,½,Æ,ì,ìQuake[]ADuke Nukem 3D[]AShattered
Steel,É,Ç,ð[],%oð'œ“x,ÄfvfçfC,Ä,«,,É,ç,Æ,ç,α-â'è,Ä,·[]B,»,,ñ,È,Æ,«,,É-ð,É—
š,Ä,ì,ªSciTech Display Doctor,Ä,·[]B

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SciTech Display Doctor™

THE UNIVERSAL GRAPHICS CARD UTILITY

Display Configuration



Graphics Controller:
Unknown



Monitor:
Super VGA 1600x1200, DPMS Compliant

On

Off

Graphics Card Utilities



Compatibility
Testing



Performance
Profiling

Monitor Utilities



Centering and
Refresh



Power
Management

Performance Enhancements



Graphics
Improvements



Windows Display
Properties

OK

Cancel

Help

About

fOf%oftfBfbfNfXfj[]fh,ìSVGAf,[]fh,ì•\Ž!,ÉŠÖ,·,é-â'è,ð
%oðCE^,·,éfc[]f<,Å,·□B□Å<ß,ìPCfQ[]f€,ìSVGAf,[]fh,Å,ì•\Ž!,É'î%ož,μ,Ä,ç
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Ž!,ª,Å,«,È,ç,Æ,ç,κ-â'è,ª□¶,¶,Ä,«,Ä,ç,Ü,·□B,½,Æ,!,îQuake□ADuke Nukem
3D□AShattered Steel,È,Ç,ð□,%oð'œ"x,ÅfvfCEfC,Å,«,È,ç,Æ,ç,κ-
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ORDERJ.TXT',1) }□@DISC1:\P_AND_A\SDD\ORDERJ.TXT
{button ,EF(`..\MENUDATA\IMPVIEW.EXE',`SDD\
READMEJ.TXT',1) }□@DISC1:\P_AND_A\SDD\READMEJ.TXT

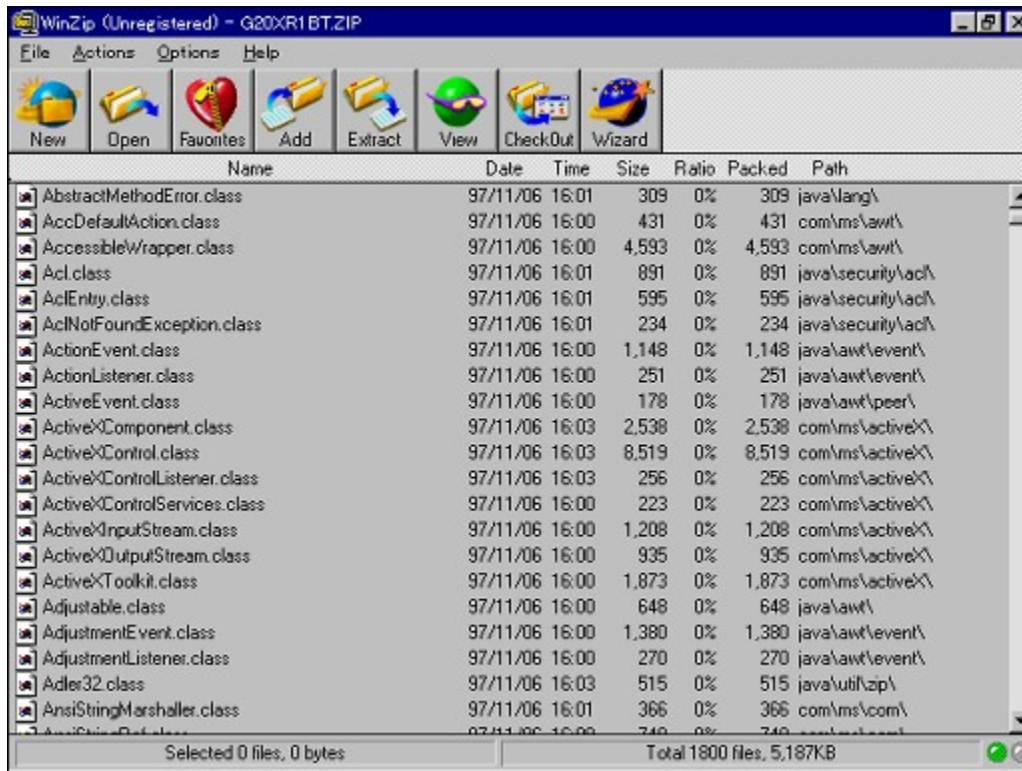
DISC1:\P_AND_A\SDD

{button ,EF(`powinst', `SDD',1)} fC“fXfg[]f<,iŽÀ[]s

WinZip v6.3j

fCf“fXfg[]f<,iŽÀ[]s

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Nico Mak Computing
<http://www.winzip.com/>

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{fo□[fWf†f“,í“ú- {CEê,É‘í%ž,μ,Ä,“,è□A,Ü,½□AZ©“®ffBfXfN•ªŠ,,<@“\
□AfCf“f^□[f]fbfjguf%ofEfUfTf|□[fgfAfhfj“f“,È,Ç,ì□V<@“\,à‘Ç%Á,³,ê,Ä,ç,Ü,·□B

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,Ü,·□B“WŠJ□æftfHf<f_,ðŽw’è,μ□A[Unzip]f{f^f“ ,ð%oÿ,μ,Ä,,¾,³,ç□B

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WinZip (Unregistered) - G20XR1BT.ZIP

File Actions Options Help

New Open Favorites Add Extract View Check Out Wizard

Name	Date	Time	Size	Ratio	Packed	Path
AbstractMethodError.class	97/11/06	16:01	309	0%	309	java\lang\
AccDefaultAction.class	97/11/06	16:00	431	0%	431	com\ms\awt\
AccessibleWrapper.class	97/11/06	16:00	4,593	0%	4,593	com\ms\awt\
Acl.class	97/11/06	16:01	891	0%	891	java\security\acl\
AclEntry.class	97/11/06	16:01	595	0%	595	java\security\acl\
AclNotFoundException.class	97/11/06	16:01	234	0%	234	java\security\acl\
ActionEvent.class	97/11/06	16:00	1,148	0%	1,148	java\awt\event\
ActionListener.class	97/11/06	16:00	251	0%	251	java\awt\event\
ActiveEvent.class	97/11/06	16:00	178	0%	178	java\awt\peer\
ActiveXComponent.class	97/11/06	16:03	2,538	0%	2,538	com\ms\activeX\
ActiveXControl.class	97/11/06	16:03	8,519	0%	8,519	com\ms\activeX\
ActiveXControlListener.class	97/11/06	16:03	256	0%	256	com\ms\activeX\
ActiveXControlServices.class	97/11/06	16:00	223	0%	223	com\ms\activeX\
ActiveXInputStream.class	97/11/06	16:00	1,208	0%	1,208	com\ms\activeX\
ActiveXOutputStream.class	97/11/06	16:00	935	0%	935	com\ms\activeX\
ActiveXToolkit.class	97/11/06	16:00	1,873	0%	1,873	com\ms\activeX\
Adjustable.class	97/11/06	16:00	648	0%	648	java\awt\
AdjustmentEvent.class	97/11/06	16:00	1,380	0%	1,380	java\awt\event\
AdjustmentListener.class	97/11/06	16:00	270	0%	270	java\awt\event\
Adler32.class	97/11/06	16:03	515	0%	515	java\util\zip\
AnsiStringMarshaller.class	97/11/06	16:01	366	0%	366	com\ms\com\
...

Selected 0 files, 0 bytes Total 1800 files, 5,187KB

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,Ü,·B“WŠJĀæftfHf<f_,đŽw'è,μĀ[Unzip]f{f^f“,đ%Ÿ,μ,Ä,,¾,³,çB
ĀÚ,μ,,í,±,¿,ç,đ,²—,¾,³,ç

```
{button ,EF( `..\MENUDATA\IMPVIEW.EXE', `WINZIP\  
ORDER.TXT',1) } @DISC1:\P_AND_A\WINZIP\ORDER.TXT  
{button ,EF( `..\MENUDATA\IMPVIEW.EXE', `WINZIP\  
README.TXT',1) } @DISC1:\P_AND_A\WINZIP\README.TXT
```

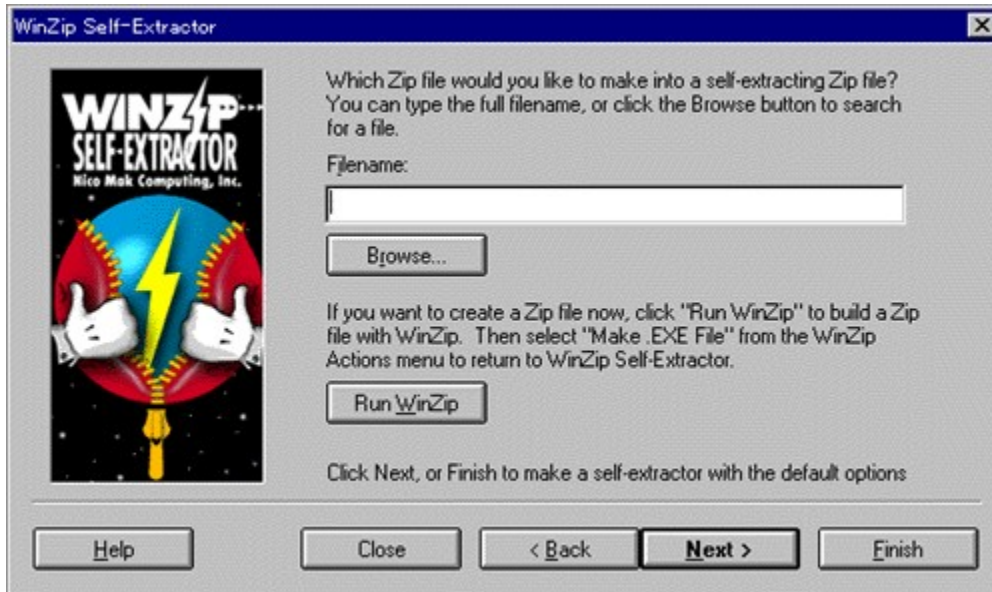
DISC1:\P_AND_A\WINZIP

{button ,EF(`powinst', `WINZIP',1)} fCf“fXfg□[f<,iŽÀ□s

WinZip Self-Extractor v2.1

fCf“fXfg[]f<,iŽÀ[]s

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Nico Mak Computing
<http://www.winzip.com/>

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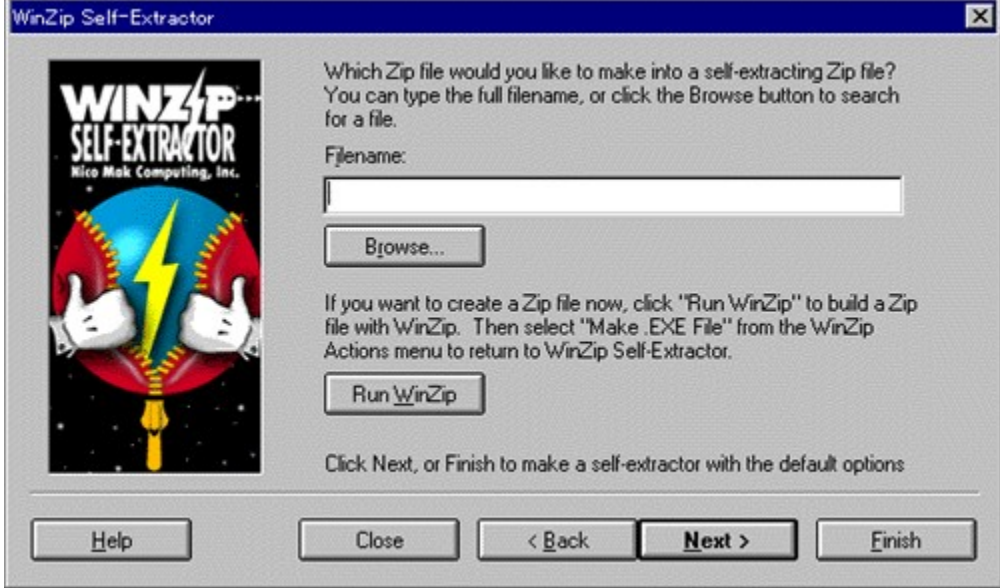
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[]k,³,é,½ftf@fCf<,đ,»,,ì,Û,ÛŽ©ĀÈ“WŠJĀ`Ž®ftf@fCf<,É•İŠ·,·,é,±
,Æ,³,Å,«,,Û,·B,Û,½“WŠJ,·,é,Æ“~ŽŽ,É\ftfg,đŽ©“®fCf“fXfg[]f<,·,é,±,Æ,à%oÅ”\
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[]Ú,μ,,í,±,¿,ç,đ,²—,·,³/₄,³,¢
{button ,EF(`powinst.exe',`WZIPSEREAD',1) }[]@DISC1:\P_AND_A\
WINZIPSE\WINZIPSE.HLP

DISC1:\P_AND_A\WINZIPSE

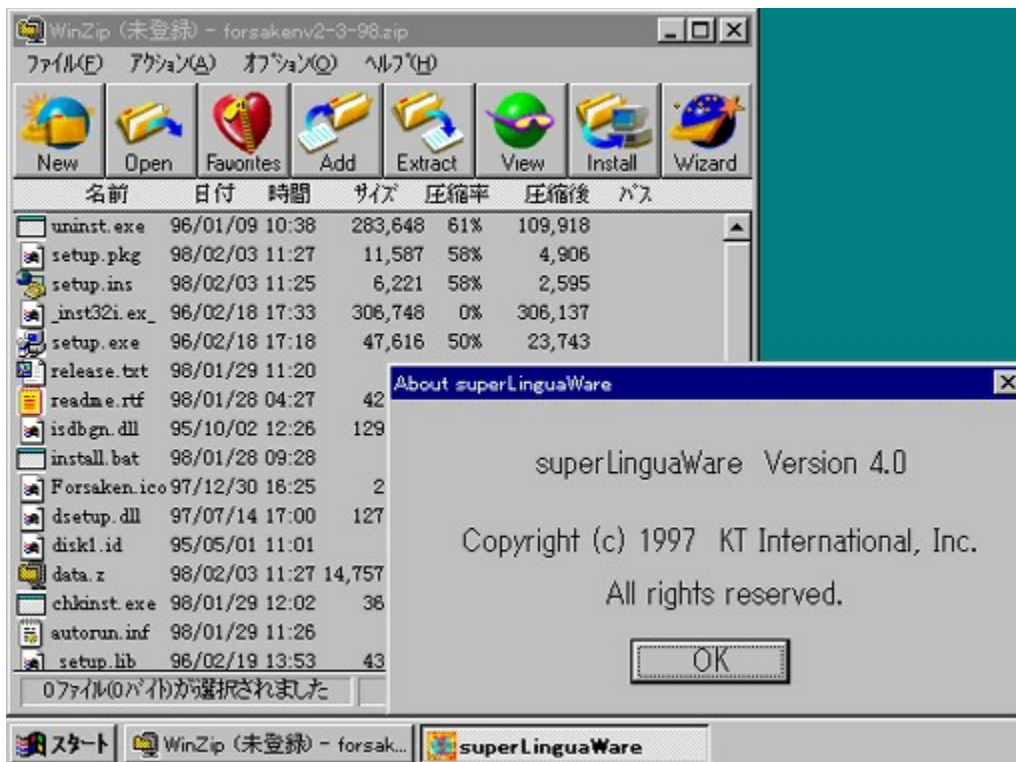
{button ,EF(`powinst', `WINZIPSE',1)} fC“fXfg[f<,iŽÀs

superLinguaWare - WinZip

DOS/V"Å,ifCf"fxfg[]f<,iŽÀ[]s

PC-9800fvfš[]fy"Å,ifCf"fxfg[]f<,iŽÀ[]s

%œ-ÊfCf[]fW



Žú~^ftfHf<f_

DISC1:\P_AND_A\SLWWZ []iDOS/V"Å[]j

DISC1:\P_AND_A\SLWWZ98 []iPC-9800fvfš[]fy"Å[]j

[]ižÒ

KT International
<http://www.ktintl.com/slw/>

“à—e

WinZip v6.3j 32bit”Å,lf[]ffj...[][\Ž!,ð[]A“ú-{}CEê%»;,·,éfvf[]fOf%of€,Å,·[]BŽŽ—
pšúŠŌ,í7“úŠŌ,Å,·[]B

ftf@fCf<,íŽ©CEÈ“WŠJCE`Ž@,É,È,Á,Ä,ç
,Ü,·[]B“WŠJ[]æftfHf<f_ ,ðŽw’è,μ[]A[Unzip]f{f^f“ ,ð%oÿ,μ,Ä,,¾,¾,ç[]B

WinZip v6.3 16bit”Å, ,æ,Ñ,» ,é^È‘O,ìWinZip,Å,Í“@[]ì,μ,Ü,¹,ñ,ì,Å,²’^Ó,-
,¾,¾,ç[]B,Ü,½[]AWindows 95,Å,ì,Ý“@[]ì,μ,Ü,·[]BWindows
NT,Å,Í“@[]ì,μ,Ü,¹,ñ[]B

[]@[]Ú,μ,,í[]ADISC1:\P_AND_A\SLWWZ\README].TXT,ð,²—,¾,¾,ç[]B

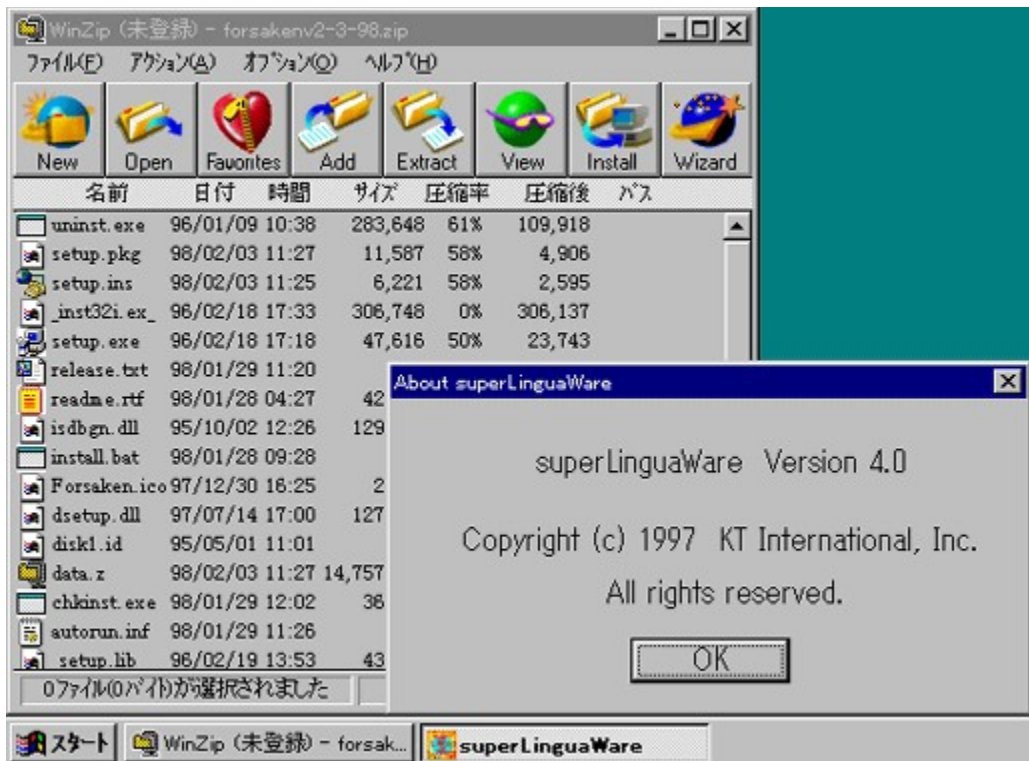
Žg—p—ì<à

1,500%~

fVfFfAfEfFfA“o~^”Å,ð,“<[],ß,ì[]ê[]‡,É,Í

,±,ì\ftfgfEfFfA,íP&A,ª“ú-{}ä—[]“X,Æ,È,Á,Ä,ç,Ü,·[]B

[]@’[]•[]ú-@,È,ç[]A[]Ú,μ,,í[]ADISC1:\P_AND_A\SLWWZ\ORDER].TXT,ð,²—,¾,¾,ç[]B



WinZip v6.3j 32bit" Å, ðf f f f... [• \ Ž !, ð A " ú - { Ç Ê % » . , é f v f f f O f % o f € , Å , . B Ž Ž —
p Š ú Š Ô , í 7 " ú Š Ô , Å , . B

**ftf@fCf<, Í Ž © Ç È " W Š J Ç ` Ž ® , É , È , Á , Ä , ç
, Ü , . B " W Š J æ f t f H f < f _ , ð Ž w ' è , µ A [Unzip] f { f ^ f " , ð % » Ÿ , µ , Ä , , ¾ , ¾ , ç B**

**WinZip v6.3 16bit" Å , , æ , Ñ , » , ê ^ È ' O , ð WinZip , Å , Í " ® ð ð , µ , Ü , ¾ , ñ , ð , Å , 2 ' ^ Ó , -
, ¾ , ¾ , ç B , Ü , ½ A Windows 95 , Å , ð , Ý " ® ð ð , µ , Ü , . B Windows
NT , Å , Í " ® ð ð , µ , Ü , ¾ , ñ B**

Ü , µ , , Í , ± , ç , ð , ² — , , ¾ , ¾ , ç
{button ,EF(` .. \ MENU DATA \ IMPVIEW . EXE ' , ` SLWWZ \
ORDERJ . TXT ' , 1) } @ DISC1 : \ P _ AND _ A \ SLWWZ \ ORDERJ . TXT
{button ,EF(` .. \ MENU DATA \ IMPVIEW . EXE ' , ` SLWWZ \
READMEJ . TXT ' , 1) } @ DISC1 : \ P _ AND _ A \ SLWWZ \ READMEJ . TXT

DISC1:\P AND A\SLWWZ [iDOS/V"Å]

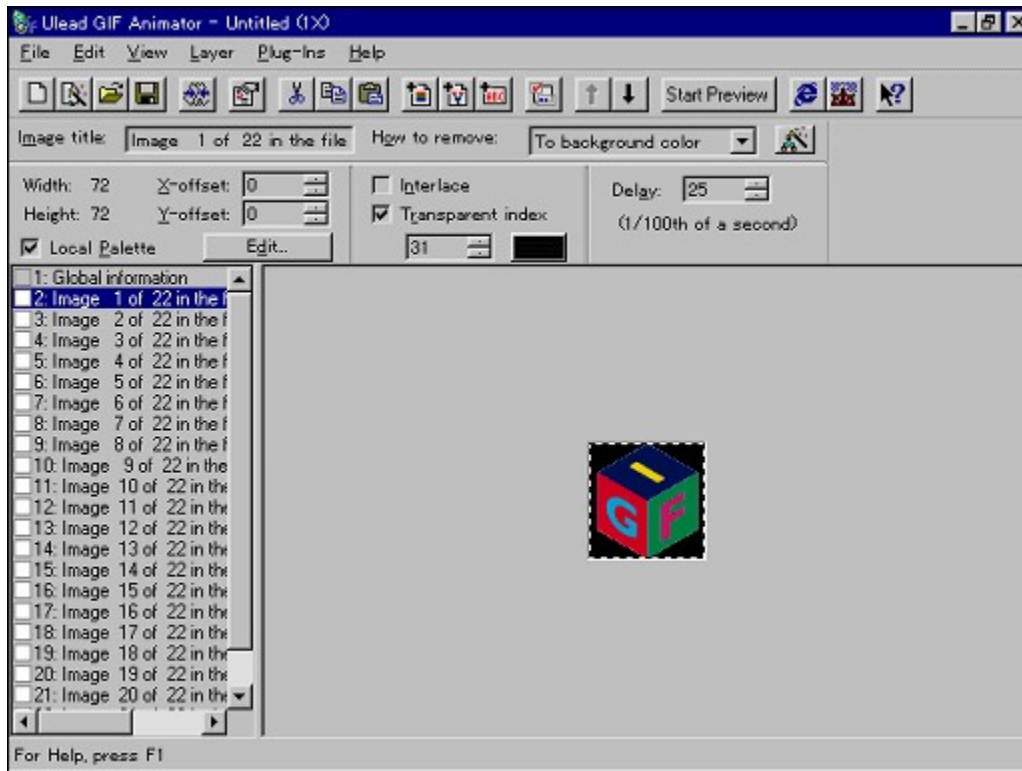
DISC1:\P AND A\SLWWZ98 [iPC-9800fVfŠ[fY"Å]

{button ,EF(`powinst',`SLWWZ',1)} DOS/V"Å,ifCf"fxfg□[f<,ižÀ□s
{button ,EF(`powinst',`SLWWZ98',1)} PC-9800fvfŠ□[fY"Å,ifCf"fxfg□[f<,ižÀ□s

Ulead GIF Animator v2.0

fCf“fXfg[]f<,iŽÀ[]s

%œ-ÊfCf[][]fW



Žû~^ftfHf<f_

DISC1:P_AND_AULEADGA

[]iŽÒ

Ulead Systems
<http://www.ulead.com/>

“à—e

Webfy[]fW—pfCf[]fW[]—,É[]Å“K,ìfc[]f<,ªUlead GIF Animator,Å,·[]Bf{f^f“[]A-£—
í“l,È”wÆifCf[]fW[]A-Ú,ð,Ð,-
fofi[][,È,Ç,ªŠÈ’P,É[]—,Å,«[]AfCf[]fW,ì[]Ø,èŽæ,è,âfTfCfY•ì[]X[]A“§-¾%»[]AfJf
%»[]fpfÆfbfg,ìfCf“ffbfNfX,àŠÈ’P[]BfCf[]fW[]Å“K%»f<,ì[]APhotoImpact GIF/JPEG
SmartSaver,Æ•¹—p,·,è,ì[]A, ,È,½,ìWebfy[]fW,ÍŠ® àø,Å,·[]B

**ftf@fCf<,íŽ©CEÈ“WŠJCE`Ž®,É,È,Á,Ä,ç
·,Ü,·[]B“WŠJ[]æftfHf<f_ðŽw’è,μ[]A[Unzip]f{f^f“,ð%»ÿ,μ,Ä,,¾,¾,ç[]B**

[]@[]Ú,μ,·,ì[]ADISC1:\P_AND_A\ULEADGA\README].TXT,ð,²—,¾,¾,ç[]B

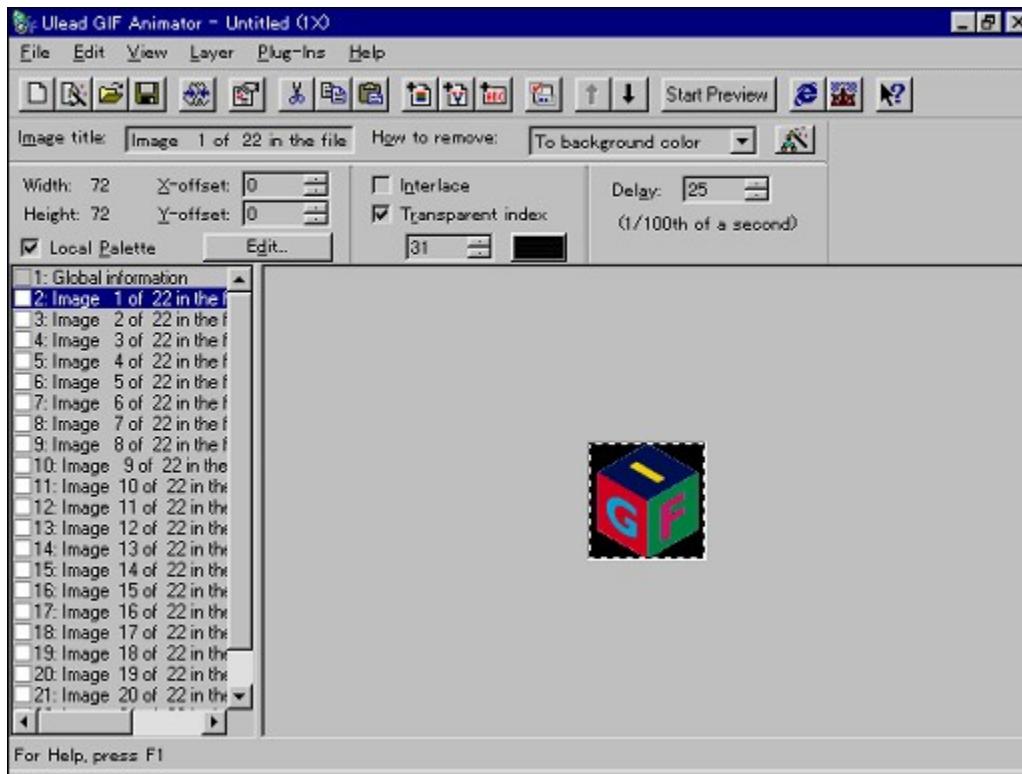
Žg—p—ç<à

4,800%~

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,±,ìfVfFfEfFfA,íP&A,ª“ú—{’ă—[]“X,Æ,È,Á,Ä,ç,Ü,·[]B

[]@[]•¶•ú-@,È,Ç[]A[]Ú,μ,·,ì[]ADISC1:\P_AND_A\ULEADGA\ORDER].TXT,ð,²—,¾,¾,ç[]B



DISC1:\P_AND_A\ULEADGA

{button ,EF(`powinst',`ULEADGA',1)} fC“fXfg[]f<,iŽÀ[]s

SINff," Å

fCf"fxfg[]f<,iŽÀ[]s

%œ-ÉfCf[]fW



žŮ~^ftfHf<f_

DISC1:P_AND_AISIN

[]ižÒ

“à—e

Quake±U 3DfGf“fWf“,đ“<□Ú,μ,½3DfAfNfVf±f“fAfhfxf“f`ff□[fQ□[f€,ìfff,“Á□B
,±,ìfff,“Á,Á,íVf“fOf<fvfCfC,ífCfxf<2,Ü,ÁfvfCfC%oÁ“\□B,Ü,½□A‘íí<@“\,Á, ,éf}f<f`fvfCf
fC,í,±,ìfff,“Á,Á,àTf|□[fg,³ê□AfVf“fOf<fvfCfC,Æ““,ñ,fCfxf<2,Ü,ÁfvfCfC%oÁ“\
,Æ,È,Á,Á,ç,é□B

□@□Ú,μ,,í□ADISC1:\P_AND_A\SIN\READMEJ.TXT,đ,²—,.,³/₄,³,ç□B

Žg—p—z<à

8,800%o~

fVfFfAfEfFfA“o~^”Á,đ,“<□,ß,ì□ê□‡,É,í

,±,ìf\ftfgfEfFfA,íP&A,ª“ú—{‘ă—□“X,Æ,È,Á,Ä,ç,Ü,·□B

□@‘□•ñ•ú-@,È,Ç□A□Ú,μ,,í□ADISC1:\P_AND_A\SIN\ORDERJ.TXT,đ,²—,.,³/₄,³,ç□B



Quake#U 3DfGf"fWf" ,ð" <□Ú,μ,½3DfAfnfvf#f"fAfhfxf"f`ff□[fQ□[f€,}fff,"Å□B
,±,}fff,"Å,Å,íVf"fOf<fvfCfC,íCfxf<2,Ü,ÅfvfCfC%oÅ"\□B,Ü,½□A'íí<@"\,Å, ,éf}f<
f`fvfCfC,í,±,}fff,"Å,Å,àTf|□[fg,³,é□Afvf"fOf<fvfCfC,Æ"~,¶,fCfxf<2,Ü,ÅfvfCfC
%oÅ"\,Æ,È,Á,Ä,ç,é□B
□Ú,μ,,í,±,¿,ç,ð,²—, ,³/₄,³,ç
{button ,EF(`..\MENUDATA\IMPVIEW.EXE',`SIN\ORDERJ.TXT',1) }□@DISC1:\
P_AND_A\SIN\ORDERJ.TXT
{button ,EF(`..\MENUDATA\IMPVIEW.EXE',`SIN\
README.TXT',1) }□@DISC1:\P_AND_A\SIN\READMEJ.TXT

DISC1:\P_AND_A\SIN

{button ,EF(`powinst', `SIN',1)} fC“fXfg[]f<,iŽÀ[]s

Total Annihilation: Battle Tactics

ff, "Å

æ-Éfcf [fw



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DISC1:\P_AND_A\TABT

□ižÒ

Cavedog Entertainment
<http://www.totalannihilation.com/>

“à—e

Total Annihilation, ìĀöŽ®'Ç%oÁfpfbfN□uBattle Tactics□v, ìfff, "Å□B

, ±, ìfff, "Å, ðfvfĀfC, ·, é, É, íTotal Annihilation, ìftf<fo□[fWftf", ¢•K—v, Å, ·□B

□@□Ú, μ, í□ADISC1:\P_AND_A\TABT\README].TXT, ð, ²—, , ¾, ³, ç□B

Žg—p—z<à

4,800%o~

fVfFfA fE fFfA “o~^” Å, ð, “<□, ß, ì□ê□†, É, í

, ±, ì\ftfgfE fFfA, íP&A, ¢“ú—{‘ă—□“X, Æ, È, Á, Ä, ç, Ü, ·□B

□@'□•¶•ú-@, È, Ç□A□Ú, μ, í□ADISC1:\P_AND_A\TABT\ORDER].TXT, ð, ²—, , ¾, ³, ç□B



METAL 0 1150 +11.8 **ENERGY** 0 2950 +1222
1150 -0.0 2950 -63



Fido: Under Attack

ORDERS	BUILD
FIRE AT WILL	
MANEUVER	
RECLAIM	UNLOAD
REPAIR	CAPTURE
MOVE	STOP
GUARD	PATROL
ATTACK	D-GUN

Total Annihilation, ÌĒöŽ®'Ç%oÁfpfbfN□uBattle Tactics□v, Ìff, "Å□B

, ±, Ìff, "Å, ðfvfĒfC, ·, é, É, ÍTotal Annihilation, Ìftf<fo□[fWf†f“, a•K—
v, Å, ·□B

□Ú, μ,, Í, ±, ç, ð, ²—, ¾, ³, ç

{button ,EF(`..\MENU\DATA\IMPVIEW.EXE', `TABT\
ORDERJ.TXT', 1) }□@DISC1:\P_AND_A\tab\t\ORDERJ.TXT

{button ,EF(`..\MENU\DATA\IMPVIEW.EXE', `TABT\
READMEJ.TXT', 1) }□@DISC1:\P_AND_A\tab\t\READMEJ.TXT

DISC1:\P_AND_A\TABT

{button ,EF(`powinst', `TABT',1)} fC“fXfg[]f<,iŽÀ[]s

