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Marvelous Mac Games

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Marvelous Mac Games

Bob LeVitus

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For Mom.

Acknowledgments

First and foremost, thanks to the programmers of the included games, who graciously allowed me to include their work in this collection. Without their help, there wouldn't have been a *Marvelous Macintosh Games*.

Thanks to my publisher, Ben Dominitz, for having the guts to go forward with a project as unusual as this one. You won't be sorry.

Thanks also to everyone else at Prima, St. Martin's Press, Electronic Arts, and Bookman Productions for contributions past, present, and future.

Then there were my beta testers—Andy Ihnatko, Kit Ransohoff, Neil Shapiro, Phil Russell, Howard Bornstein, Adam Newman, and Russell Tavares, and all my friends online on CompuServe, America Online, and GEnie. Your suggestions and recommendations were invaluable. Thanks!

Finally, thanks to my incredible wife, Lisa (a.k.a. Ally's Mommy), who play tested, compiled databases, coordinated beta testing, rubbed my shoulders, and encouraged me when I was down. You're the best!

Contents

Preface

Welcome to *Marvelous Macintosh Games*, an incredible collection of fifteen games representing almost 1,500K of fun. I hope you'll have as much fun playing with it as I had putting it together.

All but one of these games are shareware. If you're not familiar with the term, shareware is a wonderful form of low-cost software marketing. Essentially, it is try-before-you-buy software that can be freely copied (usually with some restrictions). You are encouraged to give copies of shareware to your friends to try. When you like a particular piece of shareware enough to continue using it regularly, you are asked to send the author a few dollars—$5 to $15 each for the games in this book.

Unless you have a friend with an extensive collection of shareware, there is always a cost associated with acquiring a shareware program to try out. You can use a modem and download them from an online service such as CompuServe, America Online, or GEnie, for between $5.00 and $12.50 an hour, or you can buy them on disks from your local user group.

All things considered, you could probably find all these games elsewhere. You might even save a dollar or two. And, since it's perfectly legal to give your friends copies of shareware programs, even the ones in this book, you might be wondering if this book is worth $25. My answer is an unqualified "yes."

What makes it worth the dough? Well, mostly, you've got me to filter out the bad games; every game in this collection is a gem. I played more than two hundred games, many of them horrible, before deciding on the fifteen included here. That represents an enormous amount of time you will avoid wasting. I spent months corresponding electronically via modem with shareware game fanatics, asking which games were their favorites. As a result, this collection contains only great games—the best of the best. Plus, with this book you get illustrated documentation with hints, strategies, and techniques for mastering each game.

So, yes, I think you'll find this book a good value. For less than $2 each, which is about what it would cost to download them from one of the online services, you'll get to try fifteen excellent new games, complete with printed documentation.

Please remember: Buying this book does not absolve you of your responsibility to pay the authors for the games you like. If you like a game and play it regularly, you're honor-bound to pay for it. The prices they ask, $5, $8, or $10, are pretty reasonable, considering what ust one commercial game costs. I hope you'll do the right thing.

Paying for our shareware is the only way we can inspire these authors to continue to write great games. The games in this collection took their creators a long time to program and polish; their only compensation for that work is your shareware payment.

You don't have to decide right away. If you still like a game after a month or so, chances are it's a winner. At least consider sending the author a few bucks.

Now, enjoy the games!

Bob LeVitus
Summer 1991

PS: Let me know what you think of *Marvelous Macintosh Games*. I can be reached electronically on CompuServe (76004,2076), America Online (LeVitus), and GEnie (R.LeVitus). Or, if you don't have a modem, write me care of my publisher (Prima Publishing, P.O. Box 1260BLM, Rocklin, CA 95677).

Introduction

System Requirements

First, here's what you'll need to use *Marvelous Macintosh Games:* a Macintosh Plus, SE, Portable, Classic, LC, or II series computer; a hard disk drive; a floppy disk drive; and Macintosh System Software version 6.0.2 or later. All of the games have been tested using System 7, and appear to work fine with it on most Macs. Note that all System 7 testing was done with 32-bit addressing turned off. If you use 32-bit addressing and have a problem with one of the games, try it again with 32-bit addressing turned off.

System 7 users only

If your Mac doesn't support 32-bit addressing, ignore this entire sidebar. To turn off 32-bit addressing, choose Control Panels from the Apple menu, then double-click the Memory control panel's icon. If your Mac supports 32-bit addressing (only the IIci, IIfx, IIsi, and LC do on the day I wrote this) you'll see On and Off buttons for 32-bit addressing. Turn it off, then restart your Mac.

How to Install the Games

The *Marvelous Macintosh Games* disk contains almost 1,500K of fun. We've used special compression technology to fit it all on a single 800K floppy disk. So, before you can use the games, you'll have to decompress them. It's easy. Here's how:

Put the *Marvelous Macintosh Games* disk in any floppy disk drive. Double-click the Games Installer icon. Now, using the standard directory dialog box, locate the hard disk where you want the games installed and then click the Extract button. (See Figure 1.)

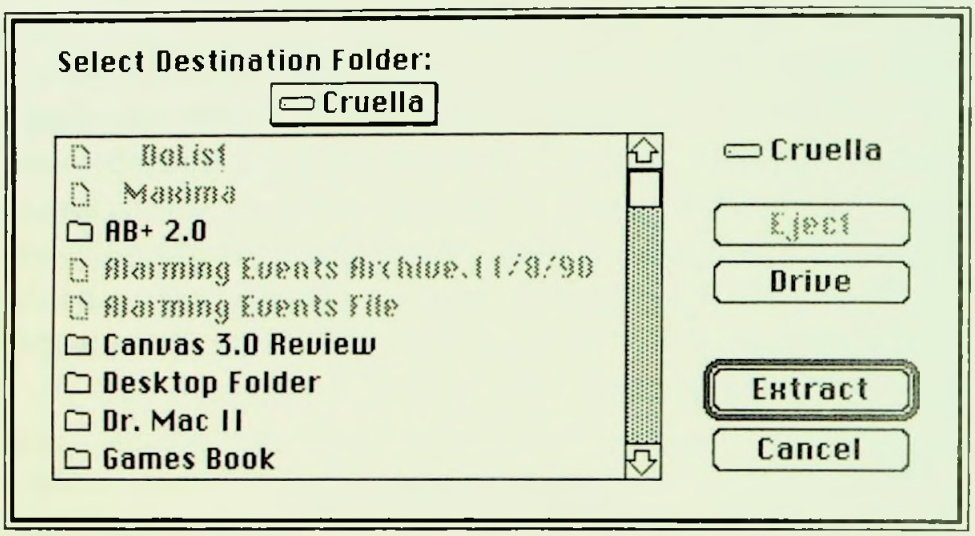


Figure 1. Installing *Marvelous Macintosh Games:*
Use the standard directory dialog box to select a hard disk on which to install the games, in this case, Cruella.

A screen showing the progress of the installer will appear. When it gets to 100 percent, there will be a folder entitled "Marvelous Macintosh Games Folder" on your hard disk. The process will take about ten minutes or less, depending on the kind of Mac you have.

All of the games are now in the "Marvelous Macintosh Games Folder." Each is described in its own chapter; follow the specific directions for each game.

And now, a word about our special compression technology: This program is being distributed in a Compact Pro (formerly called

Compactor) archive. Compact Pro is a file compression utility by Bill Goodman. If you're interested in obtaining a copy, it's available on most online services or BBSs, and from most Macintosh user groups. Or you can order a copy directly from the author for $35. (Write to: Bill Goodman, 109 Davis Avenue, Brookline, MA 02146. Massachusetts residents add 5 percent sales tax. VISA, MasterCard, check, or money order is acceptable. Checks and money orders must be drawn on a U.S. bank in U.S. dollars.)

If a Game Crashes

Some games may conflict with other programs you use. In particular, it's possible that some games may conflict with other inits and cdevs you already have running on your Macintosh. If a game crashes on you, try removing any inits or cdevs from your System Folder that might conflict with the games. (Inits and cdevs, by the way, are called Extensions and Control Panels, respectively, under System 7.)

Under System 6

You can identify inits (Startup documents) and cdevs (Control Panel documents) by first opening the System Folder and then choosing By Kind from the View menu.

Look under the Kind column for Control Panel documents and Startup documents. There are several that are standard to the Macintosh that you need to keep, such as Mouse and Keyboard. Only remove anything that looks unusual—probably the ones you added yourself. **DO NOT** throw these unusual items in the Trash; just drag them out of the System Folder and put them somewhere else on your hard disk. Then restart your Mac.

Under System 7

Inits will be found in the Extensions folder and cdevs in the Control Panels folder, both of which can be found in your System Folder.

There are several that are standard to the Macintosh that you need to keep, such as Mouse, General Controls, File Sharing Extension, Keyboard, and a few others. Only remove anything that looks unusual—probably the ones you added yourself. **DO NOT** throw these unusual items in the Trash; just drag them out of the System Folder and put them somewhere else on your hard disk.

Or, you can disable all of your inits and cdevs (Extensions and Control Panels) by restarting your Mac and holding down the Shift key until the desktop appears.

By the way, under any version of the System, you can later return the inits and cdevs you removed to your System Folder. Just drag *one* of the previously removed inits or cdevs into the System Folder and then choose Restart from the Special menu. If you are now able to play the game in question, repeat the process with another init or cdev. Keep doing this until you find the culprit.

It is possible that one or more of the games will not run on your particular system. There was no way for us to test every combination of Macintosh model and System software version. If a game doesn't work on your machine, I apologize profusely. If you do run into a problem with a game, I recommend you contact the author of the game directly. Most of the games come with documentation or built-in help that will tell you how to get in touch with the author.

Disclaimer

I make no claims about the performance of the games on the *Marvelous Macintosh Games* disk. I, along with my team of beta testers, played the games on a variety of Macs, using several versions of the System software. They seem to work as advertised in our (albeit limited) testing. I feel relatively certain that they are not going to do any damage to your Mac (like trash your hard disk or burn up your motherboard). However, I make no guarantees—use them at your own risk.

I'm a firm believer in backing up your hard disk. I strongly recommend that you have a complete backup available before you try these games. If you don't have one, I suggest you create one now, just in case.

Some games may conflict with other programs you use, especially inits and cdevs. There was no way I could test every possible combination of hardware and software. I apologize if something doesn't work on your particular setup, but I cannot be held responsible.

Columns

Simple to learn, difficult to master, and extremely addicting, Columns is reminiscent of world-famous Tetris.

Tetris is one of the most popular computer games in the world, available for the Mac, PC, Nintendo, and even in a coin-operated arcade version. Chances are you've played it at some time in your life. And if you like Tetris, you're going to love Columns. In Columns, the idea is to manipulate falling tiles to form sequences of three-in-a-row. Easy to learn, difficult to master, and extremely addicting, you'll find yourself playing it over and over again.

Playing Columns

In Columns, the object is to manipulate the falling tiles to form sequences of three or more boxes of the same pattern. Tiles are made up of three boxes; each box is assigned one of six patterns at random. The sequences you're trying to form can run vertically, horizontally, or diagonally. When a sequence of three or more boxes of the same pattern is achieved, those boxes disappear from the screen and you are awarded points. (See Figure 2.)

To begin playing Columns, double-click its icon. When the game opens, a new game will start automatically. Tiles drop one at a time from the top of the playing area. You can manipulate them from the keyboard or numeric keypad (see Figure 3).

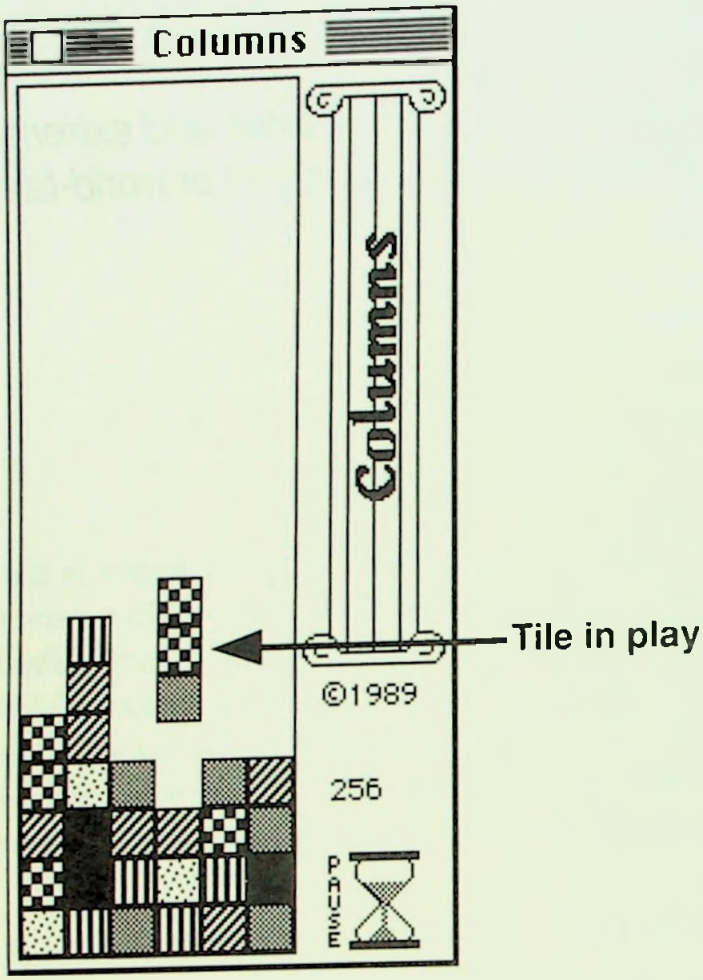


Figure 2. Columns:
When the tile in play drops, the three horizontal gray boxes will disappear and one point will be scored.

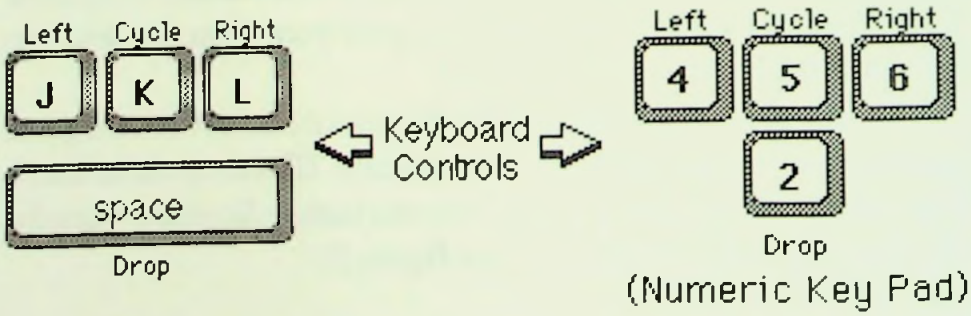
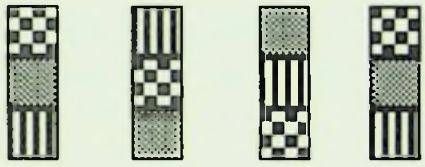


Figure 3. Keyboard Controls:
You can use the keyboard or numeric keypad to control the action.

- Move the tile to the left one position (using the J key on the keyboard or the 4 key on the numeric keypad).
- Move the tile to the right one position (using the L key on the keyboard or the 6 key on the numeric keypad).
- Cycle the patterns of the boxes in the tile so that each pattern moves down one box, with the top box in the tile assuming the pattern of the bottom box (using the K key on the keyboard or the 5 key on the numeric keypad).
- Drop the tile straight down into place (using the spacebar on the keyboard or the 2 key on the numeric keypad).

Try them out—it's easy once you get the hang of it. Each time you press the cycle key each pattern moves down one box, and the bottom box moves to the top. (See Figure 4.)



Press cycle key 0 1 2 3 times

Figure 4. Cycling:
The same tile as it appears when you press the cycle key one, two, and three times.

OK, now that you've got the hang of the controls, you're ready to play a game. Choose New Game (Command-N) from the File menu.

The object of the game is to arrange the tiles on the game board so that boxes of the same pattern line up in three (or more) box sequences diagonally, horizontally, or vertically.

Any time a three (or more) box sequence is created, those boxes are removed from the board and all boxes located above them drop to occupy the vacated spaces. New three box sequences can be formed by the "chain reaction" that occurs as a result of boxes dropping to fill in squares vacated by other boxes; these new sequences will also be removed from the board.

Each three box sequence you remove is worth one point. It's possible to place a tile so a sequence of more than three boxes is formed. In this case, you get a point for the three box sequence, plus an extra point for each additional box. So a four box sequence would be worth two points, and a five box sequence worth three. It is also possible that the formation of a three box sequence, when it is removed, will create another three box sequence (which is also removed). In this case you receive one point for each individual three box sequence.

The game ends when any box touches the ceiling line at the top of the game board.

To view Columns' built-in help, choose About Columns from the Apple menu.

Mastering Columns

Here's the most important tip: Don't act hastily. Use the Drop key paringly, especially at first, and be absolutely sure before you do use t. You don't get any extra points for using it, and you often drop the perfect piece onto the wrong column. Think about it first, and only use the Drop key when you're absolutely certain you've found the perfect place for the tile.

Columns is a game where strategy counts. Think ahead several moves. And don't only look for the obvious vertical and horizontal sequences. Diagonal sequences are frequently more effective, as they often create more new opportunities than either horizontal or vertical sequences.

Try to avoid dropping a tile so a single box lands on top of another single box. You'll end up with two boxes of the same pattern and two nonmatching boxes atop them. (See Figure 5.) Vertical pairs are difficult to remove, especially when there are other boxes above them. Try to drop the tile one or two spaces away to create the potential for a diagonal or horizontal sequence.

There are always several moves available. Some are always better than others, and one is often best. Think it through—what

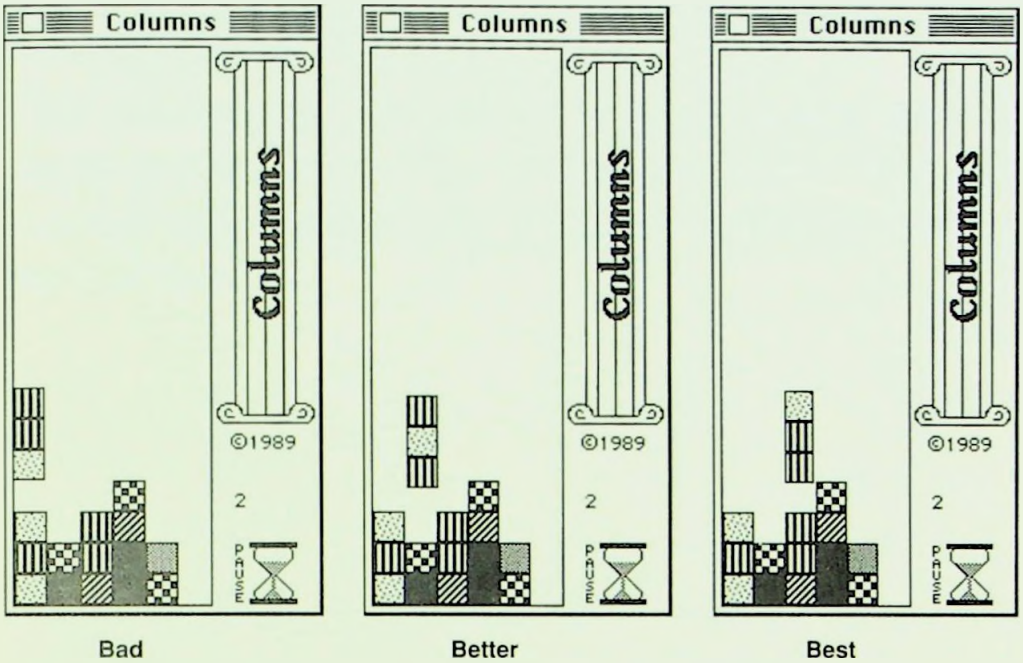


Figure 5. Bad, Better, Best:
The middle move is better because it leaves three potential diagonal sequences; the right move is best because it scores two points (for the four box sequence).

appears to be a *good* move might not be the *best* move. And always try to think forward a couple of moves. A good move either scores points or sets you up to score points soon.

Columns: The Fine Print

"I wish to thank Jay Geertsen, who wrote the original Columns game on which this version is based. Thanks also to the many Columns addicts that have written me already. (I still have not received any letters from Africa or Antarctica.) I am constantly amazed at how many people have enjoyed this simple game. I have already started working on 'Son of Columns' and would love to hear your requests for enhancements."

Chris Christensen

Columns is shareware. If you enjoy playing it, please send $5 to Chris Christensen, 6901 Chiala Lane, San Jose, CA 95129.

Continuum

This challenging, fast-paced, arcade-style space game places you at the controls of a highly maneuverable space ship flying across increasingly dangerous planets.

Continuum is one of the finest, most exciting, and challenging arcade-style space games around. And with sixty planets to conquer, and a planet editor so you can create your own, you'll never grow tired of playing. The object is to maneuver your space ship across each planet, killing off bad guys, avoiding walls, and finding fuel as you go. Killing all the baddies on a planet scores a bonus and advances you to another, more difficult planet. You'll need fast reflexes and a steady hand, but once you get the hang of it, you'll find it darn near impossible to quit playing.

Playing Continuum

The object of Continuum is to destroy all the enemies on a planet as fast as you can. Do it fast enough and you'll receive a bonus. Keep an eye on your fuel level; it's possible to run out and find your ship marooned. Once you've destroyed all the enemies on the planet, you'll (perhaps) receive a bonus, then be sent on another mission on a different planet.

To begin playing Continuum, open the Continuum folder, then double-click the Continuum icon. (If you have a color Macintosh, the game will run significantly faster if you switch to black-and-white mode before starting the game.) The game will launch and you'll see the high score screen.

If Continuum gives you an error message when you launch it ...

Try disabling any inits or cdevs, and turning off your RAM cache. (It's in the General Control Panel if you use System 6, and in the Memory Control Panel if you use System 7.) Some users have reported difficulty running Continuum under MultiFinder on older Macs using System software versions earlier than System 7.0. If you are having a problem, try this: First disable any inits or cdevs and turn off your RAM cache, then restart under Finder instead of MultiFinder. You may find it easier to restart using the Apple-supplied System Tools disk as your startup disk. Also, Continuum appears not to work at all with the Mac LC.

Your ship is controlled by the keyboard. (See Figure 6.) The default keys are thoughtfully placed and convenient for fast response. Although you can change them by choosing Set Controls in the Game menu, I suggest leaving them alone, at least until you've gotten somewhat proficient.

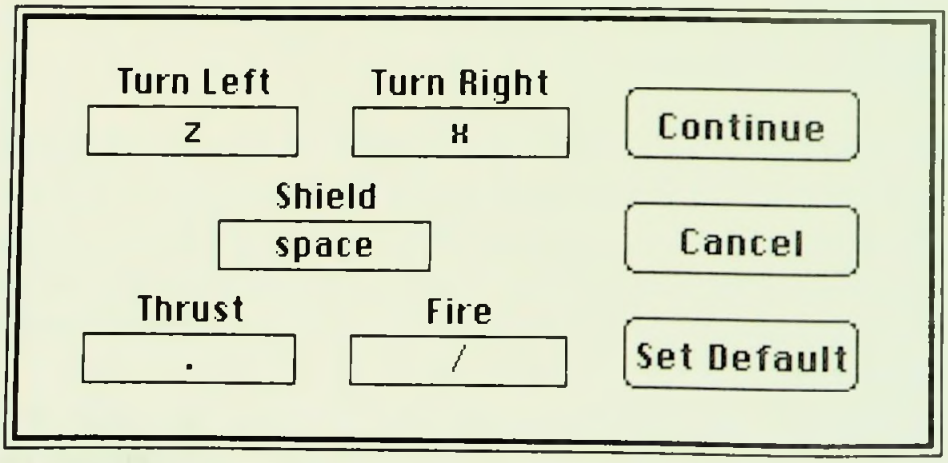


Figure 6. Keyboard Controls:
These are the default keyboard controls; you can change them using the Set Controls command in the Game menu.

Now that you know how to control your ship, choose Start Game (Command-S) from the Game menu. Your ship appears at the bottom of the screen. (See Figure 7.) Tap the thrust key (.) a couple of times to move your ship into the playing area. Now rotate to the left (Z) so you're pointing at the enemy space station. Fire a few bullets (/). Finally, test out your shield (spacebar).

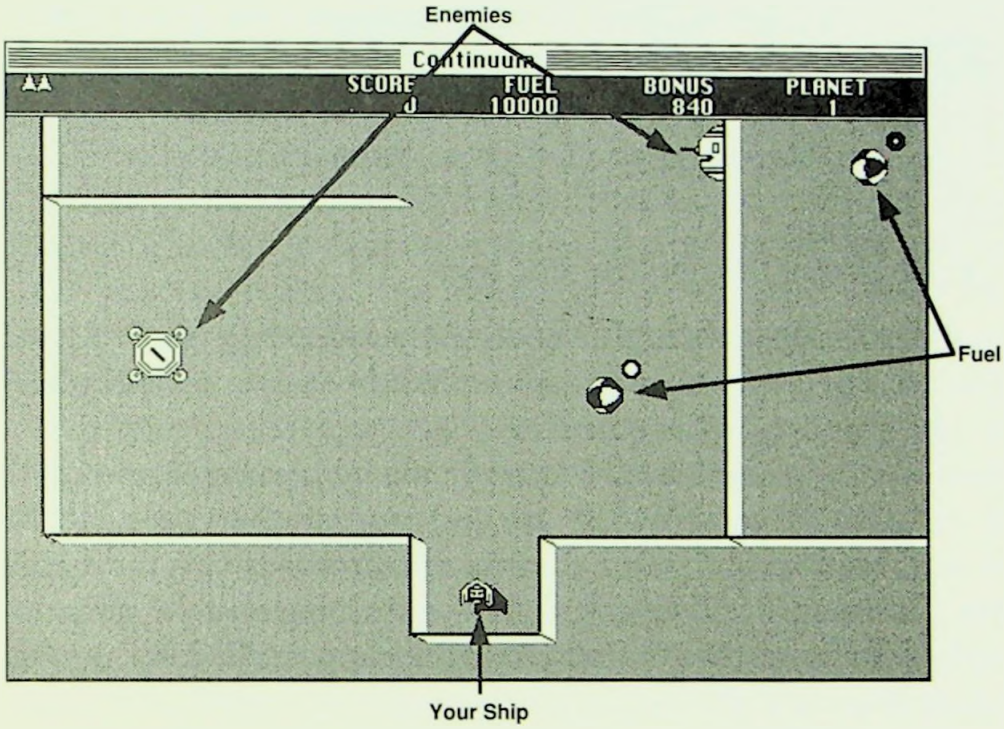


Figure 7. Continuum—Planet 1:
The object is to avoid walls and bullets, kill all the enemies, and not run out of fuel.

Next, let's acquire some additional fuel. Rotate to the right (X), and use the thrust key to move your ship on top of the fuel depot. When your ship is touching it (or almost touching it), activate your shield. You'll hear three beeps if you've succeeded, and the fuel depot will turn white.

Now, just fly around killing off bad guys, which are worth between 10 and 500 points. (See Figure 8.). If you manage to kill them all quickly enough, you'll receive a bonus before being transported to the next planet.

Figure 8. Scoring:
Enemies are worth between 10 and 500 points.

Keep an eye on your fuel. You'll receive a warning if the fuel level gets low, but if you run out, your ship will be marooned and you'll have to abandon it (Command-A).

You may pause the game at any time by pressing Caps Lock. Another way to pause is to invoke the map feature by pressing the M key. The game will pause, allowing you time to peruse the planet map. Fuel depots are blinking squares, remaining enemies are solid dots, enemies you've killed already do not appear. To resume your game, press any key.

There are two other commands that make learning Continuum a bit easier. First, if you find a planet too hard or too boring, you can abort your mission and go immediately to the next planet by pressing Command-U. Second, you can acquire extra ships by pressing Command-E. Both of these commands are useful while you're learning the game, but if you use them, you'll be disqualified from recording a high score.

Once you've gotten proficient at playing, you might want to try your hand at building your own planets. If so, be sure to read the "Planet Editor Docs" in the Continuum folder. (Double-clicking it will launch TeachText if it's somewhere on your hard disk. If TeachText isn't available, use the Open command in your word processor.)

That's all there is to it. At least, that's all there is to controlling your ship. Mastering it is another story.

To view Continuum's built-in help, choose the appropriate category (Instructions, Scoring, Tips, or Demo) from the Game menu.

Mastering Continuum

When you're first learning, don't be afraid to request Extra Ships (Command-E). Although you won't get your name on the high score list, you will learn the game much faster.

When you start out on each planet, check the planet map (press the M key). (See Figure 9.) Not only does this give you an overview of the planet, but it also pauses the game. You can also use the map after you've ventured out into the planet to discover where the remaining enemies and fuel are located. There is no penalty for using it, so look at your map as often as you like.

Some planets (i.e., planets 2, 4, 5, and many others) have "wind," which makes maneuvering your ship much harder. When you're first learning the game, try sticking to levels 1 and 3, which don't have any wind to distract you.

There are three kinds of walls in Continuum: normal, bouncing (ships and bullets bounce off), and phantom (does absolutely nothing; it's just there to confuse you). They all look similar on the screen, so the best strategy is to assume that every wall will kill you if you touch it.

Be aware of your fuel. Thrust and shield use fuel at a rapid rate, so try to use both sparingly. I find that tapping the thrust key works better than holding it down for an extended period of time. If you see the Fuel Critical alert, which appears in the upper left-hand corner of the screen when you have less than 2,000 units of fuel left, it's a good idea to press the M key immediately and find a fuel depot. If you do run out of fuel, your ship is considered marooned and the game will stop until you abandon it (Command-A).

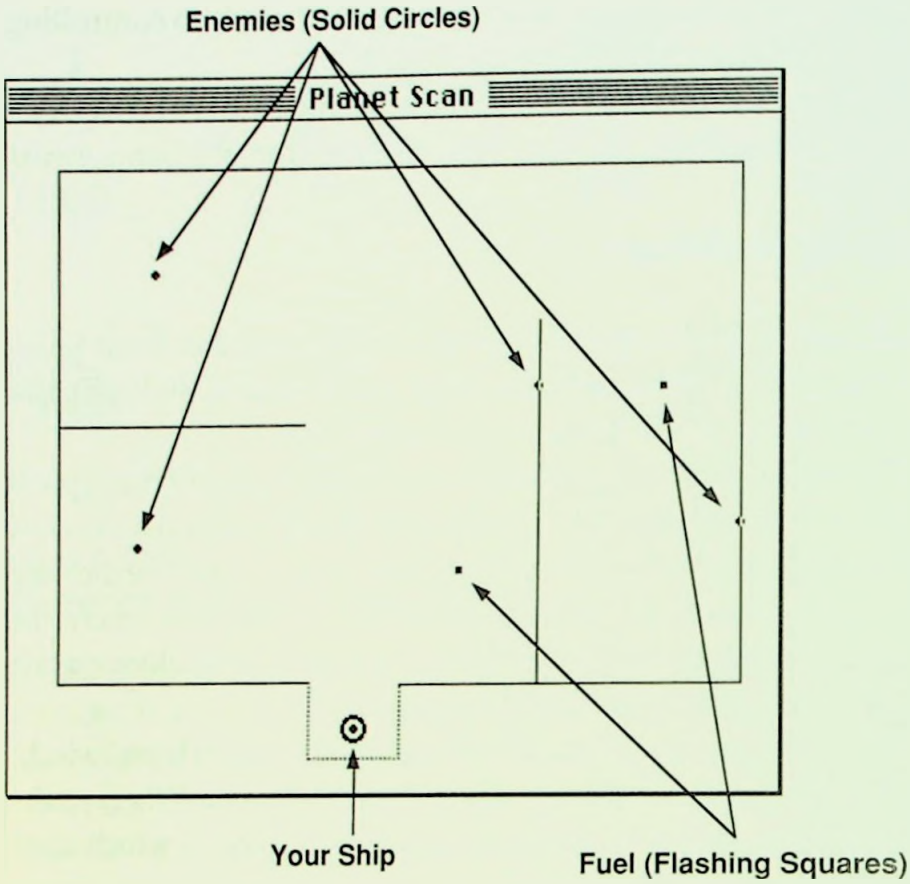


Figure 9. Use Your Map:
Solid circles are enemies; flashing squares are fuel.

Another fuel-related tip: Don't use all the fuel depots on any planet for a single ship. If that ship is destroyed, so is its fuel. Remember, your next ship may very well need that fuel, so only refuel when you think it's necessary.

At higher levels you'll need to use your shield a lot. Don't be afraid to; that's what it's there for. Though it won't save you if you hit a wall, at higher levels there can be lots of enemy bullets (and, on some planets, ricochets from your own bullets). The shield defends you against them. But be careful—using the shield consumes fuel at about the same rate as thrusting. So, if you plan to use the shield a lot, make sure you refuel often, too.

Don't give up! This game isn't as easy to learn as some, but once you get the hang of it, you'll find it extremely challenging. For inspiration, try choosing Demo from the Game menu. You'll see what a game looks like when played by an experienced player. Stick with it, and you'll soon be zooming around like an expert, too!

Continuum: The Fine Print

"In creating Continuum, we concentrated on the play and feel of the game. We wanted to make the controls so natural and smooth that the ship felt like an extension of your will. We hope you enjoy the results."

Randy Wilson

Continuum is beerware. You may copy it freely and give it to anyone, as long as it is not modified or sold. If you enjoy playing it, please send a case of fine beer to Randy Wilson, 82D Escondido Village, Stanford, CA 94305. Should your age prevent your legally tendering the above registration fee, other items of commerce—such as money, promises of firstborn, or footrubs administered with suitably exotic oils—will be accepted.

Darts

Like having an English pub inside your Mac, Darts faithfully reproduces the age-old game for which it is named.

Darts delivers the excitement and enjoyment of a rousing game of darts without the inconvenience of seeking an opponent or a pub. This faithful re-creation offers you a choice of dart games for one or two players. If you like the real thing, you're going to love Darts.

Playing Darts

Darts is a faithful re-creation of the dart throwing game played in pubs and basements from time immemorial. Like real darts, you'll be inept at first, but with practice you'll soon be throwing bull's-eyes at will.

To start a game of Darts, double-click its icon. The game selector screen will appear. (See Figure 10.)

Type your name in as Player 1. If you type nothing into the Player 2 field, you'll play alone; if you type in another name, you'll play in the two player mode. For now, just click the OK button.

Above your name (Player 1 in Figure 11) you'll see three small circles. These represent the number of darts remaining in your turn; a turn consists of three darts.

To throw a dart, click anywhere in the white areas to the left or right of the board, and drag toward the dart board. When you release the mouse, the dart will be launched in that direction. The length and angle of your drag determine where the dart will land.

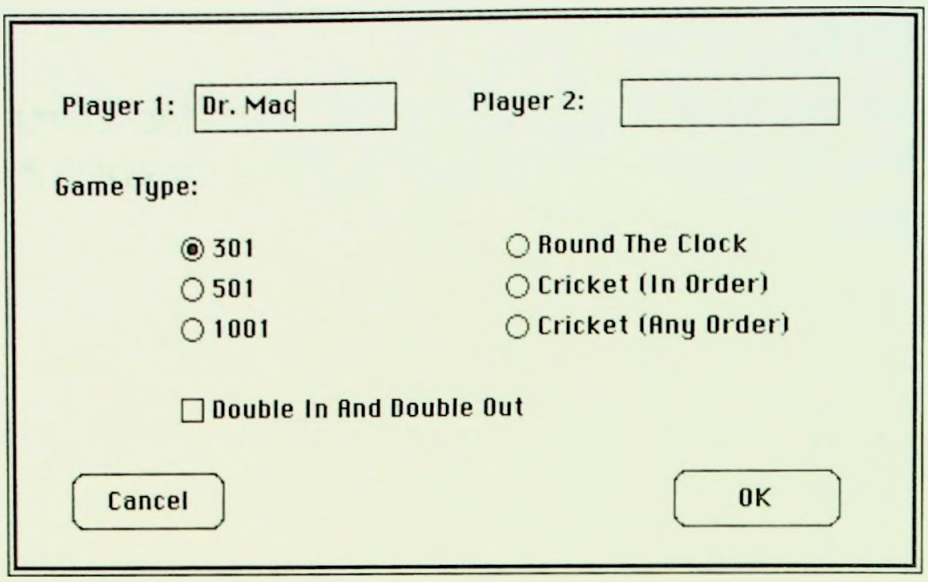


Figure 10. Choose Game:
Darts includes several variations on the '01 game (301, 501, or 1001), as well as Round the Clock, and two flavors of Cricket.

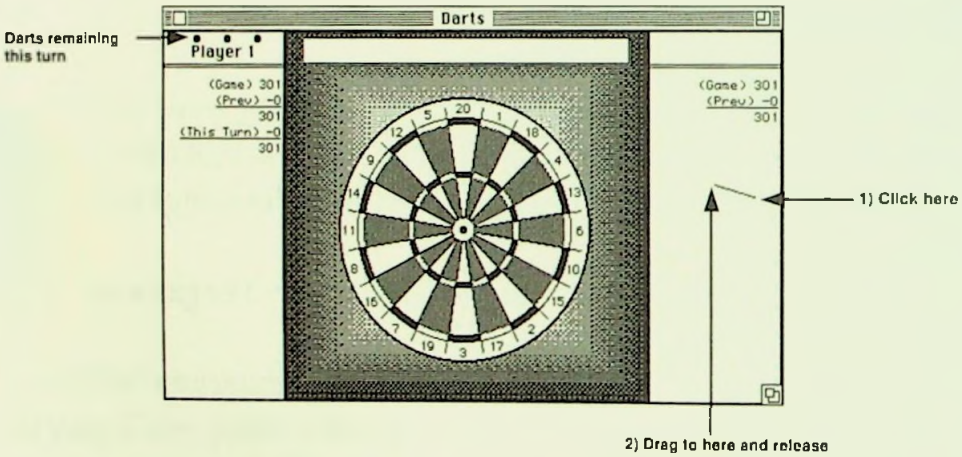


Figure 11. Throwing Darts:
Click and drag as shown, and you'll land your dart close to the bulls-eye.

Go ahead and try it now. Chances are you'll miss the board completely. That's OK. Take a look at Figure 11. Try to imitate the click and drag shown. It should land your dart close to the bull's-eye.

Practice makes perfect; don't give up. It takes a while to get the hang of it, but once you've gotten a feel for the system, you can be almost as accurate as if you were throwing real darts.

Darts provides a choice of several games—three variations on the '01 game (301, 501, or 1001), as well as Round the Clock, and two flavors of Cricket. Finally, you can choose the Double In And Double Out option, which makes any game a bit tougher.

The '01 games are the traditional form of dart game. Your throws are deducted from the starting total (301, 501, or 1001). The inner bull's-eye is worth 50 points, the outer bull's-eye is worth 25. Darts in any other sector score according to the sector number with two exceptions: Darts in the outer ring score double the sector number, and darts in the inner ring score triple the sector number. (See Figure 12.)

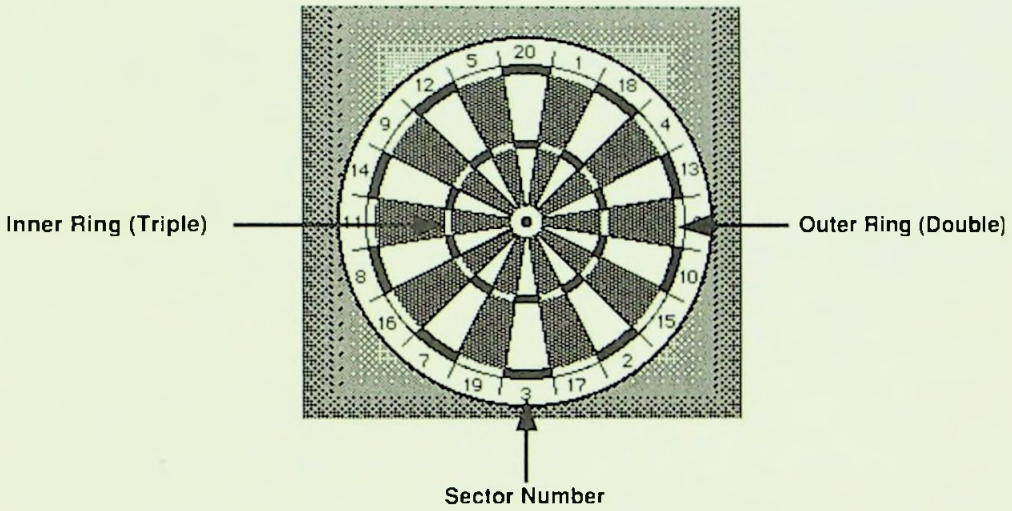


Figure 12. Scoring Darts:
The inner ring scores triple, the outer ring scores double, and all other areas on the board score the sector number.

To finish the game, your score must reach zero. (See Figure 13.) If your score takes you past zero, the score reverts to its level before that turn began, and you forfeit any remaining darts.

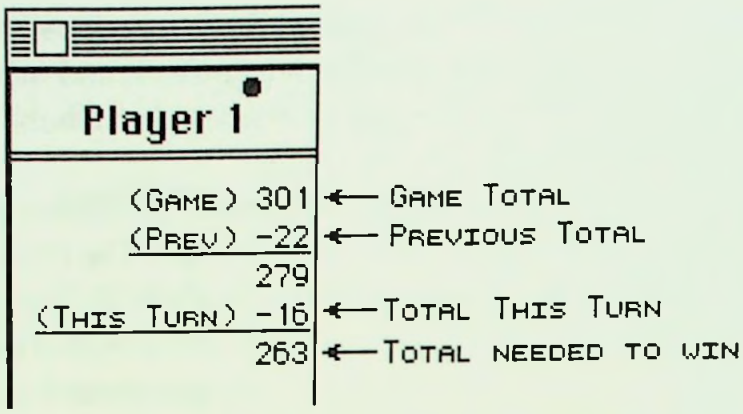


Figure 13. Scoring 301:
Your score for each turn is deducted from the game total; you need exactly zero to win.

In Round the Clock, each player must throw one dart into each sector in order, from one to twenty. Darts landing in sectors other than the next one wanted are not scored. (See Figure 14.)

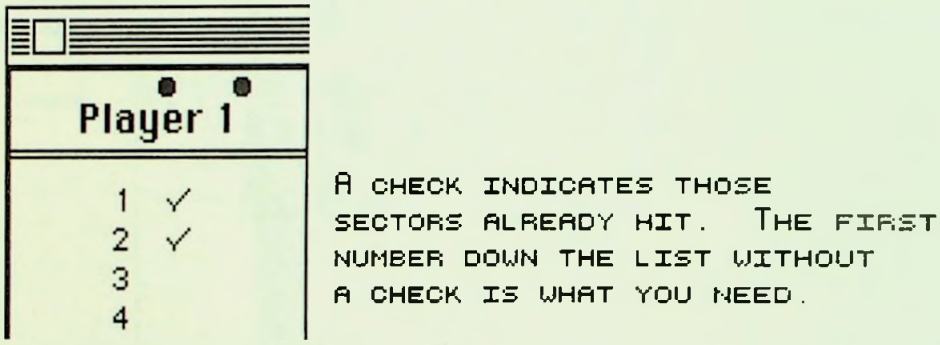


Figure 14. Scoring Round the Clock:
The object is to throw a dart into each sector in order; sectors you've already hit are checked.

Cricket is a little tougher. You must land three darts in each of the following sectors: 20, 19, 18, 17, 16, 15, and bull's-eye. Darts within a sector score a point unless they are in the outer (double) ring or inner (triple) ring. Darts in the rings score two and three points respectively. The inner bull's-eye scores two points, and the outer bull's-eye scores one point. You can choose to play this game "in order" (i.e., 20, then 19, then 18, etc.), or in any order. The number of times you've hit a sector is indicated by a single line (once), an X (twice), and an X in a circle (three times). (See Figure 15.)

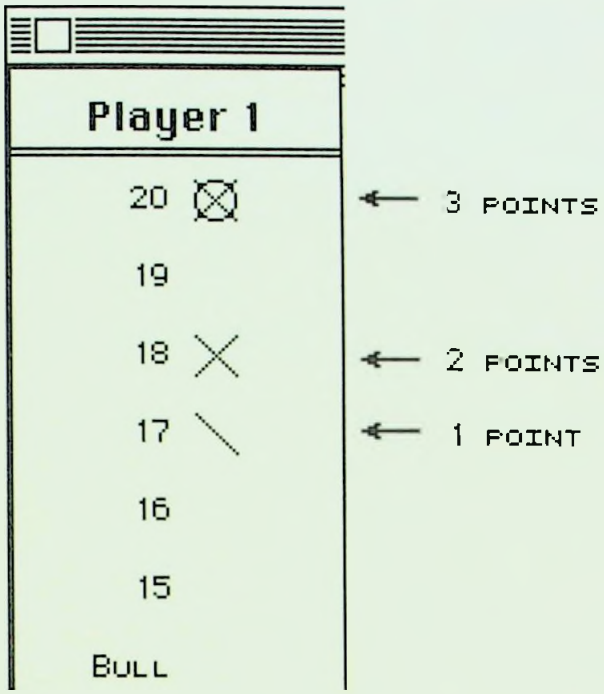


Figure 15. Scoring Cricket:
The number of times you've hit a sector is indicated by a line, an X, and an X in a circle.

Last but not least, if you choose the Double In And Double Out option in the game selector window, your first and last throws in each game must land in the outer (double) ring in order to count. If they land anywhere else, they are ignored.

To view Darts' built-in help, choose About Darts from the Apple menu.

Mastering Darts

There's not much I can tell you about mastering this one, except that practice makes perfect. At first it seems awkward, and you'll find a lot of your darts miss the board. Stick with it. With a little practice, you'll soon be landing your darts wherever you aim them.

Darts: The Fine Print

"If you happen to like/use this program, please send me an incentive to improve it and develop others. Only your reward for my time and effort will give me the incentive to keep going. It will also be greatly appreciated."

Bob Boylan

Bob Boylan, 54 Howe Road, Coram, NY 11727.

Dropper

Another challenging and highly addictive game reminiscent of Tetris, Dropper is particularly beautiful in color.

Dropper is similar to Columns, with several interesting twists. The object, once again, is to maneuver blocks that drop from the top of the window into vertical, horizontal, or diagonal lines. But instead of one continuous game, Dropper is a series of levels and stages, each more challenging than the one before. And unlike Columns, bonus points are awarded for completing horizontal, diagonal, or multiple lines. Best of all, Dropper runs in glorious color on Macs so equipped.

Playing Dropper

In Dropper, cubes that have one of seven different patterns (colors on color Macs) drop from the top of the window. Your goal is to stack or line them up vertically, horizontally, or diagonally. Horizontal and diagonal lines are worth more points than vertical stacks.

When you line up the correct number—four, five, or six, depending on the level you're at—the cubes vanish and your score increases. (See Figure 16.)

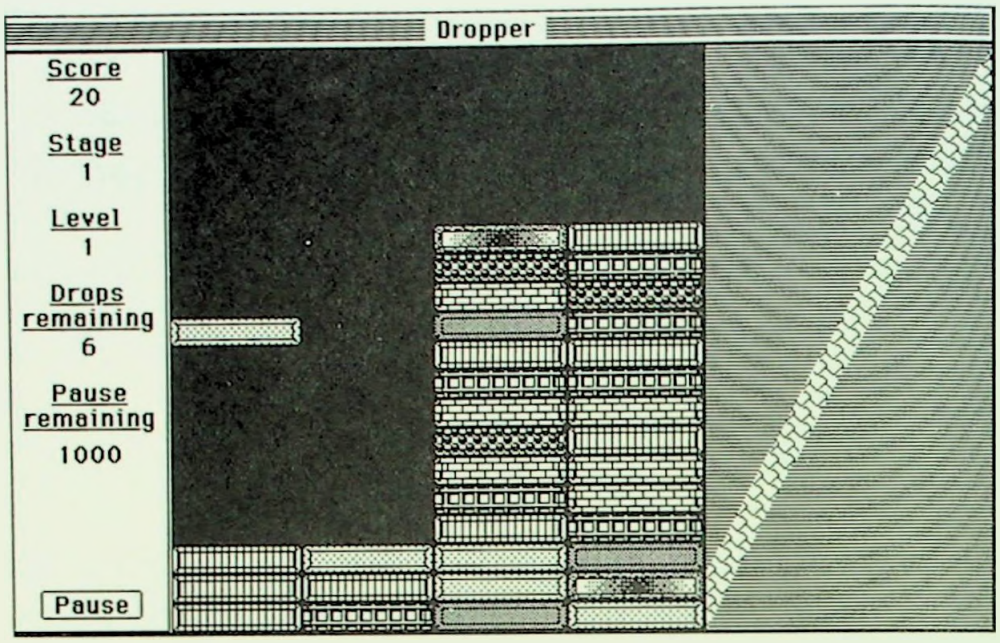


Figure 16. Dropper:
When this cube drops, a diagonal line of four (lower right to upper left) will be formed, those four cubes will disappear, and all other cubes will drop down to fill the empty spaces.

To begin playing Dropper, double-click its icon. The dropping cubes are controlled from the keyboard. (See Figure 17.) The default keys are set to J for left movement, L for right movement, and spacebar to drop the cube. You can change them by choosing Set Keys from the Game menu, if you like. To do so, type in the keys you want to use, and click the OK button. To revert to the default keys, click the Standard button.

To start a game, choose Start Game (Command-G) from the Game menu. When the game starts, maneuver the cubes into position using the keyboard controls. The first three levels consist of a playing field four cubes wide, and the object is to remove four cube sequences. Each removal is called a "drop," and you must achieve eight of them to complete the first level. The number of drops you need to complete a level can always be seen on the left side of the screen.

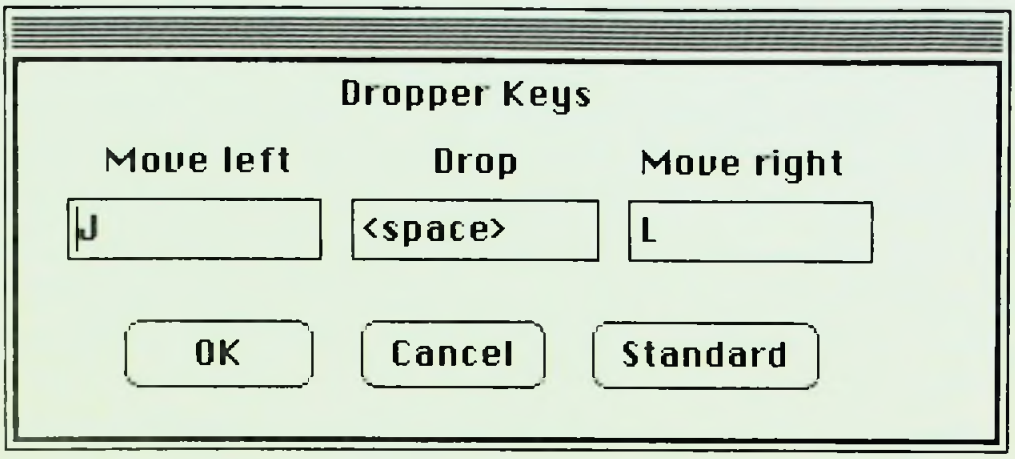


Figure 17. Keyboard Controls:
These are the default keyboard controls; you can change them using the Set Keys command in the Game menu.

The game is a series of levels and stages. The sequence is as follows:

Level	Stage	Cubes Wide	Drops
1	1	4	8
2	2	4	11
3	3	4	14
4	1	5	17
5	2	5	20
6	3	5	23
7	1	6	26
8	2	6	29
9	3	6	32

The number of drops required increases at higher levels, and higher numbered levels and stages play faster.

Points are scored whenever you create a sequence (a drop). Whenever a sequence is created, those cubes are removed from the board and all cubes above them drop to occupy the vacated spaces. New sequences may be formed by the chain reaction that occurs as a result of boxes dropping to fill in squares vacated by other boxes; you receive a bonus when this occurs. Bonuses are also awarded at the end of each level for horizontal and diagonal lines. Vertical

sequences score points, but no bonus. At levels ten and beyond, there will be some cubes in place when you start the level. In general, the higher the stage and level, the more points everything is worth.

The pause button allows you some thinking time. You can press the movement keys while you're clicking on the pause button to guide the current cube. You won't see it move until you release the pause button, though. There is no penalty for using it, but there is only so much pause time allowed. The pause time remaining can be seen on the left side of the screen.

Finally, there is a Preview option available in the Game menu that lets you see the next cube before it appears at the top of the screen. (See Figure 18.) Be warned: Preview carries a substantial penalty; if you use it, your score for that stage will be halved. If you turn it off before starting the next stage, you'll receive the full score for that stage.

To view Dropper's built-in help, choose Help from the Apple menu.

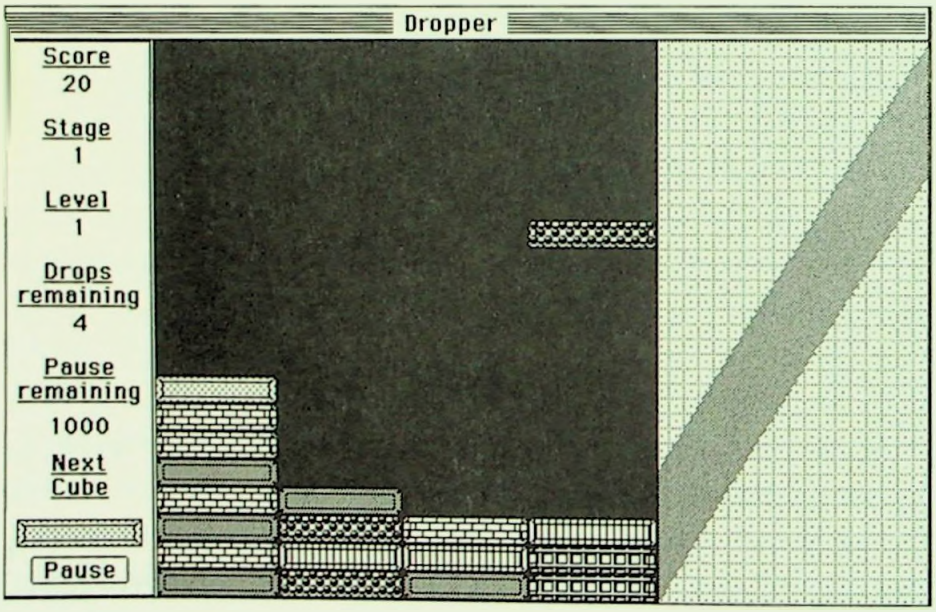


Figure 18. Preview:
The Preview option shows you what the next cube will be, but causes your score for that stage to be halved.

Mastering Dropper

Although horizontal and diagonal sequences score bonuses, they're harder to achieve. And while the bonuses increase as you reach higher levels, they also become harder to achieve. You'll probably be able to play longer and reach higher levels if you concentrate on completing vertical stacks, but your score won't be as high.

Always try to stack a pattern on a like pattern. If you have too many nonmatching cubes stacked on one another, that column becomes almost impossible to clear out. One strategy that seems to work is to use one stack as a catchall, and concentrate on making vertical sequences in the other three stacks. That way you can usually avoid having to put a nonmatching cube on top of three, four, or five of a kind. Use the catchall stack to ditch nonmatching cubes.

There is one pattern (it appears as a solid black cube if you'r playing on a color machine) that rarely comes up. (See Figure 19.) Avoid trying to make a sequence that uses this pattern; on most levels you won't see enough of them to complete a sequence. There's nothing special about this kind of cube. You don't get a bonus for creating a sequence with them. So, always place them where they'll cause the least disruption to your game.

Figure 19. Rare Pattern:
Avoid trying to make sequences with cubes that look like this (or solid black cubes on color machines).

Dropper: The Fine Print

"Take a break for ten minutes, play again. Nothing epic, nothing complicated. Just relax and watch the colors."

C. K. Haun

Dropper is shareware. If you enjoy playing it, please send $5 in cash (no checks, please) to C. K. Haun, RavenWare Software/Mac Division, 22045 McClellan Road, Cupertino, CA 95014.

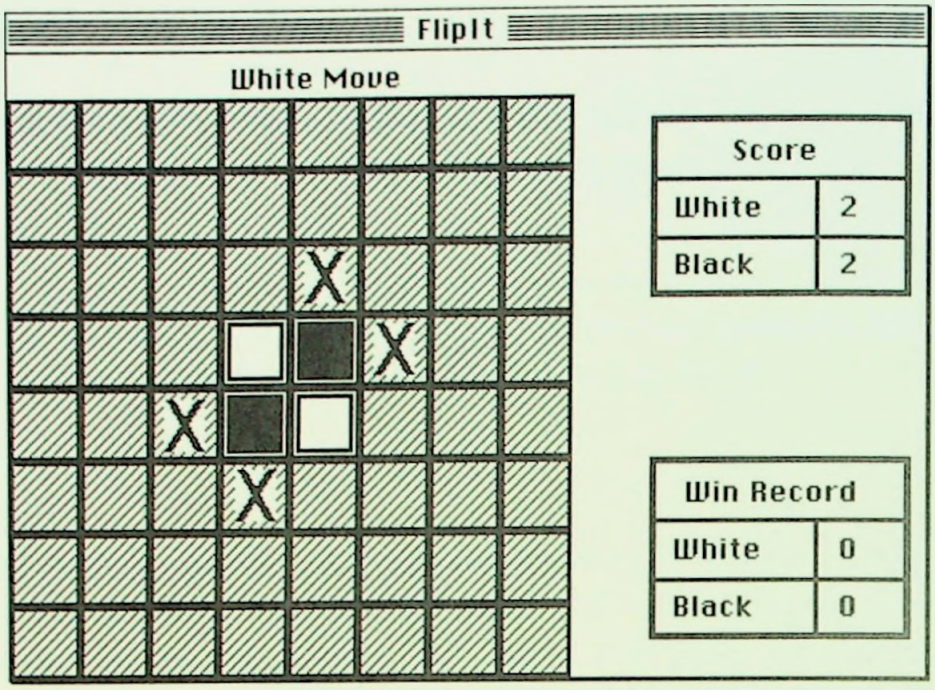
FlipIt

Deceptively simple, with only one rule to learn, FlipIt demands intense concentration and the ability to think ahead.

FlipIt is a simple board-style game that pits you against either the computer or another human player. The board consists of sixty-four squares; the object is to place your stones so that you own more squares than your opponent when the board is completely covered with stones. Though easy to learn, FlipIt is stimulating every time you play. And if you're anything like me, you'll play again and again.

Playing FlipIt

The object of FlipIt is to have more stones than your opponent when the board is completely filled. Play alternates between you and the computer, or you and another human opponent. Each player places one stone per turn. A stone can only be placed on a square where your opponent's stones are lined up in the middle, so that your stones will be on both ends. The opponent's stones are then "flipped" to your color. Lines can be vertical, horizontal, or diagonal. (See Figure 20.)



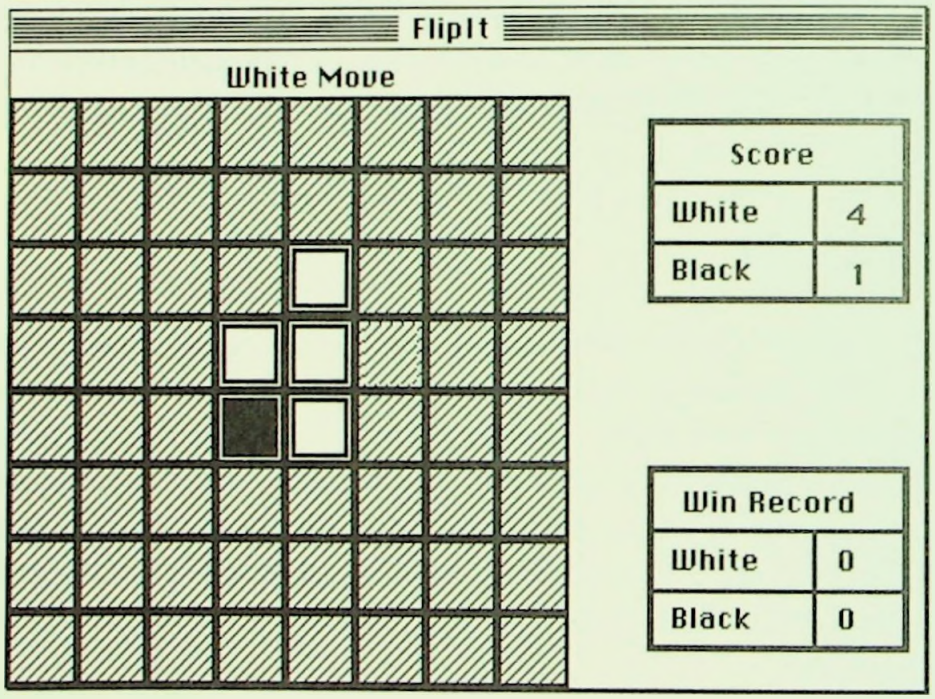


Figure 20. FlipIt:
(Top) The board as it appears when you start a new game. I've indicated all your possible moves (you're white) with an X. (Bottom) The result of making one of the moves—the black stone you've surrounded is "flipped."

To begin playing FlipIt, double-click its icon. When the game opens, a new game will start automatically, with you playing white and the computer playing black. You take turns placing stones by clicking on a valid square. FlipIt knows which moves are valid; if you try to place a stone on an ineligible square, your Mac will beep at you.

Play continues until the board is filled. Whoever has the most stones at that time wins. That's all there is to it!

There are several options available in the Options menu (see Figure 21).

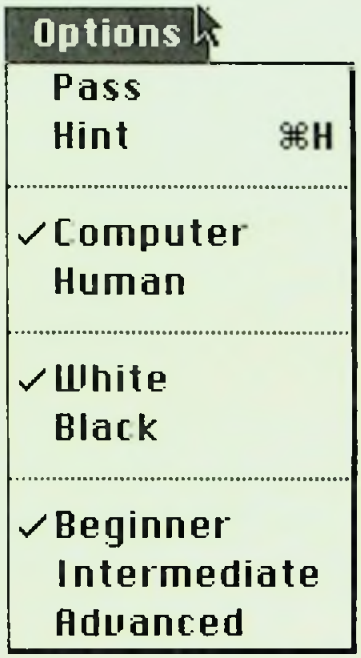


Figure 21. FlipIt Options:
You can alter the way FlipIt plays using choices in the Options menu.

- As the game progresses, it's possible that you'll have a turn where no valid moves are available to you. When this occurs, you must choose Pass from the Options menu. You'll lose a turn, and then play will continue.
- You can receive a hint at any time by choosing Hint (Command-H). There's no penalty for doing so, and it's particularly useful when you're first learning the game.

- You can choose to play against the computer or another human. The default is computer; you'll play against your Mac unless you choose Human from the Options menu.
- You can choose to play white or black stones. The default is White; you'll be the white player unless you choose Black from the Options menu.
- There are three levels of play: beginner, intermediate, and advanced. The default is Beginner; choose Intermediate or Advanced when you start winning consistently at the beginner level.

FlipIt is easier to play than it is to describe. Play once or twice and you'll see. Although it's a simple game, it's not easy to win. You need a keen, analytical mind to win regularly, especially at the advanced level.

Mastering FlipIt

The most important hint, if you want to master FlipIt, is to get the corner spaces. Once you've got a corner, it's impossible for your opponent to flip that stone (and any stones you place adjacent to it on the edges of the board). In order to get those corner spaces for yourself, you must make sure your opponent doesn't get them.

The squares adjacent to the corners are also important, especially when you own the corner. Once you control these squares—as long as they're adjacent to a corner you own—your opponent can't flip them.

The squares along the edges of the board are good, but unless all the stones between there and a corner are yours, it's possible for your opponent to flip them.

Strategy is everything in FlipIt. Always consider your moves carefully. FlipIt has no Undo feature, so if you click a square, even briefly, you're committed to that move. Another reason to consider your moves carefully is that the best move is not always the one that

gains you the most squares right now. If a move gains you a few squares but leaves your opponent an opportunity to flip a lot of your stones on the next move, it's not a good move. Think ahead!

Don't get frustrated if you seem to be losing mid-game. Tides turn quickly in FlipIt. You could easily surge ahead with one or two moves. But don't forget that it works both ways. Even when you appear to be winning, one or two good moves by your opponent can leave you in the dust.

FlipIt: The Fine Print

"This program is dedicated to my brother Greg. It was his idea to develop a game that was both fun and challenging, but would not take a long time to play. (I believe he wanted something he could play at work, but don't tell his boss!)

I hope everyone else will enjoy FlipIt as much as we have and would appreciate any comments you have."

Kevin Clark

FlipIt is shareware. If you like it, please send $5 to Kevin Clark, P.O. Box 5114, Woodridge, IL 60517. If you would like a copy of the source code written in Think C, send $20.

Flipper

A fast-moving game of timing, thought, and quick reflexes.

Flipper is a fast-moving game where reflexes and timing mean everything. Written by the creator of Dropper, C. K. Haun, Flipper runs in beautiful color on Macs so equipped, but is equally challenging in black-and-white. Flipper is laughably simple at its earlier levels, but watch out—it gets progressively harder until it's almost impossible to continue play.

Playing Flipper

In Flipper, the object is to make all the rectangles the same pattern (or color, on Macs so equipped). You change the color of a rectangle by clicking on it. When all the rectangles are the same (see Figure 22), you move on to a new (and harder) level.

To begin playing Flipper, double-click its icon. Choose Start Game (Command-G) from the Game menu. There are no controls used other than the mouse. Just click to change the pattern (or color) of a rectangle. When all the rectangles are the same, the level is complete.

Sound easy? It is, at least at first. But Flipper gets tougher as you get to higher levels. First of all, Flipper will flip the rectangles to the next pattern in the progression at random times. Second, it gets harder as you complete more levels since there are more spaces on the grid and more colors or patterns in the progressions—as many

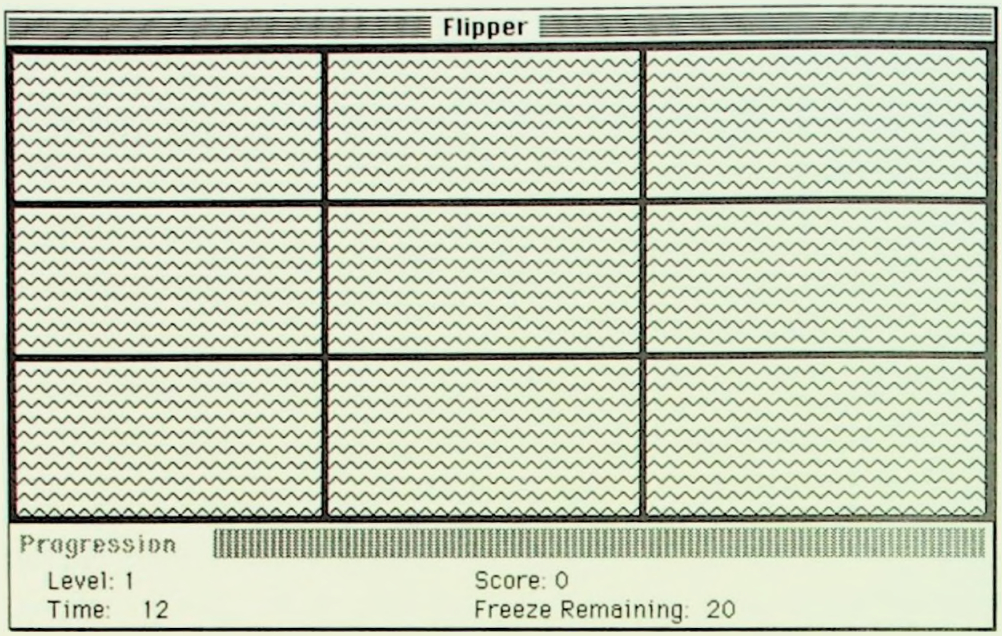


Figure 22. Level Complete:
To complete a level, all the rectangles must be the same pattern (or color, on color-equipped Macs).

as thirty at the higher levels! Third, the time Flipper waits before changing patterns or colors gets shorter as the levels increase. And fourth, Flipper only allows you 300 seconds—that's five minutes—to complete each level.

Sounds unfair, doesn't it? Don't despair; Flipper provides you with some weapons of your own. The first is the "freeze." You can freeze the current pattern or color of a rectangle by holding down the Option key as you click it. The border of that rectangle will flash to show you it's frozen. (See Figure 23.) When a rectangle is frozen, Flipper can't change its color or pattern; but neither can you, so be sure it's the pattern you desire before you freeze it.

You unfreeze a rectangle the same way, by clicking it while holding down the Option key. Try not to waste valuable freezes, though—you have a limited number available! The number of freezes remaining is always shown at the bottom of the Flipper window. You gain four freezes for each level you complete, but there is a penalty of twenty points for each freeze you use.

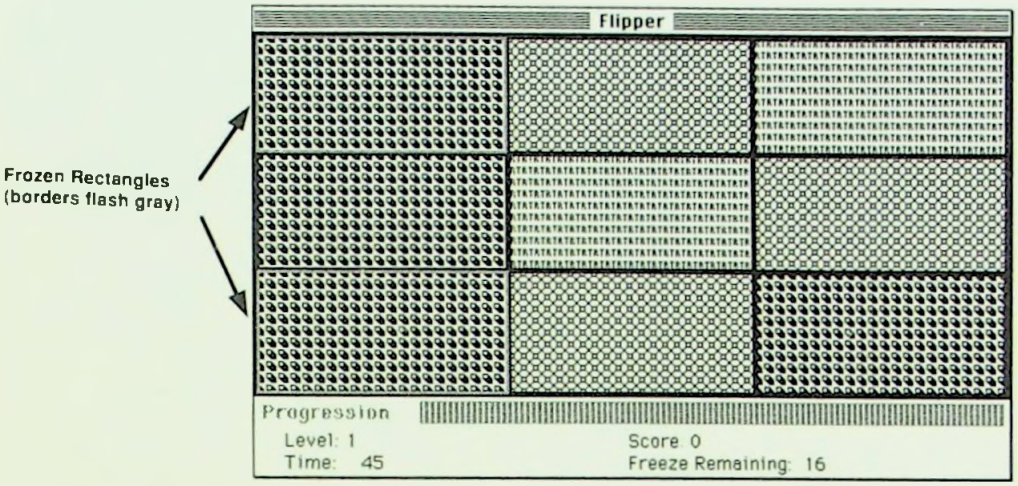


Figure 23. Frozen Rectangles:
Frozen rectangles flash to indicate they're frozen.

You also have the option of using the Progression box, which will appear at the bottom of the window when you choose See Progression from the Game menu. (See Figure 24.) While the See Progression option can be helpful, you'll be penalized half of your score for each level you use it on. This happens if you use See Progression at any time during the level, so if you don't want to be penalized for a level, make sure this option is turned off before the level starts.

Points are scored based on the time it took you to complete the level. This is multiplied by the level number. Penalties are deducted from your score.

To view Flipper's built-in help, choose Help from the Apple menu.

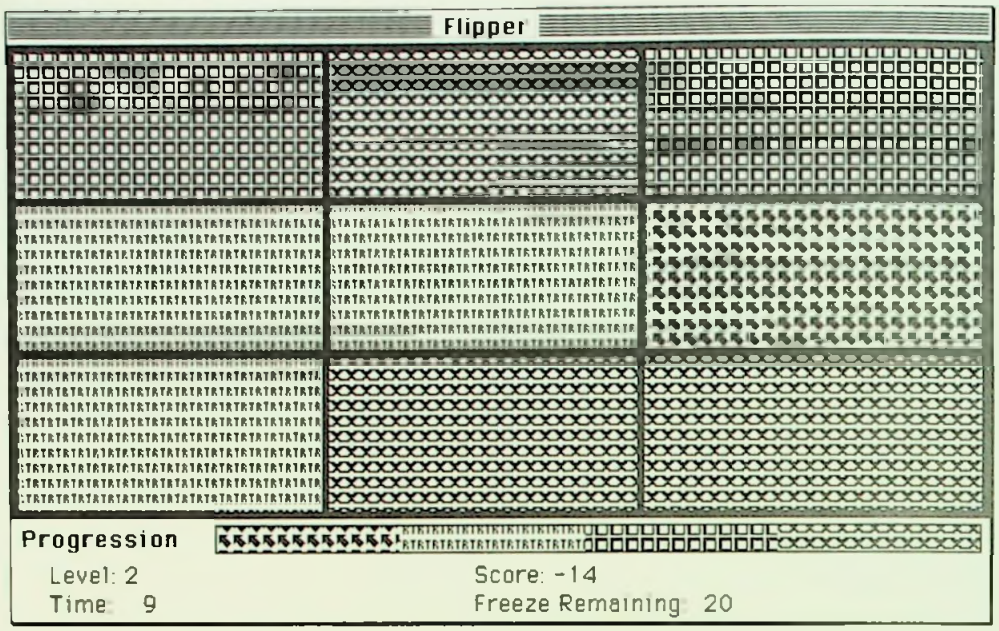


Figure 24. See Progression:
Choosing See Progression from the Game menu displays the order of patterns or colors for the current level.

Mastering Flipper

First and foremost, make sure your fingers, especially the one you click the button on the mouse with, are in good shape. No game in this collection is harder on your fingers.

Try to memorize the progression without using the See Progression option. Because Flipper always flips rectangles to the next pattern or color, this can be extremely useful. One excellent strategy is to change rectangles to the pattern or color that comes *before* the one you desire. Then, when Flipper starts flipping rectangles, it's flipping them to your chosen pattern. And you can quickly change these rectangles to your chosen pattern with a single click.

In early levels, when all but one rectangle match, click like crazy on the odd rectangle. You can't go too far if you're clicking on the last remaining odd rectangle, so when you get to the matching pattern, you'll move on to the next level. It's much harder to use this trick at the higher levels.

Finally, use your freezes sparingly, especially in the earlier levels. I try to go as long as possible without using any. There are two reasons for this. First, you're penalized twenty points for each one you use. Second, and more important, you'll really need them more when you get to the higher levels, where the action is more intense.

Flipper: The Fine Print

"Take a break for ten minutes; play again. Nothing epic, nothing complicated. Just relax and watch the colors."

C. K. Haun

Flipper is shareware. If you enjoy playing it, please send $5 in cash (no checks, please) to C.K. Haun, RavenWare Software/Mac Division, 22045 McClellan Road, Cupertino, CA 95014.

Glider

Glider gets under your skin like salty snacks—bet you can't play just one.

Glider is a classic "easy to play, difficult to master" arcade game. The object is to fly your paper glider across fifteen fiendishly designed rooms, negotiating an assortment of obstacles. Once you get the hang of it, you'll play over and over again.

Playing Glider

The object of Glider is to fly a paper airplane you control through a series of rooms, navigating your way past air ducts, tables, vents, candles, wall outlets, and more. Some are good; some cause your immediate demise. The game ends when you've crashed all of your gliders. (See Figure 25.)

To begin playing Glider, double-click its icon. You move your glider left and right using the comma (left) and period (right) keys. If you would prefer to use different keys, choose Controls from the Options menu and type in your choice of keys. (See Figure 26.)

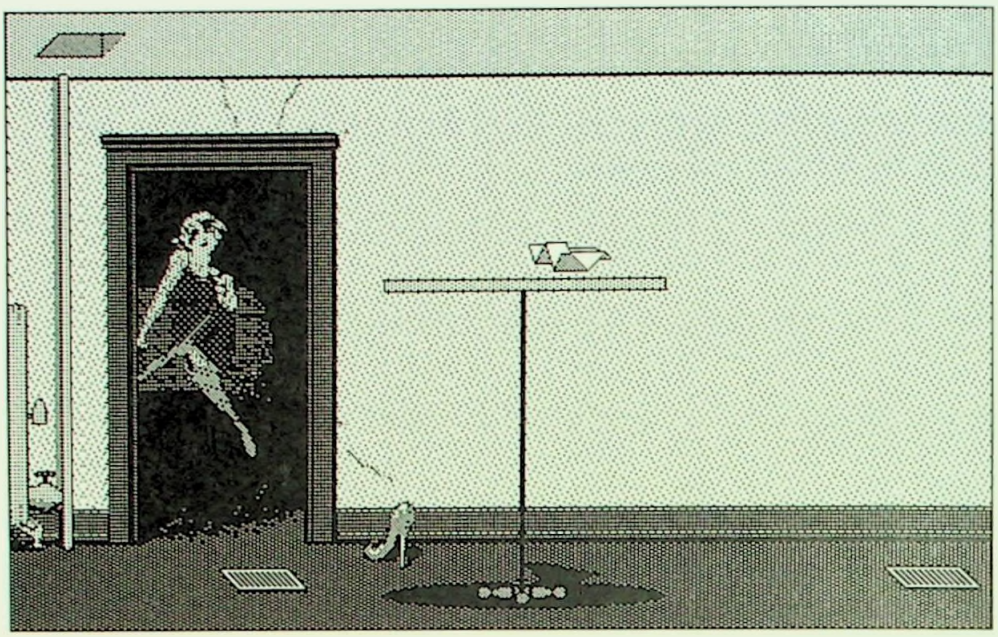


Figure 25. Glider in Trouble:
Gravity will cause this glider to crash into the table.

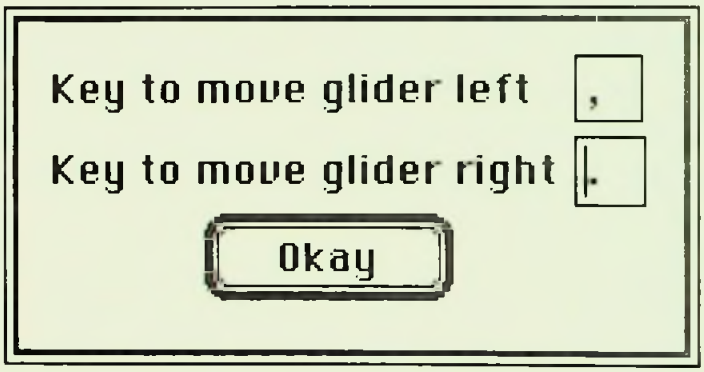


Figure 26. Keyboard Controls:
You can change the default keys (shown) by choosing Controls from the Options menu.

Other choices in the Options menu include your choice of a glider or a dart, the dart being the more streamlined and aerodynamic paper aircraft. You can select the number of gliders you start the game with by choosing Number of Gliders. Fast or Slow control the speed of the game, and you can turn the sound on and off by choosing Sound On.

Before you start your first game, choose Number of Gliders from the Options menu and type in 6. The default is 4, but your game will last longer with 6.

Now you're ready to glide. Choose Begin Game (Command-B) from the Game menu. Use the comma and period keys to maneuver the glider left and right. You begin each room at the left side; your mission is to fly across it, and emerge on the right side. There are several rules of physics associated with flying your glider:

- Rule of Physics #1: Paper airplanes have no engines and consequently have a fondness for the carpet.
- Rule of Physics #2: Floor vents (when blowing) easily lift paper airplanes.
- Rule of Physics #3: Lit candles burn paper.
- Rule of Physics #4: Paper doesn't conduct electricity well.
- Rule of the author #1: Electrical outlets burn your glider.

The object is to avoid objects like tables, shelves, and candles, while using the updrafts from vents to get your glider through each room. You can get extra gliders and points by flying your glider next to certain objects; other objects are bad, and will cause you to crash if you come in contact with them. (See Figure 27.) Candles give you a slight uplift, but make sure you don't fly too close above them.

Maneuver your glider over vents to gain height using the left and right keys. Your goal is to make it safely to the right side of the room. When you succeed in crossing a room safely, you enter the next room at the same height you exited the previous room. (See Figure 28.)

To view Glider's built-in help, choose About Glider from the Apple menu and then click the Help button.

Mastering Glider

I asked Glider's author, John Calhoun, for a tip I could share with you. He said, "Tips for playing Glider? Wiggle. Wiggle to rise, wiggle to fall."

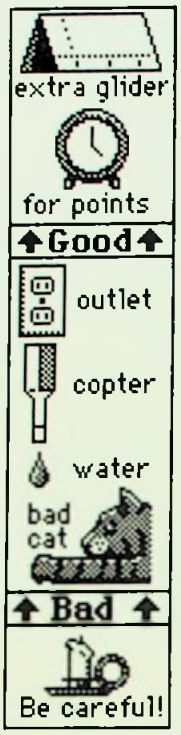
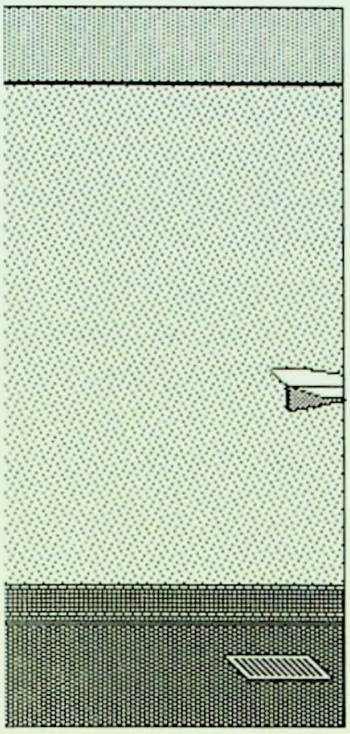


Figure 27. The Good, the Bad, and the Be Careful:
Some things are good, others bad; candles can be both, depending on how close you fly to them.

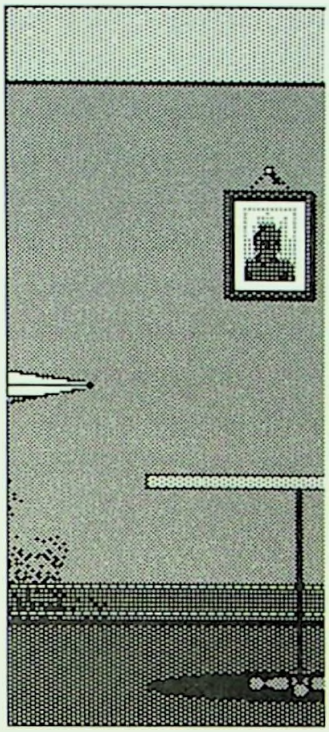
That's a good tip—the wiggle is a skill you'll have to master to become an expert at Glider. To wiggle, tap the left and right keys in rapid succession. If you're doing it right, your glider will rise fluidly when it's over a vent.

Another thing: When you crash a glider in a room, your next glider starts in the top left corner of the same room. Because you start out so high, you can get safely through many of the rooms by simply putting the pedal to the metal—mash down on the period (right) key as soon as possible and don't let go. It doesn't work in rooms 3, 13, and 15, but it seems to work in most of the others.

There is a thermometer in the middle of room 12. If you touch it, as shown in Figure 29, the vents in this room and the next one will be activated. If you don't touch it, the vents won't work. You can get through these two rooms without touching the thermometer, but it's much harder.



Leaving Room 1



Entering Room 2

Figure 28. Leaving and Entering Rooms:
Your glider enters the next room at the height that you exited the previous room.

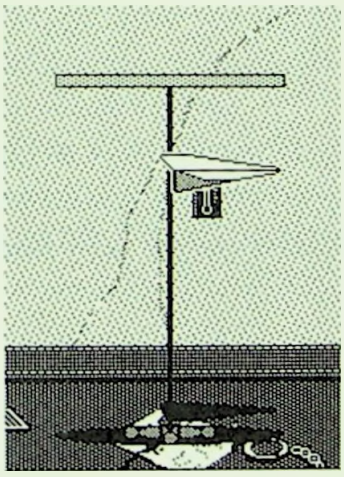


Figure 29. Touch This Thermometer:
If you touch the thermometer in room 12 as shown, you turn on the vents in this and the next room; if you don't touch it, the vents don't blow air.

After playing for a while, you should be able to reach the final room. When you do, you're sure to have some trouble with the cat. I've made it past the ferocious feline once or twice, but I'm not sure how I did it. I asked author Calhoun about this one, and he replied, "Seems the way out of the room is the open window. Seems rather that the cat has other plans. Seems no matter how you approach it, the cat swats you right out of the sky. A really quick chap might be able to pull back out of the way just in time. But then, of course, that doesn't get you out the window. Unless, perhaps, the cat is a little delayed on that next swat."

I'm not sure what he means, but if you do make it to the final room, keep it in mind.

Glider: The Fine Print

"I've lived on the plains of Kansas all my life, go to the University of Kansas, and will be certified to teach high school English and physics, probably by the time you read this. I love thinking of computer games to write, hate writing them, and then wind up hating them when I've finished writing them. But I keep doing it! Instead, I prefer to paint (the figure), play the guitar (well, make noise), write poetry, and take apart everything I own (I'm afraid it's compulsive—my VCR still works the way it is, but you wouldn't recognize it as a VCR)."

John Calhoun

Glider is shareware. John would be really grateful for $8, but if that seems too steep, send what you think is appropriate to John Calhoun, P.O. Box 442258, Lawrence, KS 66044.

Gobbler

A friendly snake named Hedda wanders about gobbling mushrooms. It's simple enough for kids, and challenging enough for grown-ups.

Gobbler is a snake-eats-mushroom game starring a friendly snake named Hedda, a variety of stones, and occasionally, some bonus chests. Hedda is lost and very hungry. Your job is to make sure she eats plenty of mushrooms and to guide her home. If she runs into a wall, a stone, or into herself, she'll lose a life, so be very careful.

Playing Gobbler

Gobbler is a classic snake-eats-objects game, similar to the arcade game, Centipede. You control Hedda Gobbler, a hungry snake who's lost her way home. You'll have to eat the mushrooms, pick up bonus chests quickly before they disappear, and pass through the exits of fifteen rooms to win the game.

To begin playing Gobbler, double-click its icon. The default keys for controlling Hedda are the K (left) and L (right) keys. If you would prefer using the Z and X keys for left and right respectively, choose them from the Options menu. These keys move Hedda left and right based upon the direction she's headed, which means they do not always cause her to turn left or right on the screen. You have to think about which way she's headed to know which way she'll turn when you press a particular key.

Next, choose a speed from the Speed menu. It's easier to learn the game at the Slow speed, but you'll score more points in the Normal or Hyper modes.

Now you're ready to play. Choose New Game (Command-N) from the File menu. A game will start. You'll start out with four lives, and receive another life for every 2,000 points you score. Guide Hedda to mushrooms and bonus chests using the left and right keys.

There are fifteen levels. On each level, Hedda must eat a certain number of mushrooms before an exit will appear. That number, along with the current level number, number of lives remaining, and your score, are displayed across the top of the screen for your convenience. (See Figure 30.)

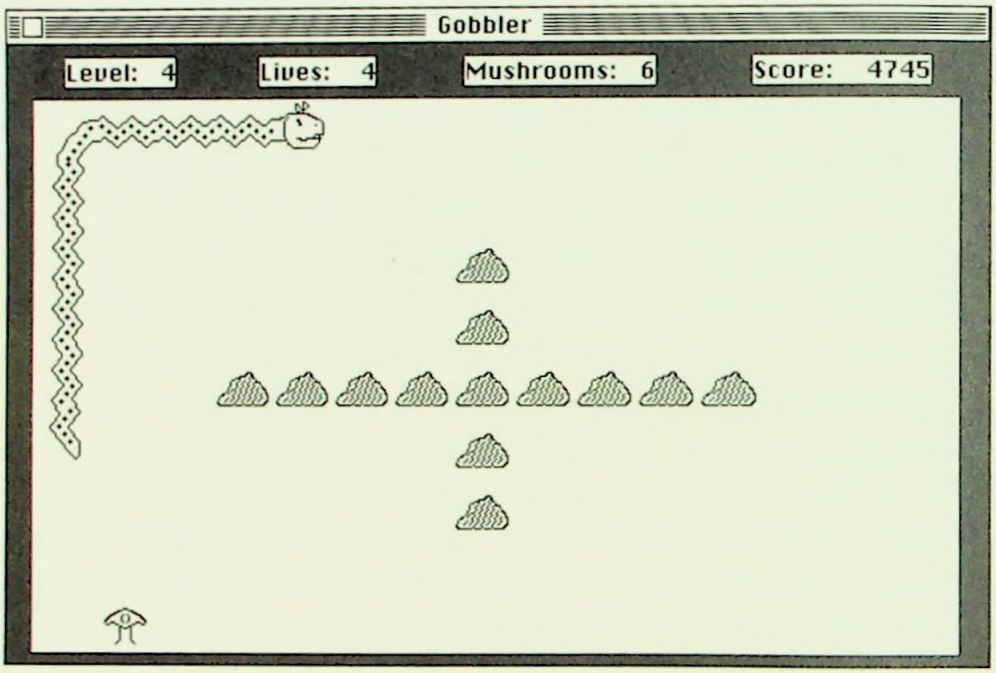


Figure 30. Gobbler:
You control the snake; your status is displayed across the top of the screen.

You get a bonus for each level you complete, based on the length of Hedda when you exit the level and the speed you've selected from the Speed menu. Hedda shrinks when she loses a life. Try to catch the bonus chests that appear from time to time. They're worth between 100 and 500 extra points, but you have to be quick; they disappear after a few moments.

When Hedda has eaten all the mushrooms on a level, the exit will appear. You can go into the exit from any direction not blocked by a wall or a stone. (See Figure 31.) Each level is a little faster and has more stones.

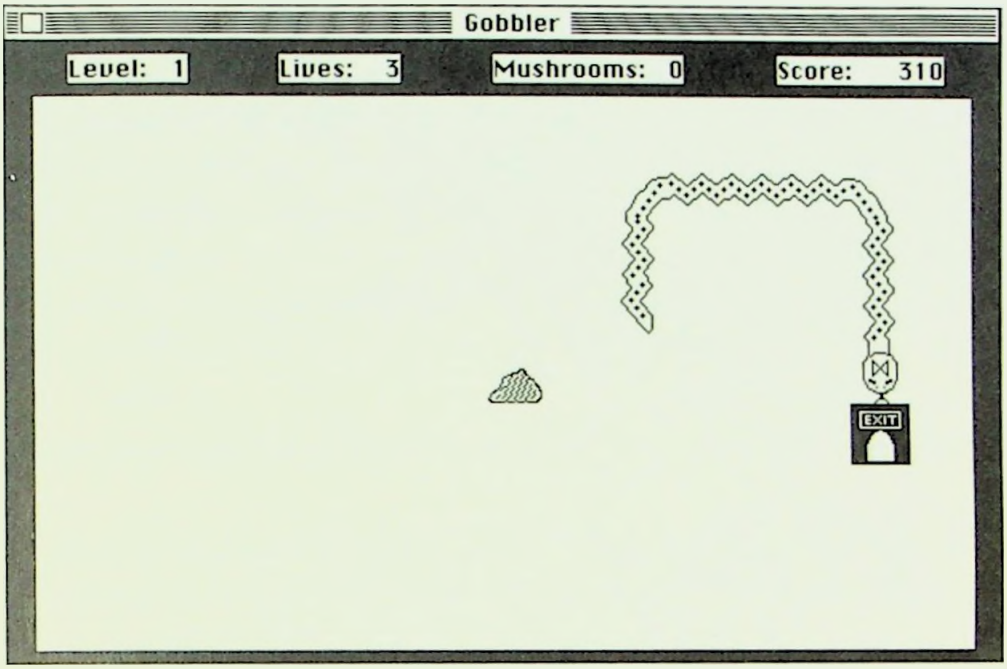


Figure 31. Exiting a Level:
Hedda can go into an exit from any direction not blocked by a wall or a stone.

There are three ways to pause in the middle of a game: press the spacebar, choose Pause from the File menu, or type Command-P.

To view Gobbler's built-in help, choose Help from the File menu or type Command-H.

Mastering Gobbler

Perhaps the hardest part of mastering Gobbler is perfecting your turning technique. The left (K) and right (L) keys always turn to the left or right as seen through Hedda's eyes. If her head is pointing any direction but up, the result of pressing one of the keys may not be what you expect. (See Figure 32.)

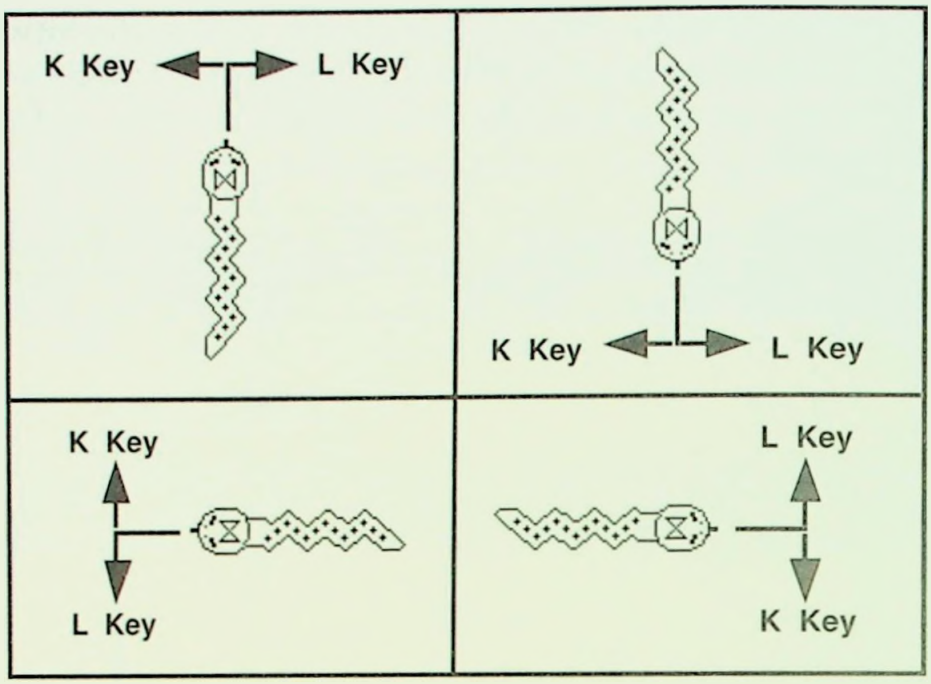


Figure 32. Hedda Turns:
Hedda turns to her left when you press the K; to her right when you press the L. The results, depending on which way her head is facing, may not be what you expect.

Practice makes perfect. You'll crash into rocks and walls a few times, but eventually, the logic behind the controls becomes second nature to you, and you don't lose lives as often. My wife claims that she turns her head in the same direction Hedda is facing to orient herself to Hedda's controls. She says it also helps if she turns her head periodically during a level, and especially at the beginning of a new level, to reorient herself. Try it. It works!

Think ahead. The longer Hedda gets, the harder she is to maneuver. There's no time limit, so take your time. Many times it's safer to take a longer route to a mushroom or bonus chest. You only have four lives (at least until you get 2,000 points—you win a bonus life every 2,000), so be careful with them. It's better to go the long way than to lose a life. And when Hedda gets long, be particularly cautious. The longer she is, the more bonus points you receive when you go through the exit. But remember: The longer she is, the more likely you are to run into yourself.

Go for bonus chests whenever possible, but do it carefully. Even a 500-point bonus chest isn't worth losing a life over.

Here's another tip from my wife, Lisa, who's become something of a Gobbler guru. (You'll see her name—she goes by Ally's Mommy—if you choose Show High Scores from the Options menu.) She says, "Don't be hasty to turn Hedda as soon as you eat a mushroom (unless you are about to die). Look for the next mushroom first, and then decide which way to go. It's real easy to get into the 'one-way-turn-only' mode. (I know several drivers who only make right turns.) By not rushing to make a turn in the same direction you have been making, you might be able to snag a mushroom along the way. But don't get cocky. Better safe than sorry (or dead). The life you save may be one of Hedda's."

Gobbler: The Fine Print

"I tried to design Gobbler so that it would remain challenging even after the player conquers all fifteen levels. I hope you'll enjoy it and find it addictive. If you register Gobbler, I'll send you a personalized and registered copy of the latest version. You'll also be advised of any possible updates, as well as information on my next project, a computerized, role-playing fantasy game filled with puzzles, swordplay, treasure, magic, and—I hope—excitement."

Les Blatt

Gobbler is shareware. If you like it and keep it, please send $10 to Les Blatt, 21 Suffolk Avenue, Maplewood, NJ 07040. For $15, you'll get a personalized copy of Gobbler, along with the source code, written in Think Pascal.

Klondike

If you like playing solitaire, you'll love playing Klondike.

If you're a solitaire fan, Klondike is a computerized version you're going to love. It's a faithful re-creation of the card game you play by yourself, with two interesting scoring options: Casino and Regular. Or you can turn the scoring off and play just for the fun of it. Either way, Klondike provides a totally convincing game of solitaire, in black-and-white or color (on Macs so equipped).

Playing Klondike

Rather than reinvent the wheel, I'm going to reprint the information you'll find in Klondike's excellent Help system. It does a better job than I could ever do of explaining how to play this delightful solitaire game. Kudos to game author Michael A. Casteel for such straightforward, understandable directions.

The Layout: When you start the game, you will see the basic layout of Klondike solitaire in the Game window: The "deck" in the upper left corner, the four "foundations" to the right of the deck, and the seven columns of the "tableau" below them.

As the game begins, Klondike deals twenty-eight cards from the deck into the tableau. The number of cards in each pile increases from one to seven from left to right. The top card of each column is faceup, the rest are facedown. (See Figure 33.)

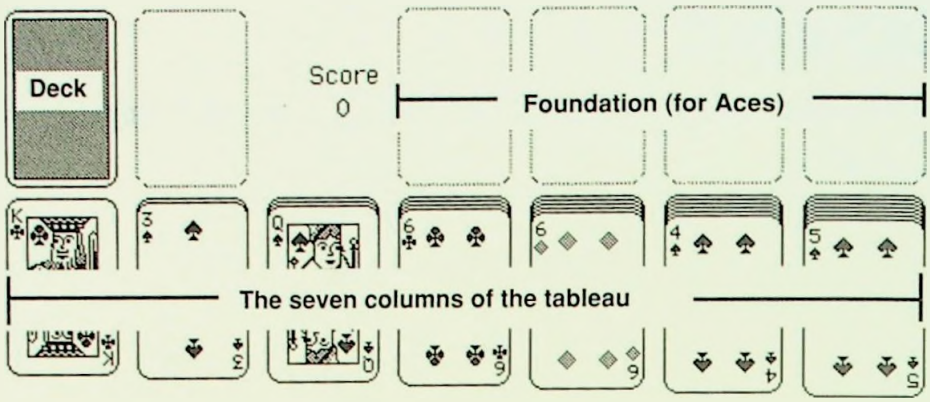


Figure 33. Starting a Game:
The game window as it appears when you start a game.

The Game: The object of the game is to build all the cards faceup on the tableau and foundations. Each foundation builds upward, in sequence, from the ace to the king. Only aces may be moved to an empty foundation, and only the next higher card of the same suit can be added to the foundation.

Build on the faceup cards in the tableau in a descending sequence of alternating colors (shades on the Macintosh screen). For example, only the nine of hearts or diamonds (red suits) may play on the ten of spades (a black suit). All the faceup cards in a column may be moved as a single unit onto another column, if suits and values permit. (You are allowed to move a single card when there are other faceup cards under it, but you will be assessed a scoring penalty. (See Scoring.) The lowest card of a sequence is always available to play to a foundation.

Whenever the faceup cards in a column are moved, the uncovered facedown card becomes available to turn up. Only a king, or a sequence headed by a king, may be moved to an empty column.

Starting the Game: Press the Play or Replay button in the Scores window, or choose New Game from the File Menu. The Game window will be brought to the front and Klondike will deal the cards. If you pressed the Play button, Klondike will first shuffle the deck; Replay allows you to retry the last shuffle in another game. (See Figure 34.)

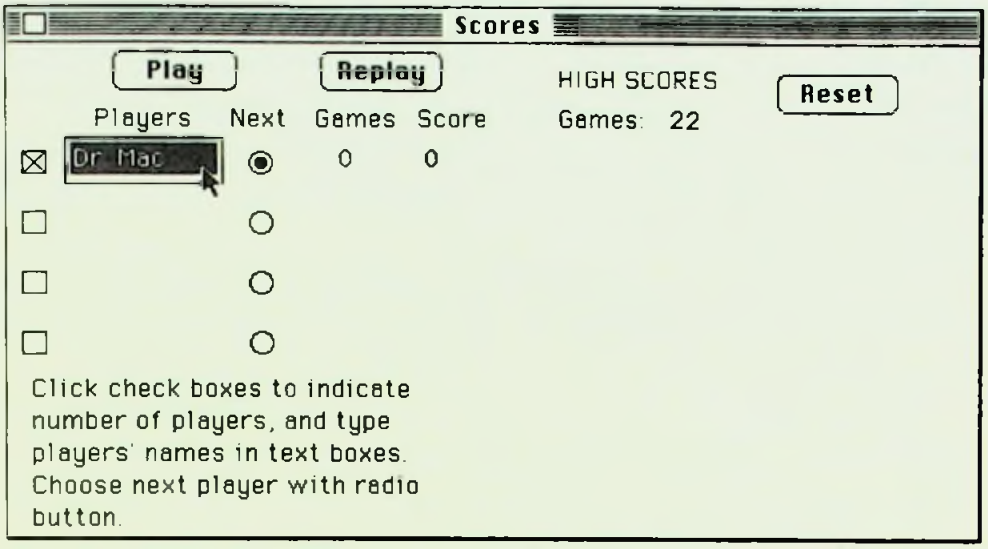


Figure 34. Your Name Here:
Type your name in the box, then click the Play button.

Playing the Game: It is easy to play Klondike. You move cards between the deck, tableau, and foundations by dragging them with the mouse. Position the mouse pointer on the card you wish to move, press and hold the mouse button, and move the pointer to the destination pile. This will "drag" an image of the card along with the mouse pointer. When the outline of the card touches a legal destination, the destination will be highlighted. Release the mouse button when the highlight appears and the card you "picked up" will move to the destination.

To move an entire faceup pile of cards, position the mouse pointer on the highest card (i.e., the one deepest in the pile) and drag the pile.

To turn up the top card in an uncovered, facedown pile, position the mouse pointer on it and click once. Clicking is also used to turn up the next card (or cards) in the deck.

To move a single card to the foundations, you may double-click on the card instead of dragging it.

If you wish to see the suits of the cards in the middle of a faceup pile, position the mouse pointer on any of those cards and press the mouse button. The pile will be expanded to fill the screen as long as you keep the button depressed.

The Options Menu: This governs the game options: Show Score, Sound On, Casino Game, Play Out, and Turn Three/Turn One. With System File 4.1 and later, the Red Suits, Card Backs and Animation menus also appear as hierarchical menus under the Options menu. Klondike remembers your selections on the Options menu from one run to the next.

When Show Score is selected, a running score appears in the Game window during the game. If the Scores window has not been closed, it will be brought to the front at the end of each game.

When Sound On is selected, Klondike will produce sound effects at the start of each game and whenever you win a game.

Selecting Casino Game lets you score Klondike according to the common wagering scheme (see Scoring) instead of Klondike's original video game style of scoring.

Selecting Play Out lets you keep playing after you turn up the last card until you have moved all cards up to the foundations. Normally, Klondike scores your win when you turn up the last card.

Turn Three and Turn One allow you to choose whether you want cards from the deck turned up three at a time (default) or one at a time.

The Help Menu: This allows you to open Help windows for explanations of Rules, Play, Scoring, or News (about this version of Klondike), and allows you to Show Aces.

After exacting a scoring penalty, Show Aces will show you where all the facedown aces are (if any) in the tableau. Play stops until you click the mouse button once more to hide the aces and resume play.

The Red Suits menu allows you to choose any of the standard Macintosh colors as the color for Hearts and Diamonds suit symbols, or to pick your own color from the Macintosh Color Wheel. For legibility, a gray pattern is used instead of black.

The Card Backs menu allows you to choose which color to use for the card back pattern.

The Animation menu allows you to choose which type of representation Klondike will use while dragging cards around the screen. Full drags a complete image of the card(s) (memory permit-

ting); Ghost drags an interesting rendition of the card(s); Outline drags a gray outline of the card(s).

Scoring for the Casino Game: Scoring is according to the common wagering scheme: You "pay" $52 to begin play, and you win $5 for each card played on the foundations.

Scoring for the Regular Game: This version is scored more like a video game, including a penalty for slow play. In the regular game, scores are accumulated as follows:

PLUS Points (Maximum available: 735 points)

- Five points: Adding a card to the tableau, either by playing one from the deck or by turning over the top card of an uncovered column. Maximum: 220 points.
- Ten points: Adding a card to the foundations, either from the deck or the tableau. Maximum: 520 points.

MINUS points:

- Minus two points: Every fifteen seconds of elapsed time, while the Game Window is active.
- Minus five points: Moving a single card from one column to another column when there are faceup cards under it.
- Minus five points: Moving the top card from a foundation to the tableau.
- Minus twenty points: Using the Show Aces function to uncover the facedown aces in the tableau.
- Minus twenty-five points: Each pass through the deck after the first three passes, when turning up three cards at a time.
- Minus one hundred points: Each pass through the deck after the first pass, when turning up one card at a time.

In addition, a winning bonus is calculated as follows:

[(end-of-game score) – (1 point per elapsed second)] x 10.

The game is won when all cards are faceup in the tableau and foundations, with none remaining in the deck.

Since the maximum end-of-game score is 735 points (assuming you took no time to win the game!), the largest conceivable bonus is 7,350 points. Total scores of over 6,000 can actually be achieved.

Mastering Klondike

Either you enjoy solitaire, or you don't. If you do, you'll like playing Klondike. It's just like playing with a deck of cards, but with Klondike, you receive a brief musical interlude as a reward when you win a game.

Here's a tip for those of you with color monitors: Choose Red from the Red Suits submenu in the Options menu. Much better now, eh?

As far as how to master it, there's not much I can say. A lot of it is the luck of the deal. My advice is to be careful not to pass up opportunities when you're playing for points—it can be costly.

Better still, turn the score off altogether. A long time ago, when I used to play solitaire at a table with a deck of cards, I could go on for hours, just for the fun of it. Playing Klondike with the score turned off is just as enjoyable.

Klondike: The Fine Print

Klondike is shareware. If you enjoy it, please send a payment of $10 to Unison Software, 675 Almanor Avenue, Sunnyvale, CA 94086.

Mac Pong

Mac Pong is electronic Ping-Pong, like the game you paid a quarter to play many years ago.

Way back in 1972, Nolan Bushnell started a company called Atari and created the first arcade computer game ever—Pong. Since then, there have been dozens of computer games based on the Ping-Pong theme, and Mac Pong is among the best. If it's too easy or too hard, a few simple controls let you fine-tune Mac Pong to be the perfect competitor for *you*. You'll want to play again and again.

Playing Mac Pong

Mac Pong is similar to Ping-Pong. The object is to hit the ball past your opponent. The player who lost the previous point serves. You score a point when your opponent misses, and vice versa. Unlike real Ping-Pong, you can score a point even when you aren't serving. The game ends at twenty-one points.

To begin playing Mac Pong, double-click its icon. A game will immediately begin. You use the mouse to control the paddle on the left. The first serve will come right down the center of the playing field toward your paddle. (See Figure 35.)

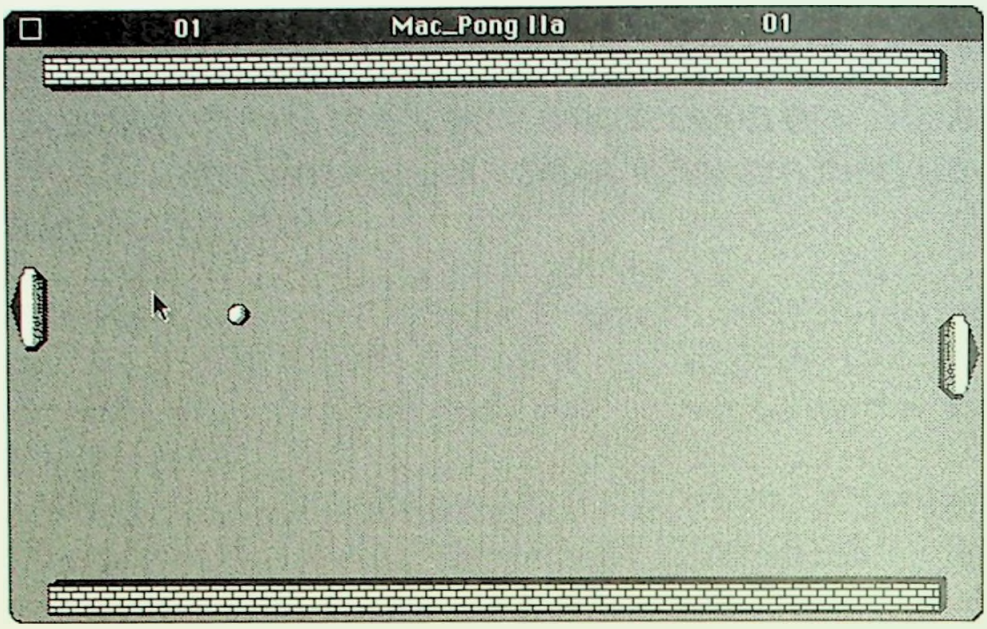


Figure 35. Right Up the Middle:
Mac Pong always serves right up the middle.

When a game begins, the settings are: Skill = Average, Sound turned on, Speed = Average, and Mode = Normal. (See Figure 36.)

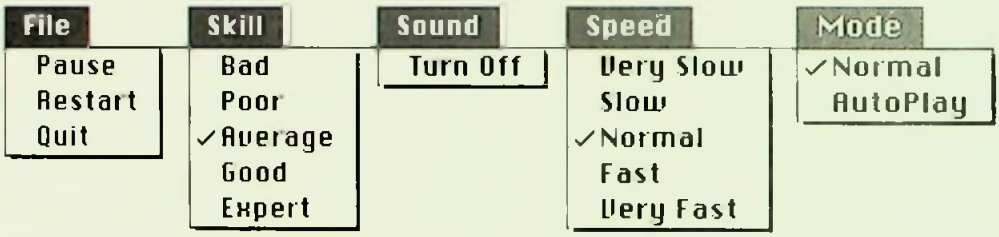


Figure 36. Default Menu Settings:
When you start the game, it will be configured as shown; you can make it easier or harder by changing the speed and skill levels.

The defaults are good settings to get started with. Play a few games. If you find it too challenging, choose Slow or Very Slow from the Speed menu and/or choose Poor or Bad from the Skill menu. If it's too easy (which is unlikely), choose Fast or Very Fast and/or Good or Expert. You can mess around with the Skill and Speed settings until you've created the perfect opponent. If you want to see how fast your settings will play, choose AutoPlay from the Mode

menu. This will start a demonstration—computer vs. computer—using the current settings you've chosen. To end AutoPlay, choose Normal from the Mode menu.

You can pause the game by choosing Pause from the File menu; you can forfeit the current game and begin a new one immediately by choosing Restart.

I find the sound annoying and generally play with it turned off.

Mastering Mac Pong

There's not much to say. Practice makes perfect. To master Mac Pong, you must play Mac Pong. Again and again. Of course, it helps to have good reflexes, but if you play this game often enough, your reflexes will get better.

If you find yourself winning consistently, alter the skill and speed settings to make it more challenging.

For inspiration, choose Expert from the Skill menu, and Very Fast from the Speed menu. Then choose AutoPlay from the Mode menu. Whoosh!

Keep your eye on the ball. Try to anticipate where the ball will be when it gets to your end of the field and move your paddle there before it arrives.

Mac Pong: The Fine Print

Mac Pong is shareware. Donations of $5 are gratefully accepted. Please send them to David L. O'Connor, 32 Pond Valley Circle, Penfield, NY 14526.

MacPente

MacPente—a brilliant interpretation of Pente, "the classic game of skill."

Take elements of checkers and tic-tac-toe, mix in a dash of the popular oriental game, Go, then add a sprinkle of chesslike strategy. What do you get? Pente, the classic game of skill. Pente is most enjoyable when played against a skilled opponent, and MacPente's human vs. computer option is quite proficient, even at the Beginner level of play. If you love a good, logical, fast-playing game of skill, MacPente should do the trick.

Playing MacPente

The object of Pente is to capture five pairs of your opponent's stones (ten stones), or to get five stones in a row either vertically, horizontally, or diagonally. You take turns placing one stone anywhere on the board. Play continues until one player has captured ten of his opponent's stones or created a line of five of his own stones.

To begin playing MacPente, double-click its icon. In the first dialog box to appear, click the Test Drive button; in the second dialog box, click the Continue button. The MacPente board will now appear, with one white (they appear gray on screen) stone in the middle. (See Figure 37.)

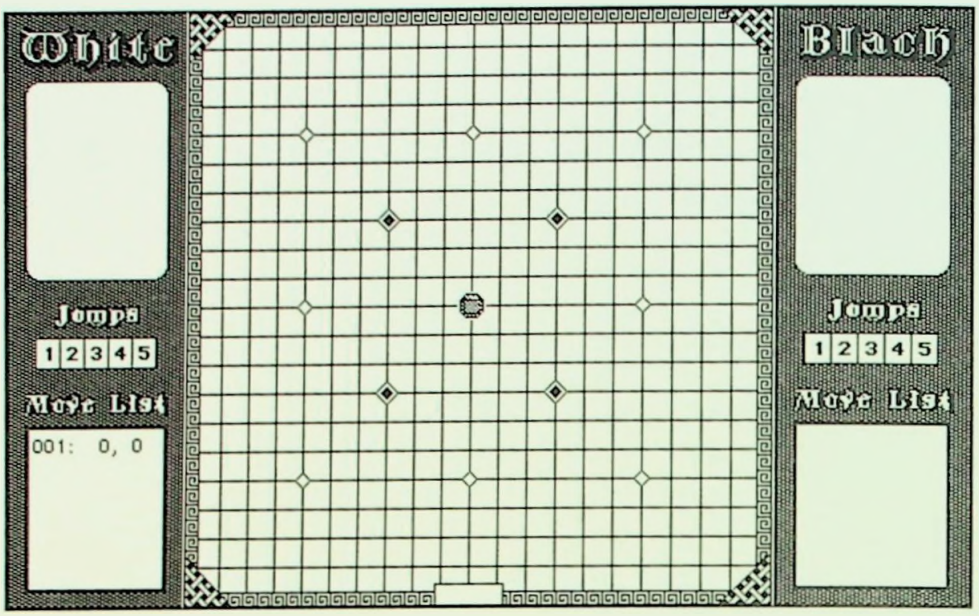


Figure 37. Starting MacPente:
The board as it appears when you start playing, with one white stone placed in the middle.

MacPente's default mode is Two Human Players, so if you want to play against the computer, choose Computer Plays White from the Players menu. If you do this, you'll be playing Black, and it will be your turn to move, by clicking the intersection where you want your stone to appear. When you've completed your move, the computer will move. Then you move. And so on.

If you choose Computer Plays Black, the white stone in the center will be considered your first move, and it will be the computer's turn to move. When it completes a move, it will be your turn to move again. Then the computer moves. And so on.

To play against another human, choose Two Human Players.

Captures: Stones can only be captured in pairs. To capture a pair of stones, you must bracket them with your own stones, in a straight line. Captured stones are removed from play. (See Figure 38.)

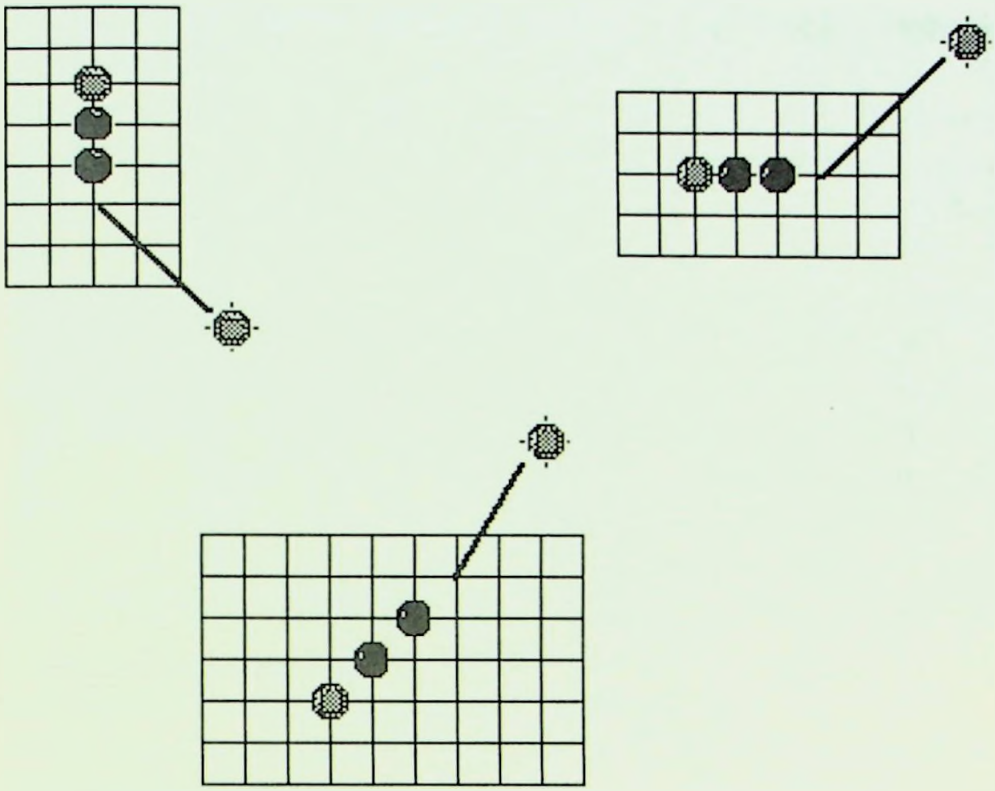


Figure 38. Captures:
Placing the white stone as shown and bracketing the two black stones (clockwise) vertically, horizontally, or diagonally, will capture the pair of black stones.

Five-in-a-row: Five-in-a-row must be in a straight consecutive line, and can run horizontally, vertically, or diagonally.

Play continues until ten of one player's stones have been captured, or completes five-in-a-row.

You can choose how fast and well the computer plays using the Level menu, though I strongly suggest leaving it set to Beginner for a while.

To begin a new game at any time, choose New Game from the File menu.

To see MacPente's built-in help, choose About MacPente from the Apple menu, then click the Help button.

By the way, the Options menu is inactive unless you pay your shareware fee and receive the key. If you do, you'll gain access to features like Undo (take back the last move), Hint, and several others.

Mastering MacPente

Pente is a simple game, yet strategies can be incredibly complex. I've seen entire books about winning at Pente; I think I even read one once. My wife and I have passed many a pleasant hour playing Pente—we once had a magnetic Pente board (which I haven't seen in years) for planes and beaches.

The best advice is to be aggressive. When you're on the offensive, you're controlling the game; when you're doing nothing more than blocking your opponent's three-in-a-rows, you're courting disaster. Play offensively—seize control early and don't let go.

Getting five in a row is the easiest way to win. You'll win more often if you make this your objective than if you try to win by capturing ten stones. Capture stones when it's to your advantage, but work aggressively to make five-in-a-row.

Three-in-a-row is extremely dangerous. If left untreated, you can win (or lose) a game in two moves. So try to create lots of three-in-a-rows while trying to prevent your opponent from creating them. Watch closely; if a move can create two three-in-a-rows that are unobstructed by your opponent's stones, you'll win in two more moves.

One thing I remember from that Pente strategy book was to try to build a structure called the "dreaded X": two intersecting three-in-a-rows. (See Figure 39.) In the figure, you'll see that I created a dreaded X, then went on to build one of its "facets" into a five-in-a-row.

If you can build a dreaded X, you will usually win the game shortly. There are so many ways to build three- and four-in-a-rows that it's almost impossible to lose.

The dreaded X is made up of three-in-a-rows, which are pretty potent structures themselves. Don't underestimate them. If you can't make a dreaded X, try making a three-in-a-row. Conversely, don't let your opponent make three-in-a-rows. If a three-in-a-row isn't blocked, it turns into a four-in-a-row; a four-in-a-row that isn't blocked wins the game.

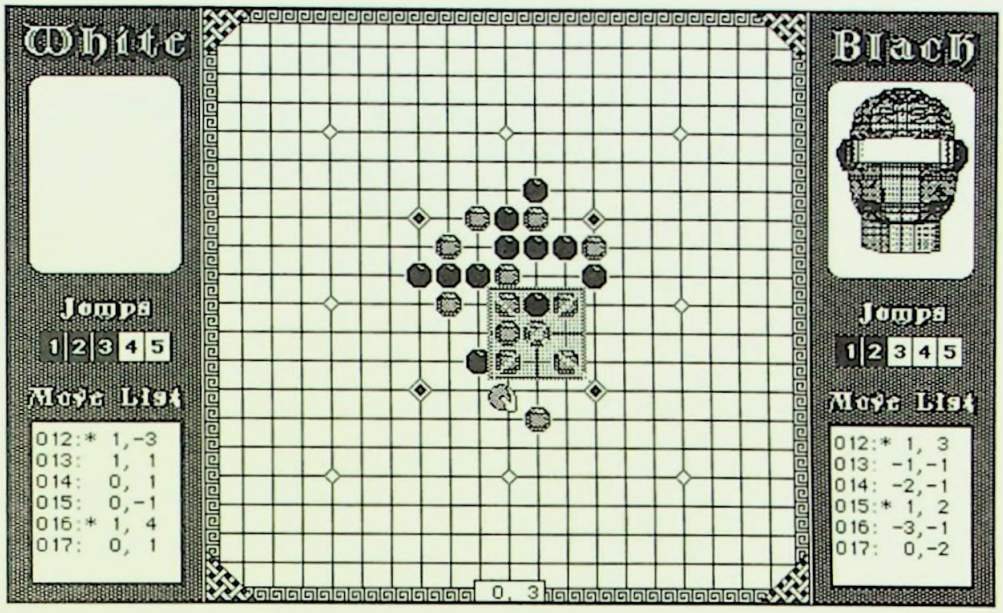


Figure 39. The Dreaded X:
The dreaded X formation (shaded) was the key to this win.

MacPente: The Fine Print

"Shareware offers immediate feedback to its authors, and empowers the users. If you like a program, pay a small fee for it. If you have suggestions on how to make a program better, or you just love it, tell the author. If you don't pay and don't offer suggestions on how to make a program better, the author of a good program may leave shareware and go commercial ($$$). Can you imagine paying first for something that you don't like? You always take that chance with commercial software. My wife Rhoda and I hope that you enjoy this version of MacPente."

Game Hints:

- *Avoid placing two stones side by side.*
- *Creating an X pattern usually leads to a winning game.*
- *Keep the offensive!*
- *Jumping to destroy a structure is usually preferred to blocking it.*

Fred Moulden, Jr.

MacPente is shareware. If you like it, please send $15 to Fred Moulden, Jr., 6536 S. Sangamon, Chicago, IL 60621. When you've paid for the program, you'll receive a key to unlock the Options menu plus the next version of the program for free.

Nuke Snake

You command a nuclear-powered, torpedo-firing snake in a fight to the finish.

Nuke Snake pits you against either the computer or another human opponent. You control a nuclear powered snake (this one doesn't have a name). The object is to kill your opponent with torpedoes while avoiding obstacles. And Nuke Snake is exceptionally configurable. You can start out playing a simple game with few obstacles; then, when you've got a feel for commanding a nuclear snake, you can add elements like Ammo Packs, Terrain, Diagonal Movement, or Mines. Nuke Snake also plays in color on Macs that are so equipped.

Playing Nuke Snake

In Nuke Snake, the object is to use your torpedoes to kill the other snake before it kills you. This is to be accomplished while avoiding obstacles and dodging enemy torpedoes. You'll need quick reflexes and a keen strategic instinct to master this one.

To begin playing Nuke Snake, double-click its icon. You control your snake using either the regular keyboard or numeric keypad if you have one. (See Figure 40.)

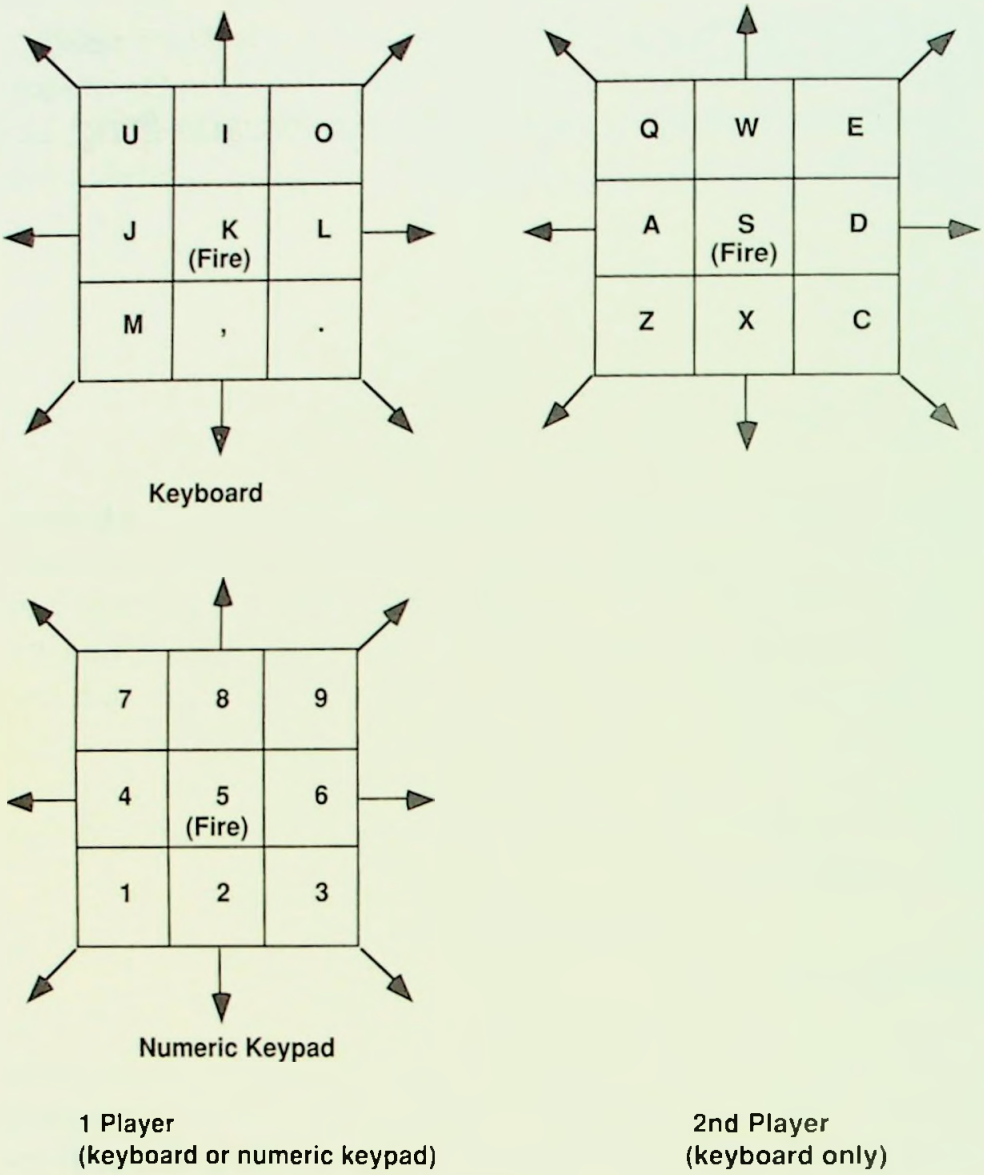


Figure 40. Keyboard Controls:
These keys control your nuclear-powered snake.

The playing field is surrounded by stones that conceal exits and entrances. You must blow away the stones with torpedoes to use an exit. Don't forget to blow away both stones—the entrance and exit. When you do, you reenter the field at the same place on the opposite side.

The stones aren't the only things that will kill you—so will the snake tails, which both snakes leave behind when they move.

Figure 41 will show you what is what.

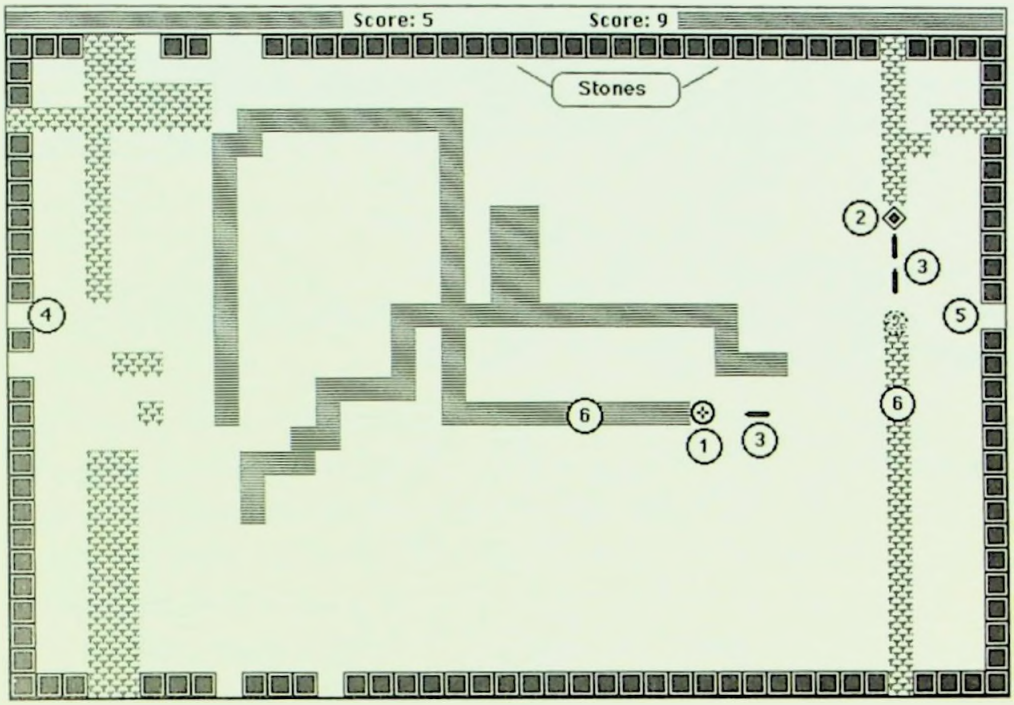


Figure 41. Nuke Snake:

1. Your snake.
2. Your opponent's snake.
3. Torpedoes.
4. An exit/entrance.
5. Another exit/entrance—you'll reappear here if you exit at exit/entrance #4.
6. Snake tails.

Nuke Snake is very configurable. Figure 42 shows the defaults. Your copy of Nuke Snake should have these settings the first time you use it.

To play a game, choose New Game from the File menu. As long as Single Player is checked in the Extras menu, you will play against the computer. A new game will start. It continues until one player achieves ten points.

File	Speed	Torpedoes	Tails	Extras
New Game	1	2 x Speed	✓Yes	✓Sound
Demo	2	3 x Speed	No	Mines
Quit	3	4 x Speed		Ammo Packs
	4	5 x Speed		Linear Terrain
	5	✓6 x Speed		Fractal Terrain
	6			Stop At Water
	✓7			Diagonals
	8			✓Single Player
	9			
	10			

Figure 42. Default Menu Settings:
When you start the game, it will be configured as shown; you can make it easier or harder by changing any of the settings.

The defaults are good settings to get started with. Play a few games using these settings until you get comfortable with the keyboard controls. Once you feel in control, start adding Extras and changing Speeds to create the perfect Nuke Snake game for you.

The Speed menu allows you to adjust the speed of the game from 1 to 10, with 10 being the slowest and 1 being extremely fast. The default speed, 7, is good for learning the game. Later, when you're more skilled, try playing at a faster speed—it's like a whole new game.

The Torpedoes menu lets you choose the speed at which torpedoes travel. The default, 6X, is a good speed for learning the game. Later, when you become more proficient, try slower torpedo speeds. Again, it's like a whole new game. With slow torpedoes, you often have time to dodge an incoming one, if your reflexes are good enough.

Tails make the game much more challenging. When they're turned on, both snakes leave a trail behind them. These tails kill snakes on contact. You can blast your way through a tail with torpedoes. I like the game better with the tails turned on.

Finally, there's the Extras menu. This is where you can really make Nuke Snake an altogether different game. Just choose one or more of the options and the game will be entirely unlike it was before.

All the choices in the Extras menu are toggles—a check mark in front of a name means it's turned on. To turn it off, choose it again, and the check mark will disappear.

- Sound turns the sound on and off.
- Mines puts explosive mines on the playing field. When either snake shoots them, they explode, spraying shrapnel in all directions. (See Figure 43.)

Figure 43. A Mine Explodes:
When a mine (top) is hit by a torpedo, it explodes, sending shrapnel in all directions (bottom).

- Ammo Packs give both snakes a limited supply of torpedoes. They must pick up ammo packs to replenish their stock. The score at the top of the window changes to reflect both your number of kills and the number of torpedoes you have remaining. (See Figure 44.) Unless Ammo Packs is checked, both snakes have unlimited torpedoes.

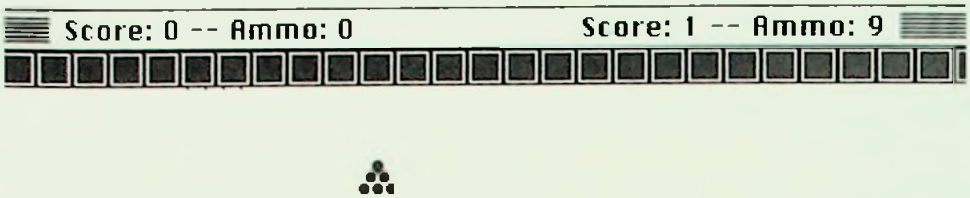


Figure 44. Ammo Packs:
When you choose Ammo Packs, your torpedo supply is limited. You must collect ammo packs—the little pyramids made up of 6 torpedos—to replenish your supply.

- Linear Terrain and Fractal Terrain add an assortment of rocks, trees, and water to the playing field.
- Stop At Water causes snakes to be unable to proceed when they run into water. The water won't kill them, like stones or tails, it merely prevents further forward motion.
- Diagonal activates the diagonal movement keys. If it is checked, your snake can travel in a diagonal line when the appropriate key—7, 9, 1, and 3; or U, O, M, and period for player one, and Q, E, Z, and C for player two—is pressed. If Diagonal is not checked, snakes can only move vertically or horizontally.
- Single Player designates which opponent you play. When it's checked, you play the computer; when it's unchecked, you play another human.

Mastering Nuke Snake

When you're first starting out, take it easy. Turn all the Extras off, turn the Tails off, and play at a slow speed. Get used to the way your snake handles. Only add Extras and increase the game speed when you're comfortable driving a nuclear-powered snake.

When you change settings, choose Demo from the File menu. A demonstration game will play using the settings you've selected. It often helps to watch a few demo rounds, with the computer playing against itself, before you play it. When you're ready to play, choose New Game from the File menu.

There are a lot of keys to keep track of. You might find it useful to keep the page with Figure 40 nearby when you're learning the game. Also, if you're pressing keys and nothing is happening, glance down to see if your fingers are on the proper keys.

But why take my advice? Who should know better than David Riggle, who wrote Nuke Snake? He offers his very own words of guidance below.

Nuke Snake: The Fine Print

"My best friend Marshall Spight and I have played Nuke Snake almost every week since I finished it (almost a year now), and we have found it to be a remarkably subtle game. Just when we think we have mastered it, we discover new nuances of strategy. We frequently play late into the night, much to the chagrin of our wives, to whom Nuke Snake has become something of an institution. Our favorite playing options are as follows: speed = 3; torpedoes = 5X; tails off; sound, ammo packs, and terrain on. We play on a Mac II with an Apple 13" color monitor.

"One of the first strategies that Marshall developed was to hoard ammunition (we call ammo packs "food" and we call the sound that plays when you pick them up the "dinner bell"). He likes to grab all the ammo that is near him and shoot all the ammo that is near me. It is quite an effective strategy. Sometimes he'll even sacrifice himself by running into a wall to prevent me from getting ammo. I often find myself "embarrassed," or without any ammo. When that happens, he gleefully hunts me down, while I try to avoid his fire and maneuver for a collision—my best hope in such a situation.

"One of my favorite things to do is to shoot a hole through both walls and set up a circulating torpedo trap. Marshall is drawn to these like a moth to a flame; I think he enjoys trying to shoot them down. As often as not, he dies in the attempt, and I score.

"Another one of Marshall's favorite tricks is to hide in the trees. If I go in after him, he breaks into the clear, shooting the tree right in front of me. Because explosions persist for a second or two, I almost always blunder into the burning tree and die. We call this coup de grace the "tree shot." If a tree shot is self-inflicted (i.e., you shoot a tree and then blunder into the explosion), Marshall calls it "the bug." I don't think he likes that feature much.

"Nuke Snake is based on a game of the same name that I wrote for the Commodore PET in 1978, when I was a junior in high school. Since then, I have gone on to receive a B.S. and M.S. in computer science from U.C. Berkeley and have worked at Xerox and Claris. I am currently self-employed."

David Riggle

Nuke Snake is shareware. If you enjoy it and want to finance more, please send $10 to David Riggle, 3745 Crenna Avenue, Concord, CA 94519.

Scarab of RA

Wander around collecting supplies and artifacts in this amazing maze game with hundreds of levels.

Scarab of RA is an enormous maze game. You are an intrepid archaeology student; your mission is to explore the Great Pyramid of RA. Dozens of explorers have entered the pyramid before you; none have ever returned. Your adventure begins at the top of the pyramid and starts with the relatively easy level 1 maze. Each level is a more difficult maze whose exit leads to the entrance of the next level down. On each level you'll have to find a key, pick up food, weapons, and sacred relics, and deal with angry animals and guardians. It's a fascinating game—you can spend many hours exploring the Great Pyramid of RA.

Playing Scarab of RA

In Scarab of RA, you play explorer and archaeology student Mississippi Smith, exploring the mythical Great Pyramid of RA. In the dark of night you've crept into the pyramid. You've stolen a lantern and some oil, and expect to find abandoned food and equipment left behind by other earlier expeditions—ones that didn't make it out alive.

The pyramid is divided into floors (levels) and each level is a maze whose exit leads to the entrance of the next level down. The doors are one-way; after entering a level, the door slams behind you and you cannot return through it. You must find the exit door, but it will be locked and useless unless you find the key first.

You'll find things other than keys as you explore: the lost and abandoned detritus of earlier explorers, piles of gold left by ancient RA worshippers, dangerous animals, and hidden traps. Most important, though, are the three sacred talismans of RA: his crown, his staff, and his scarab. All three are hidden somewhere in the pyramid; if you find all three and exit a level successfully, you have won the game.

To begin playing Scarab of RA, double-click its icon. A new game begins automatically. You are standing inside the door to the first level of the pyramid with sixteen ounces of food and a lantern. You have no gold nor prestige, but your health is good and you are full of food. You carry almost nothing, so your weight is low and you can move quickly. (See Figure 45.)

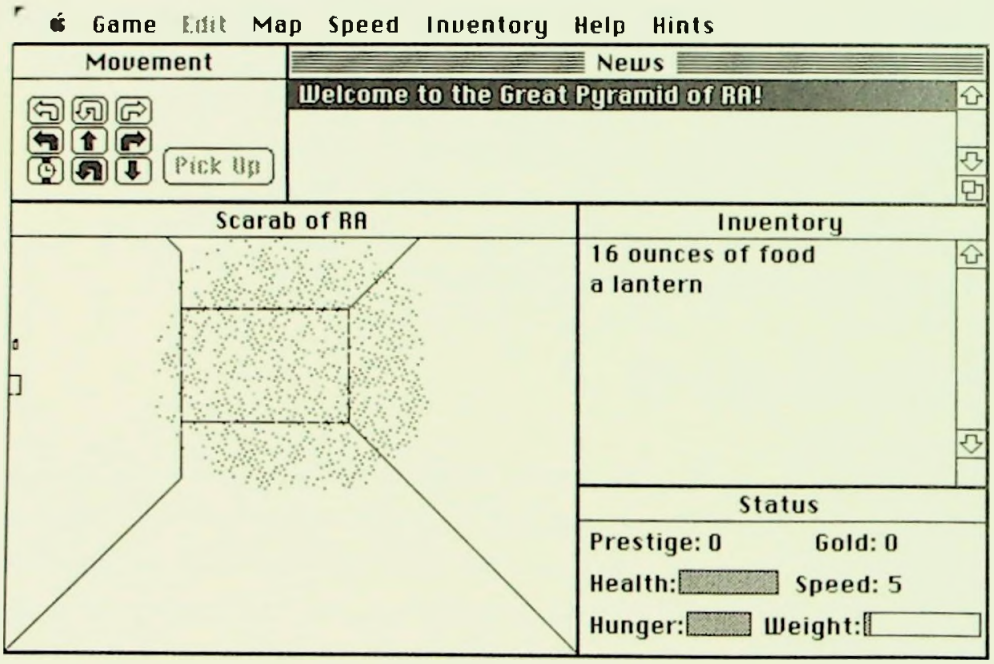


Figure 45. Scarab of RA:
Scarab of RA's five windows—Movement, News, Inventory, Status, and the main window, Scarab of RA, which shows the view through your eyes.

Figure 45 shows the game as it might appear when you first start out. It could look different when you start, as every maze is different each time you play (so don't bother memorizing them!). Also, the location of items inside the pyramid changes from game to game, so don't bother memorizing them, either.

There are five windows. The largest, Scarab of RA, shows your view of the pyramid. This is where you'll see everything in the game: walls, corridors, gold, food, etc. The view in this window changes as you move. Normally, it changes once each time you click on an arrow button in the Movement window. But animals can move faster than you, and sometimes your view will change several times for one click to show you the motion of an animal.

To explore the maze, use the arrow buttons in the Movement window. The black arrows move you one space, the hollow arrows allow you to "peek" to the left, right, and behind you, the watch allows you to pass time without moving. When you peek, you aren't moving your feet. You can also use the keys on the numeric keypad (if your keyboard has one) to navigate. (See Figure 46.)

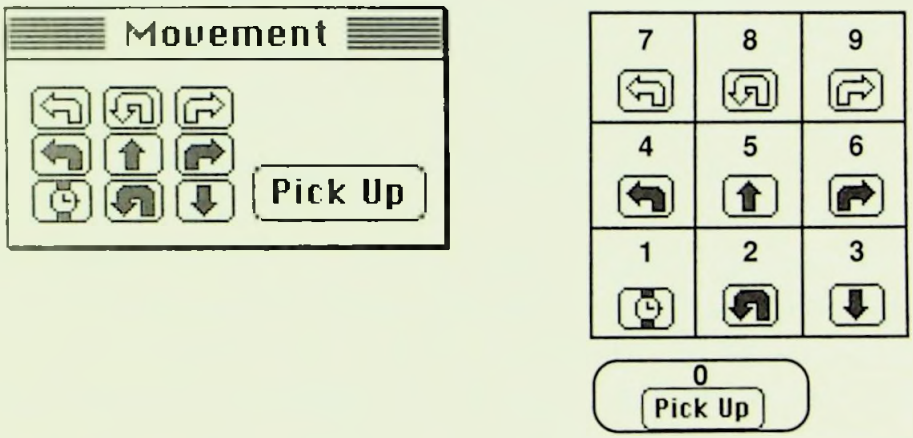


Figure 46. Keyboard Controls:
Click the solid arrows to change direction and move, the hollow arrows to peek, and the wristwatch to wait. Or, use the numeric keypad.

The solid curved arrows change the direction that you are facing, but don't change your location. They're like a soldier doing a left, right, or about-face. The solid straight arrows move you backward and forward. These are the only two buttons that change your

location. So to turn a corner you must get to an intersection, click a solid curved arrow to change the way you're facing, then click the up arrow to move in the new direction.

It's harder to describe than it is to do. You'll be used to it in just a few games. If you hear a beep and your view doesn't change, you're trying to walk into a wall. Change direction and try again.

If you have trouble figuring out where doors and walls are at first, choose Which Way Can I Go from the Map menu. It will tell you which directions you can go from where you're standing. After a while, you won't need this command anymore.

The window titled News is where you get messages about what's going on in the pyramid. (For example: "You found a key," or "You awakened a sleeping lioness," or "The door creaks open ... ... and slams shut after you pass through.") When you find an object, you have the option of picking it up or not. If you do pick it up, it will be listed in the Inventory window. You can then Drop (Command-D), Get Info (Command-I), Throw (Command-T) or Use (Command-U) any item by clicking its name in the Inventory window, then choosing the appropriate command from the Inventory menu (or using its Command-key shortcut).

You can see your current status—prestige, gold on deposit, speed, health, hunger, and weight you're carrying—in the Status window. For a more complete description, select Full Status from the Game menu.

Good explorers draw a map; your map is automatically drawn for you as long as you move slowly enough. At speeds of 5 or less, places you walk are added to the map; at speeds higher than that, you're moving too fast to map. At speeds of 3 or less, corridors you look down but don't walk down are added to the map. Looking down a corridor means using the solid arrow keys, not the hollow "peek" arrow keys. You can even attach your own notes to any location you've been to. The map is a great asset; learn to use it and you'll find the game much easier. To look at your map, choose See Map (Command-M) from the Map menu. (See Figure 47.)

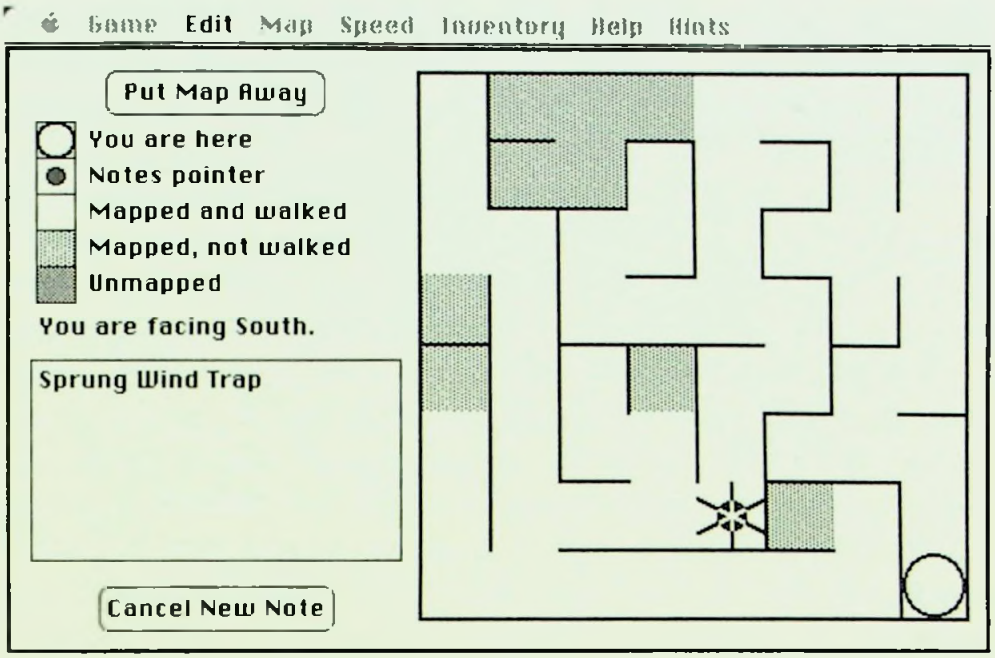


Figure 47. Maze Maps:
Map of a level I've totally explored. The star represents a note (Sprung Wind Trap) I wrote to assist me in navigating.

There are details on how the maps actually work in the Help menu items Making a Map, Reading the Map, and Map Notes.

I could write twenty more pages, but that would spoil the fun. This game is so rich and complex, I hate to give too much away. I suggest you read every selection in the Help menu thoroughly at your earliest convenience. Not only is it informative, but it's imaginatively written and adds nicely to the game's atmosphere.

Mastering Scarab of RA

As with any maze, the "left-hand rule" and "right-hand rule" work in Scarab of RA. The rules are simple; pretend you've placed your left or right (pick one, then stick with it, of course) hand on a wall at the start of the maze. Continue along making whatever turns are necessary to keep that hand on the wall. To retrace your steps, do an

about-face and switch hands. It's hard at first, and you'll frequently become confused. Take my word for it; you'll soon be moving quickly while following the rules, especially if you use the keypad controls instead of the mouse.

Speaking of speed, I suggest you always keep it at 5 or less, so every place you go gets mapped. I usually leave it set at 3, so even places I've only looked at get mapped, unless I need the speed to get past an animal or guardian. I always set it back to 3 as soon as I can.

Use your map. I once found both the crown and the staff before reaching the fifth level because I explored every level completely before exiting. If you don't pay attention to your map, you may find the exit without having explored the entire level. That unexplored territory might conceal one of the three sacred talismans. The object is to find the key and the exit, but explore every nook and cranny on the way.

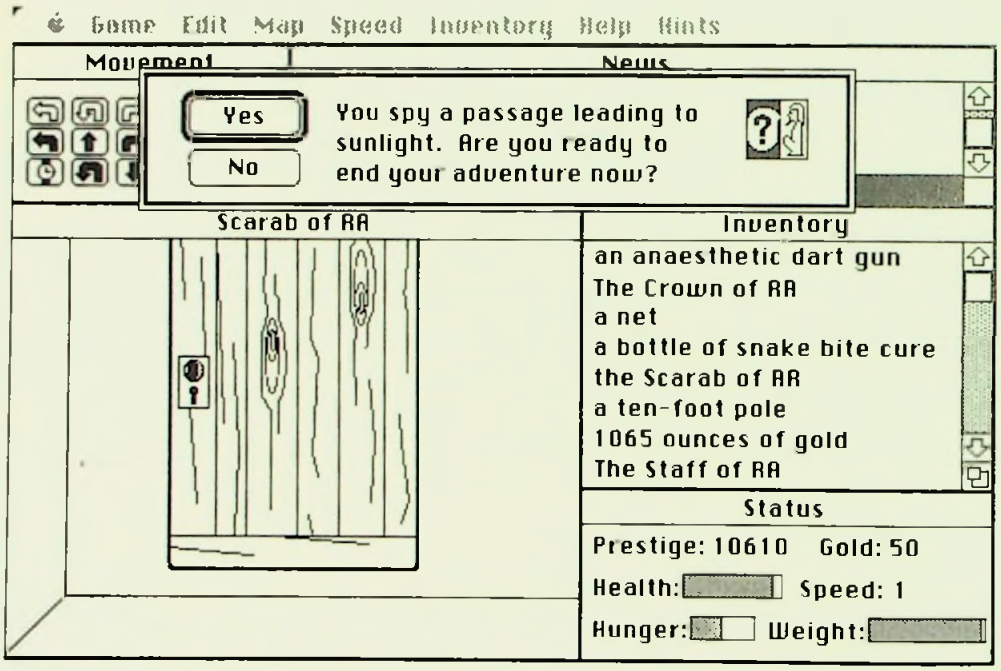


Figure 48. Winning at Scarab:
When you place the key in an exit door while carrying all three sacred talismans—the scarab, staff, and crown of RA—you'll be given the option of ending your adventure as a champion, or continuing to play.

I've won the game as early as the eleventh level, having found all three sacred talismans and gone through the exit to the twelfth level. Though the game has hundreds of levels, you don't have to play them all to win. The game kindly allows you to continue playing even after you've won. (See Figure 48.)

When you ask for a hint, you have to wade through four separate dialog boxes. (See Figure 49.) I waited as long as I could stand it before peeking at them. Most of the time, they were worth the effort.

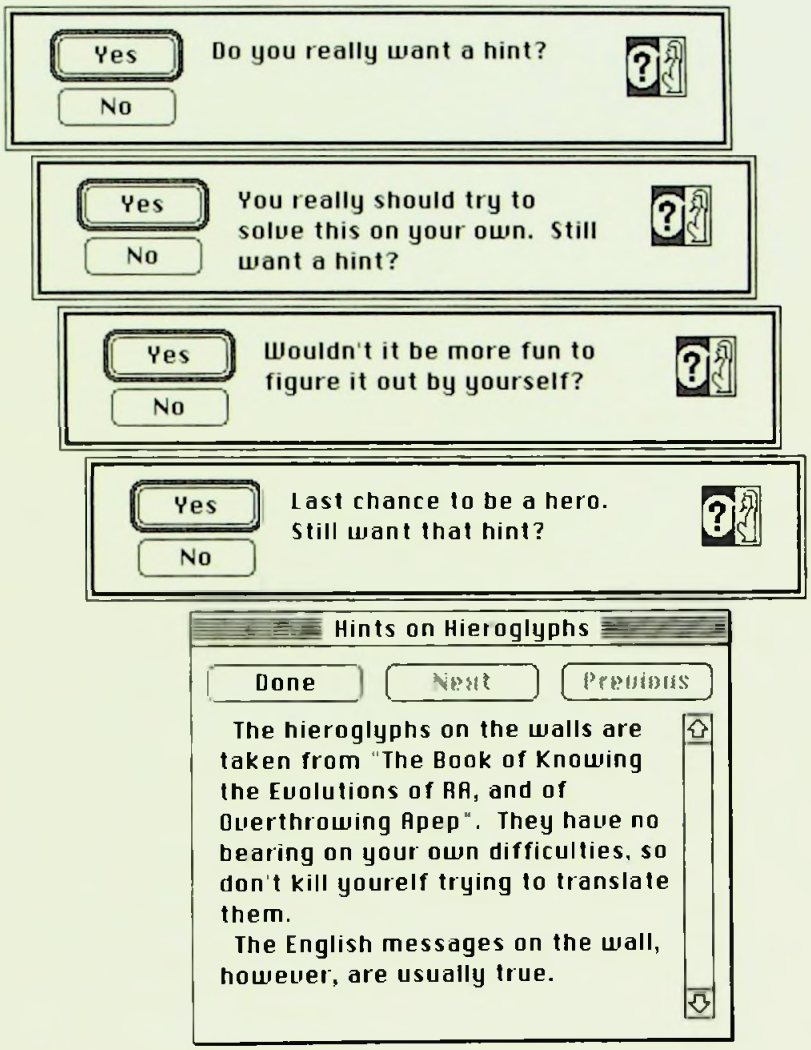


Figure 49. How Badly Do You Want That Hint?
Scarab of RA makes you work hard if you want a hint, but they're usually worth it.

Last but not least, read everything in the Help menu. I've given you the basics, but there's much more to this game than meets the eye. Take a few minutes and read all the help screens. You'll enjoy the game much more after you do.

Scarab of RA: The Fine Print

"When I was a boy, I loved mazes. But I always thought it was cheating (and worse, boring) to solve a maze starting with a complete map. I wanted to solve mazes from the inside, like Theseus in the Labyrinth of the Minotaur.

"I tried a lot of things (like string mazes in the backyard, that you had to run blindfolded by feel), but nothing worked well ... until years later when I discovered the personal computer. Scarab of RA began as a simple maze program: It would randomly generate a maze and show it to me as if I were actually standing in it. And I loved it ... but then I got to thinking how much more fun it would be if there were things to see in the maze. And then it would be more fun if some of those things could be picked up and used, and even more fun if there were some hazards to avoid or overcome. And then, what if things in the maze could move? And so it grew....

"The result is Scarab of RA version 1.3. I hope you enjoy playing it as much as I enjoyed building it."

Rick Holzgrafe

Scarab of RA is shareware. If you use and enjoy it, send $10 to Semicolon Software, P.O. Box 371, Cupertino, CA 95015–0371.

The 10 Tile Puzzle!

A simple and totally addictive brainteaser that will enchant you for hours.

If you're the kind who loves a good puzzle, The 10 Tile Puzzle! is right up your alley. Deceptively simple but devilishly hard to beat, you'll try again and again to complete it in fewer than 118 moves. If you've ever spent more than thirty seconds playing with the puzzle desk accessory that came with most Macs, you're going to love The 10 Tile Puzzle!

Playing The 10 Tile Puzzle!

The object of this puzzle is to move the biggest, hardest-to-move puzzle piece (piece A in Figure 50) from its original position to a position on the other side of the board. That's all! The placement of the other tiles is unimportant; your only objective is to move piece A from the left side of the board to the right side of the board as shown.

To begin playing The 10 Tile Puzzle!, double-click its icon. The game board will appear, and a new game will start. Move the tiles to free spots by clicking on a tile, then, if the tile can go to more than one spot, click one of the empty spots. You can also click and drag a tile to a new spot. Or you can use the keyboard by hitting a tile's letter or number. Then, if the tile can be moved to more than one spot, specify which with the direction (arrow) keys.

The Snapshot feature saves your current playing piece configuration in case you wish to revert to it later. To take a Snapshot, choose Take Snapshot (Command-T) from the Control menu; to revert to your Snapshot later, choose Restore to Snapshot from the Control menu. Snapshots are not saved when you quit the game.

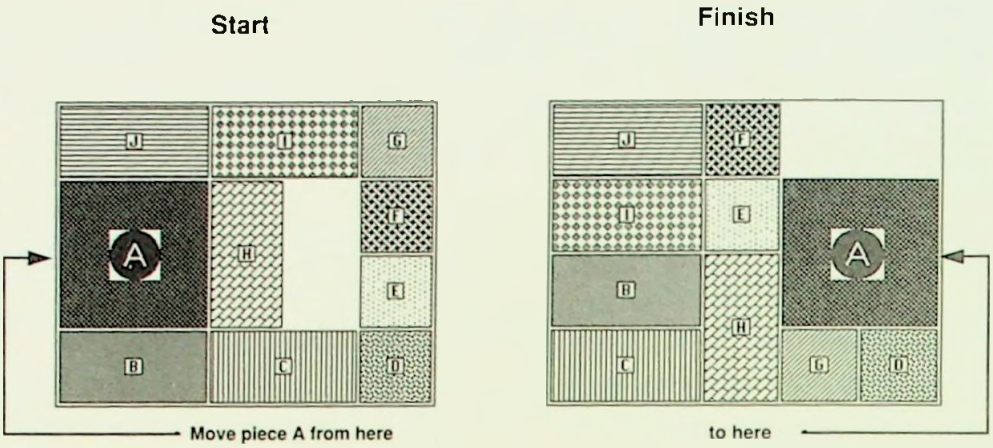


Figure 50. The 10 Tile Puzzle!:
The object is to move piece A from its starting position (left) to the finishing position (right).

If you've botched a game totally and want to start over, choose Restore to Original from the Control menu. To see The 10 Tile Puzzle!'s built-in help screen, choose About This from the Apple menu.

By the way, The 10 Tile Puzzle! uses colored playing pieces on Macs so equipped.

Mastering The 10 Tile Puzzle!

There's not much I can tell you. Play for a while. It gets easier. You can make a couple of hundred moves in five minutes, so this is a good game to take a quick break with.

If you're curious and want to peek at the winning solution, choose Show 118-Move Solution from the Control menu. Two new buttons, Next and Go Fast, will appear. Click the Next to see it one move at a time; click Go Fast to play it like a movie. (See Figure 51.)

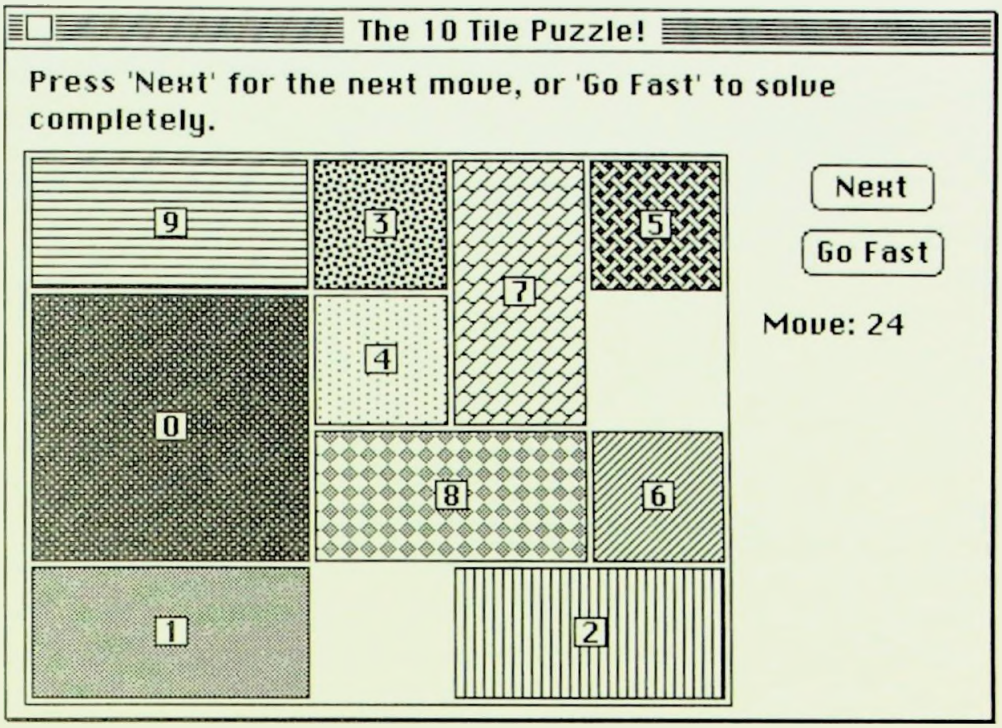


Figure 51. The 118-Move Solution:
To see the solution one move at a time, click the Next button repeatedly; clicking Go Fast will play it like a movie.

You can even cheat, if you like, by using Show Solution to do some of the work for you. Here's how: Choose Show 118-Move Solution, click Go Fast, and let it run until Move 70 or 80. Then click the Next button to end the Go Fast mode. Now you can finish the game yourself by clicking and moving the pieces. If you're smart, you'll take a Snapshot before you make any moves.

The 10 Tile Puzzle!: The Fine Print

"If you can discover a solution that is shorter than 118 moves, then let me know and I will incorporate your solution in the next release of this puzzle."

André Ouimet

The 10 Tile Puzzle! is free. Give it to everyone you know. It was written by André Ouimet, who also wrote the excellent commercial game Darwin's Dilemma.

Video Poker for Fun!

Video Poker for Fun! is like playing a poker slot machine, but more fun and less expensive.

If you're a poker player or if you enjoy the poker video games installed in bars and casinos, Video Poker for Fun! is a hoot. You start with five hundred dollars; the object is to play until you're broke. This is poker at its finest. And, unlike a real poker game, Video Poker for Fun! never blows cigarette smoke in your face, chatters incessantly, gets drunk and disorderly, or spills its drink in your lap. Best of all, no matter how much you lose, it won't cost you one red cent!

Playing Video Poker for Fun!

Video Poker for Fun! is a five-card draw poker game. You place a bet of between one and five dollars. You are dealt five cards, of which you can discard as many or as few as you like. New cards are then dealt to replace your discards. The payoffs for winning hands are:

Royal Flush	800:1
Straight Flush	50:1
Four of a Kind	25:1
Full House	9:1
Flush	6:1
Straight	4:1
Three of a Kind	3:1
Two Pair	2:1
Pair of Jacks or Better	1:1
Low Pair	Nothing
No pair	Nothing

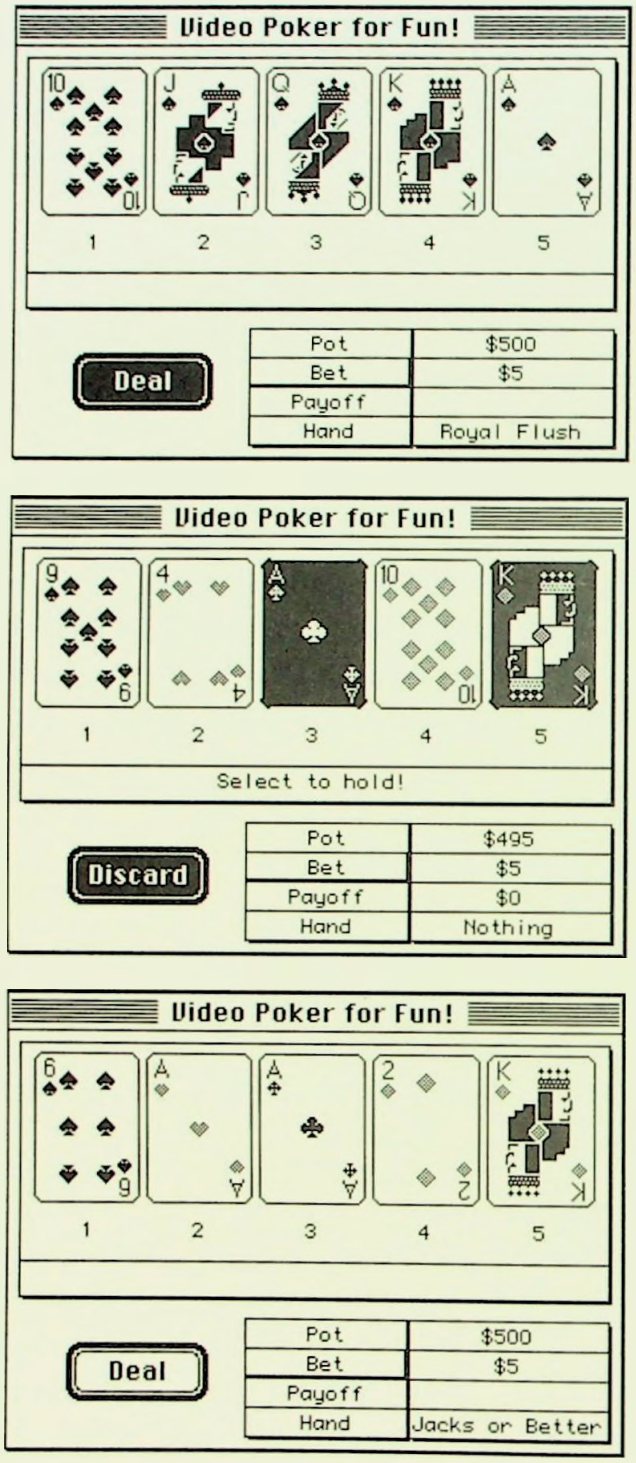


Figure 52. A Hand of Video Poker:
I discarded the 9, 4, and 10, and ended up a winner with a pair of aces.

To begin playing Video Poker for Fun!, double-click its icon. You start with $500. Click on the word Bet to change your wager; you may bet between one and five dollars per hand. Click the Deal button. Five cards will be dealt to you. Click on the ones you want to keep, then click the Discard button. New cards will replace your discards. If your hand now has a pair of jacks or any hand better than that, you win. (See Figure 52.)

You can use the keyboard instead of the mouse if you prefer. The number keys (and the number keys on the numeric keypad, if you have one) turn the cards on and off, and the Return or Enter keys press the Play and Discard buttons.

Video Poker for Fun! creates a profit-and-loss graph that you can look at any time you like. Just click its window to activate it (if it's showing), or choose Show Graph (Command-G) from the File menu. (See Figure 53.)

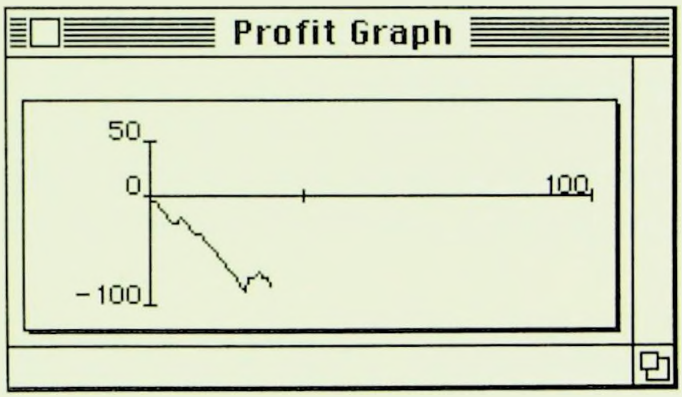


Figure 53. Loss Graph:
The Profit Graph window. If yours looks anything like mine, you'll think of it as the Loss Graph window.

There are several options, all available in the Options menu. Choosing Reset (Command-K) ends the current game and starts a new one. Center Window moves the active window—Video Poker for Fun! or Profit Graph—to the center of your monitor. Finally, Select to Discard (Command-D), lets you click on the cards you want to discard instead of the cards you want to keep. If you choose this mode of play, the message beneath the cards changes from "Select to Hold" to "Select to Discard."

Mastering Video Poker for Fun!

Except for the fact that you should discard low pairs and hold every jack, queen, king, or ace you're dealt, just use common sense. Think about how many of the cards that you still need remain in the deck. I'm probably not the best person to take advice from, anyway. You've seen my Loss Graph.

If you're really interested in video poker, the author of Video Poker for Fun! offers a commercial version for $25 which has sound, a real time profit graph, dynamic discard statistics, helpful discard hints, a hand improvement table, and much more.

All I can tell you is that I follow the golden words of poker advice that my father spoke to me the day I left for college. He told me, "Never draw to an inside straight, a .357 beats a full house every time, and it's never a good idea to play poker with a guy who has a city for his first name." Sage advice.

Video Poker for Fun!: The Fine Print

"I was very excited when Bob asked to include Video Poker for Fun! in this book. I hope that you have as much fun playing it as I had writing it."

Jon Maggiora

Video Poker for Fun! is shareware. Play with it for a week. If you like it, please send $10 to Jon Maggiora, 9565 Brentford Drive, Highlands Ranch, CO 80126. You'll receive the latest version along with a data file for truly awesome cards and sounds.

If you like to play video poker machines in casinos and would like to sharpen your skills, Video Poker for Real! is for you. Unlike other video poker tutorial programs for the Macintosh, Video Poker for Real! is not a port from DOS. Video Poker for Real! has sound, a real time profit graph, dynamic discard statistics, helpful discard hints, a hand improvement table, and much more. Video Poker for Real! is commercial software and is only distributed by mail. To get Video Poker for Real!, send $25 for the latest version as well as a manual.

Glossary

application (a.k.a. program)
Applications are programs; they run when you double-click their icon. All of the games in this collection are applications.

Command key/Command-key shortcut
The Command key is the one with the little "cloverleaf" or "pretzel" on it. A Command key shortcut lets you make a menu selection without using the mouse. Hold down the Command key and depress the appropriate key at the same time. So, if you saw Command-E in the text, you'd press down on the Command key and the E key simultaneously.

commercial software
Software sold by publishers in stores and by mail. Commercial software may not be copied or given away. Tetris, Darwin's Dilemma, and Microsoft Flight Simulator are examples of commercial games.
See also freeware; shareware.

default/default settings
The settings when you first play a game, without changing any of its settings. When I refer to a game's default settings, I'm talking about the way it's configured the first time you use it.

Finder
A special file, part of your necessary System software, that manages opening, closing, moving, naming, and trashing files and folders, and mounting and ejecting disks. The Finder runs automatically whenever you start up your Mac and is responsible for managing the desktop you see when you turn on your Mac. You must have, at the very least, a System and a Finder on any disk used to start up your Mac, and the System and Finder files must always be in a special folder that must be named the System Folder.

freeware
Software for which there is no charge and that can be copied and given away freely. The 10 Tile Puzzle! is freeware.

numeric keypad
The calculator keys on the right side of many keyboards. They are often used to control games. (See Figure 54.)

Clear	=	/	*
7	8	9	-
4	5	6	+
1	2	3	Enter
0		.	

Figure 54. The Numeric Keypad:
The numeric keypad on the Apple Extended Keyboard is laid out like this.

online service
A large, commercial BBS (bulletin board system). Online services are the best place to look for other games like those in this collection. You can also shop for a wide variety of products, buy and sell stocks, make travel reservations, and search huge electronic databases for specific information. Fees average from $5 to $20 an hour. I found every game in this collection on CompuServe, GEnie, and America Online, which are the most popular online services for Macintosh users.

shareware
Try-before-you-buy software. Can be copied and given out freely, but if you use it regularly, you are honor-bound to send some money to the author. In some cases (MacPente, Video Poker for Fun!), you receive a more capable version if you register. In other cases, you get nothing more than the peace of mind that comes from doing the right thing. All of the programs in this collection except The 10 Tile Puzzle! are shareware. If you like them, don't be ashamed to send a shareware donation. Thanks.

user group (a.k.a. MUG—Macintosh user group)
Another good resource for games like these. A user group is a club made up of Macintosh enthusiasts which holds regular meetings and classes, publishes a newsletter, obtains discounts on goods and services, and maintains shareware/freeware libraries for their members. To find the user group nearest you, call 1-800-538-9696, Ext. 500.

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GLIDER—An arcade game that lets you maneuver a paper glider through 15 fiendishly designed rooms... beware of those candles!

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See inside flap for game information.

System Requirements: Macintosh Plus, SE, portable, LC, or II Series computer; hard disk; System software version 6.0.2 or later; and fully compatible with System 7.

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