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How to Play Viper

The object of the game is to direct the snake to an apple before the timer runs out. When all the apples are cleared from the board, you advance to the next board. On the last board of the set you advance to the next level and start at board #1.

Remember **YOU ARE THE SNAKE.**

CONTROLS:

Left Mouse:	Turn left.
Right Mouse:	Turn right.
Left Arrow:	Turn left.
Right Arrow:	Turn right.
Up Arrow:	Continue.
Down Arrow:	Pause.
Page Up:	View next board.
Page Down:	View Previous board.
Pause Key:	Pause.

Scoring is a function of level and board number. Bonus points are awarded when you successfully exit the board based on the length of your snake.

GOOD LUCK

How to Play Aliens

The object of the game is to shoot down all of the aliens before they can land on your planet. As they descend their rate of descent increases. The aliens drop bombs at an increasing rate as the level of play increases.

CONTROLS:

Mouse movement:	Move the launcher left and right.
Left Mouse:	Fire bullets.
Left Arrow:	Move launcher left.
Right Arrow:	Move launcher right.
Up Arrow:	Fire bullets.
Down Arrow:	Toggle game pause.
Pause Key:	Toggle game pause.

Scoring is based on the current wave and the speed of the aliens.

GOOD LUCK

How to Play Patriot Missile

The object of the game is shoot down all of the scud missiles before they can destroy your cities. As the level play increases the number of incoming missiles increases and their rate of descent also increases. A longer reload time makes the game more difficult.

CONTROLS:

Mouse movement:	Move the missile aim point.
Left Mouse:	Fire patriot missiles.
Right Mouse:	Toggle between missile sites.
Down Arrow:	Toggle game pause.
Pause Key:	Toggle game pause.

The indicator below each missile shows the reload status of each missile site.
Red indicates reload in progress.
Green indicates launch ready.
The white concentric circle indicates which missile battery is selected.

The score is based on the level of play, the reload time, and the remaining cities.

GOOD LUCK

How to Play   Reversal

The object of REVERSAL is to put the random numbers into ordered sequence 1 through 9 in the minimal number of turns.

Place the pointer over a number and click.   That number and all numbers to the left of it will be placed in reverse sequence.   Continue to choose numbers until you have achieved the 1..9 ordered sequence and won the game.

GOOD LUCK

How to Play Memory

The object of MEMORY is to repeat the sequence generated by   the computer. The speed with which the blocks are displayed increases with the number you correctly get. At the intermediate level two new blocks are added after each successful repeat. At the advanced level 3 new blocks are added after each successful repeat.

Click on the block or use the number keys to repeat the sequence.

GOOD LUCK

Registration

When you register this product you will be placed on the Double Oak Software mailing list which will inform you of updates and new products.

To register just send your name and address to:

Double Oak Software
125 Double Oaks Drive
Lewisville TX 75067

If you achieve the highest score, send a copy of they game window and   the top score window(use print screen)to Double Oak Software. Your name will be programmed into the subsequent versions for every one else to try to beat.

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