



I'm not robot



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Endless subway runner boy crossword clue

Nam 1965-1975 (1991) 'Nam 1965-1975 is a strategy game established during the Vietnam War. The player plays the role of both us president and commander-in-chief, and the purpose of the game is to prevent the South of Vietnam from falling into Vietnamese hands, to manage its military resources and to prevent public opinion from rejecting the war. As president, a player must manage military resources, and as commander-in-chief they can make direct decisions about relief, such as tactics or enemies. The game offers five different scenarios: Khe Sanh, Tet Offensive, 1975 Offensive, Nixon and Johnson. The first three are among the most important battles in the conflict, and the year of nixon or Johnson changes (1964 or 1968) in which the player starts playing. 1 Ton (1996) 1 Ton is a free game in which a player controls the weight of one ton. There are many people walking through the screen and the goal is simple: crush as many of them as possible. This is done by hitting people with a ton. The 10th shot (1987) leaderboard writers Bruce and Roger Carver tested their strength in tenpin bowling, one of the rest of the game's earliest. The bowling ball process involves a series of time clicks to determine the correct angle, speed and curve, much like the Leaderboard system. Three skill levels are provided – Kids level sets speed and hook automatically, while amateurs have more margin errors with a hook/piece than a professional. The game is played out of the plan image, with four other (empty) bands visible. One match or league structure can be played. 15x15 (1996) Collection of sliding picture puzzles. You can choose from 3x3 or 4x4 grid sizes and choose from multiple pictures you can unlock more as you go. You are pocketed according to how many moves you need to complete the puzzle, starting at 999 for 4x4 and 499 for 3x3 puzzles and counting down. 1869 (1992) As a newcomer to the 19th century trader, the player must buy a ship, find a crew, load several goods on board and sail to the horizon until the player reaches port with the demand for these goods. The next step is to expand by purchasing more ships, creating regular trade routes and becoming the head of a normal trading company. In 1869, the focus was on governance and the economy, not on action. Actual sailing is done by plotting the route and then observing the days that are interrupted only by an accidental accident. Basically, the main activity is route planning, monitoring of special tasks (it pays well if completed in time) and, more generally, an attempt to avoid bankruptcy shores. 1992tris (1993) 1993tris is one of the more innovative Tetris-clones, similar to columns. Your goal is to kill flies. Blocks consisting of four flies fall off the screen and turning them, you need to try to get three flies of the same color in a row, a column or diagonal to disappear. From time to time many additional objects are displayed. For example, there are bombs and weapons that shoot especially flies or just blow them up. The Shareware version features the first two levels, three speed settings and a free application called Modplay, in which you will be able to listen to Korean music. By registering, you will be able to play all 18 levels and nine speed settings and get five more songs. 1. Person Pinball (1989) Tynesoft was almost certainly the first person to try out a first-person pinball game with this ambitious program. You can join up to four players, including 2 computer players, who will show you how it's done. The game can be played out in a more traditional overhead video mode, which makes it easier to tell where the buffers are associated with flippers, and it is recommended to learn the game. Most of these bumpers are of one color and arranged in a simple pattern. There are three different game speeds and 2 possible ball rebound levels. The 20,000 League Under the Sea (1988) Game is based on the 1870 novel by Jules Verne. On July 5, 1867, the government decided to launch the famous ship Abraham Lincoln, which will depart on the trail of the sea monster. The expedition will also be shared by the great French professor, Mr. Arronax. Weeks have passed without any signs of monsters staying in the area, some day, 300 miles off the coast of Queen Charlotte Island... Three expedition members arranged aboard the Nautilus, a submarine to navigate Captain Nemo. The player takes on the role of Anorax to learn more. Most of the game is released in the Nautilus, which consists of three rooms: a living room, a control room and a library. There, the player can manipulate objects and talk to people to get clues about what to do next and the state of Nautilus. With a map, it affects the route. Sometimes the player leaves the submarine to explore other places and solves puzzles accordingly to get more clues or solve action sequences, such as fighting a shark. The game is played in real time, which means that the key to success is in the right place at the right time. This also leads to various possibilities to make the game inconspicuous and lead to waiting times. For the same reason, the player must also monitor Nemo's mood. If he's angry with Nemo, for example, by manipulating the ship's instruments, he locks the player into his room and passes valuable time. The game is played at full point & Click and have no function to keep progress. 2400 AD (1988) Metropolis was founded in 2213. The United Star Council is the capital of planet XK-120, a mining planet and a learning center across the galaxy. It was the past. In 2315, the metropolis invades Tzorg. The new conqueror will leave the planet, but install a robot patrol system to keep the locals in check. Now the only resistance to the occupation of Tzorg is a small group of fighters of the underground network of resistance. 2007 In 2400 M.D., the final hope of overthrowing Tzorg's rule in the city is to infiltrate the Tzorg service complex through a recently discovered secret route, access terminals and shut down robots; that is, if they had a computer specialist. That's where the character comes in. As part of another shipment of miners from other conquered Tzorg lands to reverse the disappearances of past workers, the underground contacted the hero to join their fight against Tzorg. The contact leaves instructions: find a spider, get in touch with the underground, good and good luck. 2400 A.D. is a top-down role-playing game with similarities with Ultima games, albeit with simpler game mechanics. The metropolitan city is divided into five areas: Centre, North, South, East, West. All this shows the walls, guards and patrols of different types of robots. Non-player characters are also often in the city. Trying to communicate with them will open dialog boxes where the player must enter keywords to get more information. Exploration and transportation can be carried out in three ways: on foot, using a slidewalk (automated sidewalk) or using a subway system. In the city there are several traders, where the player can buy some items. More curious items such as guns and personal devices, however, are rumored to be sold underground. Throughout the city there are also power nodes that allow the player to charge weapons and other devices. Tzorg service illegally uses these power nodes, so it is possible to send the robot to the location or, if there are robots nearby, to attack the character. The main character has four main features: Energy (equivalent to hitting points and strength together), dexterity, IQ, and affinity. During character creation, the player can assign 99 points between these attributes. These attributes will increase during the game when the character performs certain actions. Affinity, for example, can increase when a character chats with NPCs. Combat initiates when a player character attacks or is attacked by an enemy robot. Before getting involved in the fight, the hero must first equip a range gun in the inventory (no more than eight items) and charge the weapon. The symbol cannot attack if no charged weapon is installed. Fight flows in real time, pause when the player selects the attack. The protagonist can shoot only diagonally or vertically, and the robots have the advantage to attack in all nine directions. If the character is pressed, all attributes will be reduced. Attributes will return to their original scores over time. If a protagonist succeeds in defeating a robot, he can look for the remains and get money. Defeat will lead to the imprisonment and confiscation of items at the Rehabilitation Centre, where the protagonist must also register regularly in order not to be released from prison. Robots spawn again after a while. Point Basketball (1993) 3 Point Basketball is a three-point shooting contest simulation, seen each year in the NBA All Star game and other basketball competitions. The game uses mouse interface where you set the power and angle of your shot. Features include a tournament where you try to win a 3-point championship and practice mode so you can work with your shots. The game parodies real players from the league, featuring an imaginary ASBA league that includes Jordy Michales, Mystic Johnson and Larry Fowl. Quirky comments and sound effects add to the excitement. 3-D TableSports (1996) 3-D Table Sports is a collection of three classic board games adaptation: * Foosball (Table Football) - You spin, pass, block and score with keyboard and mouse control. The pole you control will be highlighted in red or gold, and for beginners the connection of the mode poles is automatic to the pole, which is located next to the ball. the first player scored 10 points in victories. * Slamhockey (Air Hockey) - You control the paddle with the mouse, and the first player to score 10 points wins. In battle mode you can cross the halfway line to the side of the opponent's table. * Power Hoops - a basketball-inspired table with 35 holes and up to 8 balls. Use keyboard markers or your mouse to select a hole with a ball. You can fill the power meter (shown under the court) by holding down the SPACEBAR or left mouse button. Releasing them flings the ball towards the hoops. You can play a 20, 40, 60 or

80-point game. The 3-D Tic-Tac-Toe (1992) 3-D Tic-Tac-Toe, as the name suggests, is a 3D version of Tic-Tac-Toe. The object of the game is to put four X or four O on a horizontal, vertical or diagonal row on a 4x4x4 board. There are nine games, of which the first eight games are one human player against the computer. The numbers 1-8 correspond to the skill level. Game 9 is a two-player game. The DOS version has only two difficulty settings and there are no two-player game. 3-Demon (1983) The 3-Demon, usually considered the first offspring of a first-person shooter in the 90's, is a surreal, wireframe-3D Pac-Man clone in which you have to move through the maze, collect points and sometimes take items that will allow you to kill enemy monsters (ghosts) rather than kill you. After clearing a certain percentage level of points, you have the opportunity to immediately move to the next level by pressing the down key where the monsters are smarter and moving faster. 3D Bomber (1998) Freeware 3D Version bomberman. You play as one of the Bombermen (cute spacesuit worn by anime characters) and your goal is to blow up the other Bomberman before he gets you. You run around the 3D maze during laying delayed bombs as you go. Every time you kill your opponent you will get a point and visa vice versa and the first player to reach 5 points wins in the match. Many walls are destroyed and some hide special energy ups. The game is controlled by a keyboard and can is played or before your computer's DI or multi-player via modem or serial cable. 3D Lemmings Winterland (1995) 3D Lemmings Winterland is a special mini - demo lemmings 3D, featuring special snowy wintry graphics. In addition, the game is identical to Lemmings 3D game. The game consists of 6 levels that do not appear in the original complete game. 3D Pitfall (1994) 3D Pitfall is a Tetris variant that is played in 3D perspective, similar to blackout. The player's perspective is set on a long shaft. Then one of the different shapes of the blocks appears on the screen and falls into the shaft. The goal is to rotate and put these blocks so that they fill the gaps. If at least one layer is completely filled, it disappears and rewards points - more layers at the same time mean more points. When a player earns enough time, the diminishing speed of the blocks becomes increased and therefore adds more difficulty. Blocks are displayed randomly. 3D World Boxing (1992) In this boxing game you can choose from dozens of boxers with different attributes in skill areas such as power, defense and punishment. You can play one or the entire championship. Each match is presented by an announcer and a good-looking girl, just like in real matches. Boxers are depicted with realistic epoch graphics as large screen symbols. Realistic scores are given for each round. There is only one type of punch, although the image of the 3D ring leads to real movement, and head lock situations can occur. 3DCube (1994) This 3D Rubik's Cube game is controlled either by mouse or keyboard. The object of the game is the same as the real thing. Move the cube back to its original position with each face using a solid color. You can rotate the cube around the x,y,z axis, and the face rotation is performed with the number keys 1-6. The 4D Prince of Persia (1994) 4D Prince of Persia is an unofficial remake of the original Prince of Persia game by Jordan Mechner. Levels have been restored and made more difficult. You have to save the princess from the evil Jaffar clutches who gave her 60 minutes to marry him or die. 4D Sports Tennis (1990) Being part of Mindscape's 4D Sports Game Series, this program tries to actually play a tennis game. Like all other games in the series, 4D Sports Tennis offers a real four-dimensional game, allowing the player to achieve advanced replay features. The game is based on simple, untextured 3D polygon graphics, providing not only a standard fixed camera and freely positioned images, but also a very unique first-person image in which the player sees nothing of its character other than a racket, and the image is always under the ball. Other features include dozens of practice missions, a career mode with the ability to create a customized player and multiplayer mode for 2 players per computer. 4th & Inches (1988) 4th & Inches is an action/strategy football game for one or two You can control the action through the various performances that can be called, choose when to take timeouts, and choose which players your team will be on the field. There are two teams (All-Pros and Champs) and you can see each player's stats to determine how fast or strong it will be. 4x4 team (1988) 4x4 team is an off-road racing game. The player completes several stages, avoiding obstacles on the track. There are no DI opponents, only obstacles - similar to the classic racing game Speed Buggy - in a race with a watch. Players can compete with their own records. 50 Mission Crush (1984) 50 Mission Crush is a simulation game that puts you in the cockpit of the B-17 Flying Fortress bomber during World War II. You are part of the 8th Air Force's 306th Bomber Group and you must try to survive 50 missions (in real life the average crew member's service life was 18.33 missions) for your B-17 (named impatient Virgin) over France and Germany. As a pilot you will have full control over your bomber and 10 crew members, each of whom plays a different role in their mission. After each mission, if you have survived, you will be evaluated and awarded points, taking into account the mission's difficulties, the accuracy of the bombing, and the destroyed aircraft. The more points you get closer, the more you will be promoted. You start as a lieutenant and you can make it all the way to Brigadier General. Also depending on how many points you earn on a mission, you can get a medal or if you are injured by a purple heart. Each mission takes about 10 minutes. 50 Mission Crush was the name given to the crushed service cap of battle-hardened veterans who flew the B-17 during World War II. It was a sign of difference and honor. 5 Fleet, (1994) 5 Fleet is a hexadecimal strategic wargame based on board game 5 navy. The game is designed for two players who both take the war party side - in larger-scale matches one war country can involve several different countries. The game is strictly based on a turn and each day is divided into six rounds (three for each player). Each turn is divided into three stages: submarines, ships and aircraft. In stages, players use two different map screens for planning: the strategic map shows the entire activity area, divided into several areas, and the tactical map gives you a closer look at one area. The main orders that players have to give move (mark the unit and select the hexadecimal goal) and attack (choosing which weapon is used for which target). During long matches, it is also important to take care of the addition. While navy units need to be moved to a tactical map, players can use a strategic map to plan the movement of aircraft. As usual in these kind of games everything is represented with abstract symbols on the map. In a single player game ten scenarios set in the Indian Ocean or the Persian Gulf with increasing difficulty. There the player takes a take American navy and mainly fighting Russia. 7 Colors (1991) It can be a battle of colors, two enemies engaged in a battle to conquer territory on the battlefield. Or, despite Infogrames' anti-marketing efforts, 7 Colors can only be a puzzle with brightly colored diamonds. After Alexei Pajitnov's block storming Tetris, Infograms licensed another Russian mathematician concept of logic and dexterity game: Two players start with the opposite ends of the board, filled with rectangles of seven different colors, and take turns choosing one of these colors. All diamonds of that color, bordering the territory of the player, are annexed, expanding the walls. Who first controls more than half of the relief wins. Some quirks add tactical depth: the chosen color is locked by the opponent for one turn; draw lines from one side of the field to another fill the entire space between them. In addition, the boards come in different diamond sizes, color textures and obstacle stones. The (generous) time limit exerts soft pressure. 7 Colors can be played against a computer or human opponent, even through a local network - a rare feature at that time. Ambitious players can create their own boards with an included editor. 8088 Othello (1985) 8088 Othello is a four-color ASCII graphics board game similar to Reversi. The game is 1 player and you fight the computer to get more of your pieces on the board. In each game you play only with black pieces. There are five levels of the game that go from 1 (easiest) to 5 (the hardest). The board that you play in the function coordinates where you type text so that you can choose a location for your pieces. However, your pieces will only go to lines that are vertical, horizontal, or diagonal in one of your previous units. You also have four options: pass, switch, disconnect, and throw in the main menu. There are no records in the game. 905 (2000) The phone rings at 9:05 AM after a rough night. It's up to you to stand up as much as possible and get moving in this short piece of interactive fiction. A.G.E. (1991) A.G.E. is the follow-up of the Galactic Empire. Like its predecessor, this is a first-person space exploration game rendered in 3D. As a pilot on your spaceship around planets and stars, engaging in space combat and conversation with other characters, you can untangle the plot of conquering the universe. The game is similar to elite that you are quite free to travel to wherever you want. A.J.'s World of Discovery (1992) Who is this little buddy on our screen? He's A.J., that's what. And he's about to invite you into the world of his Discoveries. A.J's World of Discovery is an educational game in which children can play many mini-games: * ArkanoId Clone; * Funny face creator, where you are free to change facial features or randomly generate a face; * A Simple graphics program where you can draw photos with various tools and save them to disk; * Matchbox car racing; You can create your own and then race another person or computer; * keyboard that teaches type; * sticker book; * Some puzzles where you are rewarded with an animated image after you finish piecing it together; * educational mini-games that teach English and math; * And you can also grow your garden by planting seeds and then watch the flowers grow slowly over time. The game contains lots of funny, silly animations and sounds. A2 - Ultimate Sequel to AUTS - Ultimate Stress Relief Game (1998) A2 is a sequel to AUTS - Ultimate Stress Relief Game. The idea is to fly in caves and shoot other players. You can choose between command mode or pure deathmatch. Players can choose from a wide variety of weapons and use them to destroy each other. A2 is a side scrolling, divided screen shooting game in which you control space ships and try to kill opponents with bullets and secondary equipped weapon You can choose a secondary weapon from a large collection of various. The game supports up to 6 players. Improvements include: * Complete rewrite code * High color graphics with alpha mixing * Computer AI * Random Level Generator * New weapons A320 Airbus if you want to fly a modern passenger jet then this is the sort of game for you. This is a serious flight simulation that was developed by lufthansa and Deutsche Airbus. The flight area covers most of Western Europe with approximately 80 airports. During the game, you must fly along the specified route and navigate yourself using the map provided. There is also a training regime. The A320 Airbus A320 Airbus: Edition USA is the successor to the A320 Airbus, which focuses on realistic flight simulations. The main difference is the new floating area covering the U.S. between the West and Northeast coasts with about 240 airports. In addition, flight physics is improved. During the game, the player must fly on specified routes and navigate himself using the map provided. There is also a training regime. Abandoned Places - Time Heroes (1992) In this RPG, you play the role of four heroes whose mission is to save your world, Kalynthia, from the evil arch mage Bronagh. Most often, when exploring the whole world, the game is shown in 2D top-down view. This gives you a lot of freedom: there is more than just adherence to basic quest. Cities have a static interface where you reach the desired location by clicking on the symbol, such as a church for healing or hints of wisdom. Dungeon scan during the game switches to 3D image and plays much like dungeon master. As usual for this type of games, you see dungeons in small windows, and your characters appear on the right side of the screen. The sequences of dungeons are completely real-time. This includes a fight that basically consists of clicking on a character weapon or magic spell and then clicking on a monster. After each use of the weapon/spell, you must wait for a certain until you use it again. ABC Monday Night Football (1989) ABC Sports and Data East team up to you gridiron! Strap on the helmet, put that black material under the eyes and prepare for football, Frank Gifford style! Features afb voice fusion technology. You can change receivers to fly, throw a maddening blitz played by QB, and stare blankly at buxom cheerleaders. Everything adds the same thing.... It's football. ABC Wide World of Sports Boxing (1991) Published by Data East USA, Inc. Developed by Acme Interactive, Inc. Cinemaware Corporation Released in 1991. As well as Amiga's genre of action, sports, strategy perspective 3-Person Perspective Sports Boxing Miss Licensed TitleFrom Mobygames.com. The original record of Abmis the lion (1996) Abmis the lion, the King of The Beast, has a problem: all the potatoes in his kingdom were stolen, without which his citizens can starve! You control its navigation through the labyrinth of the side-view platform to avoid the danger of animals and collect dropped potatoes, using objects found along the way in pursuit of a leafy thir. After collecting all the potatoes of the level, a magic door will open, allowing you to get to the next level. Stop, repeat, fail? (2009) Demo by Dennis Courtney 5: #1 2009 Blockparty Demoparty cleveland, OH. Accordion (1990) In this solitaire game cards are arranged in a row. The object of the game is to pile all the cards on top of each other. You can move a card or a stack of cards at one or two intervals to the left when the card you put on it matches its suit or value. As the cards are moved to the left, the new cards are posted to the right side of the row from the deck. This implementation of the game allows the player to choose from the initial row of thirteen, ten or seven cards, as well as a sequence of ten records. ACE 2 (1987) Follow-up after ACE. Much like its predecessor, ace 2 is an old head-to-head air combat flight sim, set in modern aviation days. The game has a very strong arcade feel because all missions for you to fly are nondescript or generic. Your plane is also a generic, hypothetical modern fighter, and the goal is to fly in various sorts to kill enemy aircraft. Very similar to ace, except that you can now play 2 players hotseat game, or solo competition against the computer in split-screen mode. ACE Air Combat Emulator (1986) A huge enemy fleet invaded the southern coast of the U.S. With dozens of tanks and helicopter weapons ships rotating through Tampa, Florida and through Atlanta, Georgia. A squad of enemy fighters swarms through the air over South Carolina and travels to Washington, D.C. For the first time in more than 100 years, foreign power invades our proud land! You are the only surviving fighter pilot, and you have the last three ACE Mark 2.1 Multi-Role All-Weather-All-Terain (AWAT) combat aircraft. Each of them is located in one of our three remaining air bases. You have to fly from our bases, and attack Destroy the numerical superior enemy air and ground forces. Only then can you try to destroy your almost irresistible fleet. Success! The future of the free world is stuck in the balance... Ace of Aces (1987) Ace of Aces is the 1st person in 2D flight simulation. You're on board british RAF Mosquito, a maverick fighter bomber. Your mission ... Stop enemy trains, intercept terrible German V-1 buzz bombs, sink German U boats and down Nazi bombers. Are you ready for this challenge? Acheton (1978) Acheton is home to a computer conversion mainframe adventure of the same name. Similar to Zork (which was released by the VAX mainframe not long before Acheton's original appearance), this fantasy treasure hunt set a claustrophobic dungeon. It boasts more than 400 rooms and 200 objects, making it much larger than Zork. As in many games of this kind, most of the time is spent researching the environment and solving puzzles based on things. Everything is described only in plain text and the player interacts with the game by entering phrases that describe the action he desired, such as Take a bottle. It also includes a help feature with sorted hints. Archipelagos (1989) Archipelagos is a real-time puzzle and strategy game with an unconventional premise and an equally unconventional game. In the future, man carelessly poisons the earth with nuclear waste. Polar ice caps dissolved, turning the surface of the earth into many decaying land masses of islands called archipelagos. Then a man built systems to try to clean up the pollution, but it failed. The only life left was genetically altered plants in order to clean up waste - they also became hostile. It's up to you to clear the land of the island under the island. Control the hoversphere, it's up to you to make Earth's many islands land habitable. To do this, on each island you need to knock out the radiation generator, and this can be done by knocking out the power supplies of each generator (on each island there are several). Once they are knocked out, you have 90 seconds to return to the generator and turn it off until it dissolves, taking you with it. Obstacles, unfortunately for you, are plentiful: You can't knock out the power source unless it is connected by a land bridge to the generator. You have the ability to build land where you need it, but it takes energy, and you have limited supplies. Also an obstacle are many genetically altered entities left on the islands: viral trees that poison the land; necromancers (former hoverspheres) who are now destroying the earth, not creating it; organic eggs which explode in contact; and aircrenners who are ruthlessly effective in cleaning the air - and everything else, including you. The whole game is played in 3D from the point of view of the first person. The moving cursor chooses where to move or manipulate. There are 10,000 islands on Earth to clean up. If you can make it past the archipelago #100, then you are free to choose any Acid Tetris (1998) Acid Tetris is a freeware Tetris clone, true to the original version. There is only one game mode where you are directing an unlimited number of falling bricks to form all the lines until you press the top of the screen. When a certain number of points are reached, the speed of the bricks increases. This level of difficulty can also be set from the beginning of the main game menu. There are several features that make this game stand out. Bricks are colorful and, after removing the line, a yellow smile appears with a different expression and sound, depending on the number of rows you removed from one brick. On the right side there is an overview of the amount of various bricks used. There is a high quality board and the game features both up-tempo and relaxing music, including a remake of the classic Tetris song. Action Fighter (1989) This is a top-down vertical scrolling shooter in which you start off like a motorcycle. You are quite vulnerable to attack at first, but power ups come in the sega van, which you have to dock with form. The first time the dock will get a double fire, the second time gives you a rocket, the third gives the rear force of the field and the fourth invulnerability. To destroy cars and bikes that appear on your way, you can collect A-F letters. Assembling from A to D allows you to change into a sports car, which is less vulnerable to attack, but not as bright. Collect all letters to be transformed into a high-tech plane. This is the last stage of one of the five missions. Only a high-tech plane can direct you to your destination, where your main target is hiding. There is also a time limit within which you must complete the mission. It is advisable to transform into a high-tech plane as soon as possible. Picking flags gives you extra points with 10,000 points to gain you extra life. Action in the North Atlantic (1989) Action in the North Atlantic is a 2D, CGA Navy simulation. You take on the role of British or German warship captain during battle of north cape operation in 1943. There are two different types of games: in tactical mode, you are the commander of a single warship, and in strategic mode you are the commander of the entire fleet. In this mode you have access to submarines and air force units. Options include difficulty level and game duration (number of days). Advanced Destroyer Simulator (1990) Advanced Destroyer Simulator (ADS) is a Navy combat simulation set in World War II. It was the first navy simulation using a real-time-filled 3D graph. His style and mechanics are reminiscent of Epyx's Destroyer (1986). ADS mimics H.M.S. Onslaught, a British fighter jet class of the O equipped with three cannon turrets, four torpedo tubes port and starboard respectively, and sonar detecting and tracking submarines. ADS, Onslaught is not part of the flotilla. No campaign, the game is mission-based and set to three scenarios (two CPC mission: Mediterranean sea around Sicily, English Channel between the UK and France and the North Sea coast of Norway. Targets include search and destruction tasks, patrols, convoy escorts, submarine hunting and blockade rides. Each scenario also offers an open Delta option when you cruise and hunt without specific goals. You can browse the fighter manually, in real time and from a first-person perspective, though with the help of a script map. ADS simulates the battle of ships as a near-quarter exchange of torpedoes and cannon fire. Near enemy land bases Stuka fighters can attack and must be shot with cannons. Submarines are tracked with sonar and can only be attacked when they surface. Enemy ships include cargo ships, tankers, torpedo ships, destroyers and cruise ships. Most missions are very important in time; during the mission, it may be necessary to enter allied ports for repairs, refuelling and refuelling. Advanced DOS Quiz (1991) Advanced DOS Quiz, DOS Quiz Successor is a game that checks your knowledge of DOS teams. It is also suitable for companies wanting to test their employees, although the author claims that he is too advanced to a normal office environment. The quiz itself consists of a regular DOS environment and information screen that tells you what to do. You can answer a question by typing the right command. If you do not know, you can just proceed to the next exercise. After completing all 20 questions, your success rate is displayed and you can play the same questions again. There are no more than 20 questions. The correct answers to each exercise are listed in the readme file. Advanced NetWars (1997) Since the original NetWars was created by Novell to be bundled with their Personal NetWare program to show network ipx capabilities, this update with more advanced graphics and new features was released with OpenDOS. The main idea of Advanced NetWars is very similar to the original: you are placed in the cockpit of space destroyers and sent to huge spaces to shoot your enemies or kill yourself. You are given plasma weapons, rockets and turbo boosters to help you complete your mission. Your 3D radar is also very important to you because it shows where other fighters are related to your position, but also how far above or below they are. Advanced Tactical Air Command (1992) Lead a secret war against illegal drugs in South America! The war against drug barons with advanced weapons, such as F-22 fighters and AH-64 helicopters. Destroy your drug pipeline to starve them in cash, but don't hit civilians or you can get thrown out of the country! Drug lords won't stand, though... And they used drug money for an effective arsenal, from missiles to fighters and more. Collect intelligence, decide on strike targets, and launch planes their missions. Take over any plane during a flight if you think they need help. Send DEA agents to collect more and resupply local rebels. Can you win the war? ATAC can be described as two games in one. At the strategic level, it is necessary to find out how drug barons are forming their own pipeline and the best way to destroy the pipeline, while at the same time inflicting minimal damage on the civilian population, while defending their base against invaders and attackers. You can book recon flights or collect intelligence from rebels and DEA agents on the ground. Once you have enough intelligence, you can issue targeted orders for up to 4 crafts (F-22 or AH-64), and they will accomplish these missions if they can. When you are not in the air, the game becomes a first-person simulator, where you fly through the jungle of South America chasing a target that needs to be destroyed while fighting the drug baron's mercenary forces. How you make one will affect how you do the other. Advanced Xoru (1989) Choose from five character classes (Paladin, Necromancer, Barbarian, Zen-Druid, Shadow Tracker) and explore the three levels of the underworld ebony titan. If you make it to the end you will encounter the boss titan himself. The game mixes items from classic text-based adventure games such as inventory-based puzzle solving with a more action-oriented underworld scanning style hack and slash game. The game also employs a simple top-down ASCII-based graphic map of your environment, in addition to the usual text description and uses a computer speaker to battle sounds and so on. Advantage Tennis (1991) Advantage Tennis is a tennis simulation played with 2D characters on a 3D simulated court. The camera zooms in and immerses to track the action. There are training, season and exhibition modes. The season mode allows you to play against various competitors and in various courts of the world. Adventure Building Kit (1987) Despite its name, Adventure Construction Set is an editor allowing players to create their own role-playing game scripts. You can customize a set of tiles, maps, and objects to create an RPG reminiscent of early Ultima games. Seven small sets of tools for creating templates from Sci/Fi, Spy and Medieval setting, as well as two full games are included as a demonstration: The Rivers of Light are based on surreal mythology and include 1400 rooms, while the land of Aventura consists of seven mini-adventures with different settings, such as alice's adaptation of Wonderland or Nazi Castle. Adventures in Serenia (1982) King George's daughter Priscilla was kidnapped by an evil wizard named Harlin, who kept her in his castle. The king offers half of his kingdom to all who dare to the distant mountain land, enter the castle, defeat Harlin, and bring back the princess. Only one adventurer is brave enough to take on this challenge. Wizard and Princess is a text adventure with graphics. The game environment consists of still shots from a first-person perspective. Combinations of game types verbs and objects interact with In the world, move between places, solve puzzles, and advance the story. The IBM PC version, titled Adventures in Serenia, is the same game, except for the plot introduction, which is described as a continuation of the wizard and princess: Harlin uses the sand of time to undo his foul with a brave nomadic, and the player must defeat him again. Adventure XT (2007) The sinister wizard Mordimor, who came to the mighty magical artifact of Destiny Orb, is slowly sapping the force of life from the Blarg forest. Your goal: get an orb for the sake of blowing forests! Author Paul Panks is known in IF circles for having settled on an early-form text adventure (perhaps that modern game maybe namesake, IBM Personal Computer XT?) as a pure, classic ideal to be visited and viewed in permutation in his many experiments, unhindered by modern changes in interactive fiction development systems, advances in game design, and even improvements to primitive dialects BASIC, the choice of his obvious development environment. In most of them, rare places, mute NPCs and death monsters appear in predictable (classic?) configurations, enhanced by sometimes inspired, sometimes jarring train crashes of often anachronistic mashups of cognitive dissonance - here's special uncensored cameo appearances from Gargamel, Azrael and several Smurfs... also solves to the North American glory period around the modern IBM XT. Adventures of Robin Hood, (1992) Robin Hood has accomplished many heroic works to change the public impression of you from villain to hero. For him, the ultimate goal is to regain his castle, which is recorded in the introductory sequence. This involves bringing together his group of cheerful men, and killing the sheriff and his guards. In the game you can find about 6 additional items, most of which are not necessary, but the game becomes much easier. The whole interface is similar to Populous: you do not have to direct Robin, but with icons that are around the screen. Al Citizens Shenwood go about their lives as usual, so this is another game that you can only miss watching and wandering through and not trying to complete. African Adventure (1984) African Adventure is a text game without sound or graphics. This is an African Adventure remake: Finding Dr. Livingston for the Commodore 64 softside in September 1980. You're playing someone who has to help look for a man named Dr. Livingstone who's lost somewhere in the darkest parts of Africa. For each action you type, all letters must be in uppercase, and your statement can contain only two words; a verb and noun, such as GET BOOK or GO EAST. You can also simply type the first letter of a word, such as E for the morning, for directions. You get points for the objects you collect. Some should be used in other places, or should be kept on top as the game continues. Road teams include HINT, if you are stuck, LOOK say what is around you, I will show your inventory and what you are holding. SCORE shows how many points you currently have. SAVE to save your current game progress. LOAD load the saved game, and QUIT to finish your game and display your overall score. All commands must be typed in uppercase letters to make the program understand. African Desert Campaign (1986) Allied forces are taking on German forces to gain control of the Suez Canal in the African desert campaign. Keyboard controls are used to select the unit you want to move, and when your queue is complete, you must wait for the enemy to move. Play a bit like a risk game won by taking over enemy chips. When your chip is near the enemy unit, you must attack and try to intercept their forces. The results of battles depend on the ammunition and supplies held by the attacking and defending units. When the enemy unit is defeated their tackles become yours. Certain types of terrain will block or interfere with the amount of movements you can make, while others will allow you to start movements from the beginning. Once your devices are large enough, you can choose to split them by using the Separate command and select the unit you want to apply. The Reinforcement command is used to move burkina through your units. Game units are controlled by keyboard controls using the menu at the top of the game box while graphics are generated using ASCII graphics. African Raiders-01 (1989) The game tries to represent Africa as part of the 11th Paris-Dakar rally route, which takes place in Tunisia, Algeria, Niger, Burkina Faso, Mali, and Senegal from 1988 to 1989. By controlling his car in the guise of a third person behind the car, the player should drive along the marked road in the Sahara. When a player loses his way, he (it) can be alone in the sand and start skid. In this case, he/she can switch between 4x4 and 4x2 modes of the car. These regimes have their own capabilities and misses. Speed is limited to 87 in 4x4 mode and limited to car settings in 4x2 mode. However, the 4x4 road signs can stop the car, and in 4x2 mode the car can knock out the road parks. When the gear is switched, the player can drive back and forth to avoid blocking the car with a road sign or debris in the sand. The direction of the road is indicated by the compass, as well as the length of the transverse path and the volume of residual fuel displayed in indicators. Other drivers are on the road during the day and night, so they should be left to win the rally. There are five stages with different visible horizons: 1) Tunisia - Salah (5726 km); 2) Ouallene - Acheghour (4353 km); 3) Acheghour - Niamey (4587 km); 4) Ouagadougou - Bamako (4438 km); 5) Bamako - Dakar (3622 km). So, you have to conquer the sand of the Sahara, show a good time in each scene and be the first finish. African Trax Simulator (1990) To desert your off-road bike as you negotiate all stages of the African runway. Before starting each stage, you need to choose three items of equipment to take with you. However, this decision is taken with caution, as it can be very important. You meet other drivers who will try to knock you off your bike. In addition, you need to correctly assess your speed and try to perform wheels while driving over the hills. Don't get off the bike! Agent USA (1984) Agent USA is a geography enhancement game that centers around a character that travels by train to different US cities. The object of the game is to find FuzzBomb, which turns ordinary people into FuzzBodies. You plant crystals that regenerate into newer crystals, and when you build up to 100 of them and touch FuzzBomb, the nation is saved! Aggravation (1991) Aggravation is a board game in which the point is to bring back your chips to home base after you go around the playing board. This game uses ASCII graphics to display the game board and allows up to four players to play in turn. Up to three of these players can be controlled by a computer. After rolling six or one player can put one of his four chips on the playing board and try to cross it and head home to a safe base. Landing on another player will mean that that player has to take that chip back and restart it by rolling one or six. Rolling six allows the player to roll again and players can't jump over other chips of their own. Therefore, someone named Aggravation in this game, unlike the board game of the same name, plays and looks more like a board game sorry. Aggression (1990) Aggression is a board game that combines checkers and chess elements. The object of the game is to move all your tiles to the opposite side of the game board while your computer opponent or your friend wants to turn doing the same with your tiles. You can use your tiles to surround and get stuck in opponents' tiles by forcing them to restart at the beginning with this brick and of course they can do the same with you. Air Bucks (1992) Air Bucks is a business simulation game that tries to capture ins and outs from the airline industry without bogged down a player down with details. It begins in 1946, and the goal is to build a successful airline with a small initial budget. There are many details in the game, such as the player's access to airports, the installation of seats on planes to carry more or less first class passengers, the decision on the quality of food or entertainment during the flight, and more. The game has special events similar to Sid Meier's Railroad Tycoon, which require rapid changes in airplane operations to accommodate them. Other important industry-related activities include the design and payment of global routes for landing rights, the landing of aircraft and the fares of each leg. All these solutions are made on various menu screens. Competition consists of more than three opponents controlled by man or AI and The map is randomly generated with each new game. Air Duel 80 Years of Dogfighting (1993) As the name suggests, this flight simulation gives you the ability to fly most of the famous fighter models from World War 1 to the present day. You can fly the Sopwith Camel, Spitfire, F-4 Phantom, Harrier Jump Jet, F-16 Fighting Falcon, Fokker DR1, and MIG-23, each with realistic and functional cockpit features. The game offers 6 historical missions, duel mode and air duel What if?. In the latter case, you can use weapons from different periods for aircraft and try to shoot down a modern plane using an older one. Air Traffic Controller (1985) In this simulation, the player takes on the role of air traffic controller and safely leads planes to their destinations! This is an ASCII text game similar to the latest Atari ST game of the same name. Each plane on the screen is represented by a letter and arrow. The list on the side shall list all airspace planes, their location, destination, fuel, course and altitude. The player must direct some planes to land at specific airports; other aeroplanes shall be directed to specific seating points within airspace. Air Trax (1983) Air Trax is an air traffic control tower simulation game very very similar to air traffic controller. This is an ASCII text-based air traffic control simulation where planes must be diverted to land safely before they run out of fuel or crash. However, this game seriously complicates things with the inclusion of three different types of aircraft: jets, small craft, and super sonic jets. Players can also earn a salary. Air Warrior (1992) Air Warrior is an online multiplayer flight simulator. The flight line has stable 17 WW II-era fighter jets (P-51D Mustang, P-38J Lighting, F4U Corsair, Spitfire MK IX, BF-109F, FW-190, YAK-9D) and bombers (B-17G Flying Fortress, B-25J Mitchell, Junkers JU-88) from 5 nations for your aerial dogfights and bombing missions. Connect through the GEmie network or fly head-2-head in front of a friend at medium speeds up to 1200 fmg. If played through the GEmie network, the battles could be up to 50 people from all over America at the same time. Each aeroplane has unique characteristics related to performance, manoeuvrability and flight control performance. Use the keyboard control Help screen (ed F10) to narrow the learning curve during flight. Chat communication in real-time air battles is limited to keyboard text, so a quick truncated response is necessary. The game has SVGA graphics 640x480 in 256 colors, which allows you to improve cabin layout, increased visibility and realism through off-line training and online air warfare. Airball (1987) You were turned into an air ball with a slow outflow of an evil wizard. You must find a spelling book and spelling ingredients. Without them, you'll never go back to a man again. These items must be collected in the labyrinth 150 isometric rooms. They can be explored freely, but sometimes you need to have special objects, such as a candle in dark rooms. The danger consists mainly of sharp objects that can cause your ball to burst. In addition, you are a timer because your balloon loses air constantly. But it can be filled with using pumps that can be found in the maze - but you have to leave them in time or you explode due to excessive pressure. AIRLIFT RESCUE (1995) STORY Use your helicopter to land and save civilians in need while destroying any and all enemies in the vicinity! GAMEPLAY Your helicopter is a fast gunship capable of fast maneuvers (left, up, down, right) and is also equipped with a chain weapon (simply put, it can shoot). Your helicopter can also change direction by pressing the CTRL button, which is especially useful if you want to reach ground targets. As mentioned, your main goal is to save those helpless civilians who are on the ground. To do this, you need to carefully land your shredder on the ground and wait for them to board your helicopter. Enemy enemies may try to thwart their rescue attempts, and possibly also kill those civilians. The civilian casualties will result in a negative result (indicated by the scoreboard), and the rescued civilians will be indicated by a positive score. Airlines (1994) Here you have a typical economic modeling of the mid-1990s, which, you guessed, imitates the airline company. At the beginning of the game you own a 100% stake in a corporation with several million dollars of capital. With this money you buy planes that differ in statistics, such as range, price or room. On the world map you set routes, ticket prices and cargo (passengers or goods) and send them to the flight. The rest is handled by the game itself, and the only thing you have to do is buy new planes, sell part of your stock due to financial difficulties, watch your balance sheet and handle a few random events such as strikes or the oil crisis. Because of the nature of the game, you will spend all the time on the world map or in front of statistics. Airstrike USA (1990) Airstrike USA is an arcade action flight game where you fly an ATF (Advanced Tactical Fighter) on various missions around the world. Missions include the destruction of enemy submarines, radars, aircraft, bases, etc. In the game, you watch your ATF from the back with a very simplified dashboard at the bottom of the screen. Ajax (1989) In this arcade shoot'em up your mission is to infiltrate an alien fortress through 6 levels, and destroy the fortress and alien. When you sit in Ajax H.Q., you need to pilot a remotely operated drone to do so. The drone is a jet fighter (for video) and helicopter gunship (top-down image). It can be moved to the screen, fire air-air and air-to-ground and pow bomb. The endless crowds of mechanoid attackers, whose sole intention is complete dominance of the Earth, will try to stop you. Exit each level is an a powerful boss that you should remove. The DOS version differs from the C64/CPC/ZX version based on the number and location of enemies, the map of zones, the order of the steps, and the ability to use different controls to shoot air and ground targets. Aldo's Adventure (1987) You are Aldo (who for some reason looks incredible like Mario donkey Kong). Your mission is to successfully reach the upper levels and get the treasure chest that is inside. But beware of falling barrels (yes, barrels) that inhibit your progress and threaten to flatten you into the current background. Control Aldo quickly by moving, jumping and climbing ladders to reach the jackpot top level. Aleshar - Ice World (1997) From the very beginning your parents knew that you were somehow different from others. You have elemental powers and dangerous tools and an illegal spark, unless one of the wisdom cut priests. Your father sends you to learn under the direction of an elementalist, hoping that you will not experience the same fate as your grandfather, whom the cult hunted for not being a priest. The elementalist eluded the cult living far from large towns and cities. He was forgotten by the cult. Your father hoped you would be forgotten too. And now you're back... Aleshar: Ice World is a top-down perspective role-playing game (RPG) in a world surrounded by snow and ice. Your character can be created from various available classes (hunter, doctor, bard, etc.), each with different specialty statistics that can be tweaked through character creation. Character statistics and abilities will increase during the game, depending on the constant use of a certain ability. In other RPG usually there is no leveling or experience. The ice world is divided into two main areas: 1. An internal map, where you can encounter (random) monsters and visit cities, dungeons and caves. Here you can initiate hunting steps to purchase a diet and use sex to determine your location. Setting time on an internal map is real-time, so random monster encounters can arise even if your character is not moving. 2. A tactical map where you start fighting and/or communicating with people (entering cities). Interaction with people includes a text analyzer where you enter keywords (such as name, work, purchases/sales, etc.) for further dialogues. Certain keywords are highlighted automatically. The fight occurs when faced with random monsters on the main map. In turn, a reasonable battle consists simply of moving your character to the enemy position, either manually aiming at enemy melee or fluctuating weapons. Combat is then defined by text messages indicating attack and defense roles. Magic (or known as Spark Aleshar) is an ability acquired later in the game, consisting of one or a combined use of five available runes (fire, water, earth, air and spirit). Each spelling can be tweaked to a certain power level, the higher the power used, used, but more strained is your character fatigue. Spells directed at yourself or your allies are always useful, and spells directed at your enemies are always hurting. Alex Higgins World Snooker (1986) Presented by the name Snooker world champion Alex Higgins, the game is a snooker simulator with a top down view of the table. At the beginning of the game, the player gives a hint of the ball in a fixed position on the table. To give it direction, the image of the hint ball is placed in the desired destination. To adjust strength and spin, the player gives movement to hint at the ball. Colored and/or counted balls must be placed in pockets in a predetermined order in accordance with snooker rules. One with most points at the end of the game wins. The pack of red balls has six, ten or fifteen options. There are two game modes: practice per player and match for two players. The game is available in English, French and German. Alex Alligator 2 (2002) Alex Alligator 2 is a simple board game that can be played against a computer or friend. This fully functional game was the author's contribution to Allegro Speedhack 2001. At first glance the game looks like an Othello clone, two players take turns placing colored tiles on the 8x8 board. In addition, the rules and objectives differ. The goal is to finish the game with the highest score when either opponent has cleared all his tiles. Each turn player can put one of its colored tiles or slide any row/column in one unit. The row/column cannot be moved again for one turn. When a group of four tiles is formed, forming a square, they are removed from the board. If the player manages to remove 6 tiles in a rectangle, they are rewarded with a special yellow tile, which acts as a wild card, allowing to fill the square for any color. To make everything even more interesting gray tiles, periodically appear on the board in random blank places; gray tile can be removed only with 3 yellow tiles, although it is unlikely that the player will use them in this way. What makes this game interesting is that you can score points by filling squares or color; For example, if your opponent slides a row and finishes the square with your colored tiles it gets points instead of you. The game also has a two-level challenge in human vs computer mode, high score table, sounds and music. Not bad for 72 hours! ALF - First Adventure (1987) It was the budget release of a computer game based on a popular '80s television show of the same name. The player controls Alf, who has to drive around the neighborhood collecting pizzas and avoiding the cat and household man. ALF Thinking Skills (1993) Let the war, mania, cat eat all teach your children the basics of logic! The game is set to three lessons; the first has a child leading the ALF to Tanner's household cat Lucky, logical problems (e.g. 3 with stop lamps, one is green... which path leads to cat bites?) #2 gives children and/or concept using colorful forms. Point to the correct answer with ALF. #3 includes the sorting of form/color according to the criteria the ALF gives you. Alice in Wonderland (1989) Alice in Wonderland is a text adventure based on Lewis Carroll's book Alice's Adventures in Wonderland. The game contains 16 objects you can interact with. Each object has weight and you can carry a different amount of items depending on your size in the game. Like Alice, you have to explore Wonderland to find your lost pet cat and make it home alive. There are ten creators with whom you can communicate, and they act in a similar way to the original history. The game is similar to other text adventures where you go from terrain to another and interact with whiskey, what you will find. Attached documents indicate which commands are available, or you can try to find out these commands yourself. Alien (1982) This short text adventure casts the player as the only surviving cosmic catastrophe involving the luxurious lainer Adonis. Trapped on a hostile planet full of monsters after the landing of life-saving headphones, the player must reach the only other inhabitants of the planet and find a way home. The game has a simple two-word analyzer, many instant deaths (so mapping is important) and relatively few puzzles. Alien Attack (1993) Alien Attack is an ASCII text game. You control the ship and you have to destroy alien fighters. Aliens won't stop anything from destroying the Earth. Let one post and you lose. You have to be quick because aliens come in sets of three. After a little bit, the speed of the game increases and you have to be fast as it gets faster and faster. You have to have a good time in this game because if you missed once at the fastest speed, you're finished. There are no power-ups in this game. A high score table tracks the results of players. Alien Breed (1993) Alien Breed is a top-down science fiction shooter somewhat inspired by the movie Alien in terms of plot and atmosphere. The game, though, was obviously inspired by the Atari arcade classic Gauntlet. The game tells the typical sci-fi story of an alien invasion of the space station ISRC-4. Two space Marines, Johnson and Stone, are the only people left to clear the base of aliens. Moving around an alien-infested complex from top to bottom, you always have to monitor not only your energy levels, but also be conservative with ammunition. While you'll find new cartridges of ammo strewn around levels, they are consumed quickly by respawning aliens who can come crawling from the floor and walls when least expected. On the floor you will also find keys to go through the locked door. The keys must also be used with caution, or you can find yourself locked out of a room that contains the remaining keys that you will need to be Level. Other door doors To one side, and there will be electric shocks for you if you try to pass it to the other side. Other major premiums found on the floor are emergency kits to restore your health, and credits. Credits are convenient when you find the Infotek terminal. Here you can access information about your current mission and vital statistics, as well as purchase supplies such as ammunition, weapons and keys. Music is confiscated in this game, for the atmosphere sounds from the sounds of machines, machine gun sounds and aliens driving around the base. Alien Olympics (1994) Alien Olympics is a wacky combination of track &amp; field games and retro-arcade games that you play as a foreigner. There are 8 unique alien characters that you can choose and compete with. Each foreigner has different strengths and weaknesses. For example, mr. Mune (track as an alien) has many legs, allowing him to be very good at shooting events, but also complicates him in racing events. You can compete with a friend by sharing your keyboard or before your computer. There are a total of 15 different events to compete in and you have the opportunity to tackle the selected path, or going through the whole series. You also have the opportunity to practice first to get hung up things. 15 events: * 50 Qbit Dash (Race) * Laser Jump (Hurdling) * Big Bounce (Long Jump) * Laser Skeet I (Shooting Targets) * 200 Qbit Splurge (Race) * Lung Jump Split (Triple Jump) * Topxiphly (Archery) * Flob Flop (Shot put) * Saber Run (Javelin throw) * Survival (Pac-Man Option) * Alien Hurl (Next throw game, but your alien now has an object to be thrown by a giant robot) * Laser Skeet II (Shooting Targets) * Jetpack Tag (similar to asteroids) * Lizard Jump (pole vault) * Wall Jumping (High Jump) Alien Phobia (1997) Looking frantic an action game that is all around for about 30 seconds? If so, it's your game. Aliens come to the screen, and you blast them. VGA graphics and SB sound. Alien Rampage (1996) Alien Rampage is a 2D side-scroller with large animated sprites and multiple layers of parallaxing background. You are a lonely angry alien dude with a bad attitude. You crashed down on an unwelcoming planet, and in this way you set out to return to the ship so that you could leave this terrible place. To do this, you blast hundreds of ugly creatures, enemy bounty hunters, and you will use pretty impressive

weapons to do so. You will also get to buy energy ups and get help from a goofy local troll like locals to solve puzzles. The game consists of running, jumping and shooting, with a strong focus on shooting. The action is very gory, and is similar to DOOM 2D. Alien Syndrome (1989) Alien Syndrome is a scroll shooter arcade conversion. Your job is to run around and save all the prisoners and make it escape the hatches by the time bomb Then face the mother alien at the end of the level. You can play as one player or two in turn (Player 2 starts the game after Player 1 dies and vice versa). Alien Worlds (1989) You must kill endless waves of aliens. You do this by flying around the screen (using a rocket package) and then firing them with a machine gun. Alive Sharks (1990) Alive Sharks is a shareware underwater action arcade game in which you play a marine biologist who dives rare ocean creatures. Your diver swims independently and you have to guide him in the direction of the creatures. He takes them and you have to bring them back to your cage to get points. Each of the 10 levels is filled with sharks who want to kill you. You can stand a few bites, but sooner or later you are dead. Touching poisonous jelly fish, you even die immediately. You can avoid this by shooting them with your weapon. You get a point and they drown stunned in the ground, but they are not dead and recover quickly. Just shooting in their direction will scare them and they lose their tail for a few moments. At higher levels, the number of sharks increases, they become more aggressive, and your weapon melts them for a shorter period. In the Shareware version, you can only play against sharks. The full version features raybats and killer jellyfish. All New Family Feud (1989) If you've ever seen a game show you know what the game is like: Two families compete with each other and need to guess five popular answers to questions like The Name of today's top female singer. The number of people (always one hundred in total) who responded the same way as the family, equates to awarded points. So, for example, if 20 people were to say Madonna, the family would get 20 points, guessing, and you need to guess the most popular. There are three to five rounds and end up family with most points to win. All-American College Football (1991) All-American College Football is a football simulator that allows a player to coach a college football team. The game is officially licensed and features more than 140 statistical categories of more than 80 teams. There are five game modules included: 1. College Head-Up Soccer: Play the game head-to-head against another person on the same computer or via modem. Players call from the sideline with 198 plays available. 2. College League Football: This module is designed to play league games. The player must develop a game plan by adjusting a number of options such as transfer coverage, defensive strength, transfer patterns and so on. The computer will simum the game according to the game plan, and the results can be analyzed by the player to improve the team for the next game. 3. General Manager: This module allows the player to view scouting reports about league teams, as well as to view and edit the list of players. You can print game plans and game book sheets, as well as set up an automatic game schedule. 4. League managers: View and print statistical leaders in all major categories of the current league. 5. Statistics Keeper: This allows the player to View and print all league statistics and provide detailed statistics about the last game to play. All time records are also available. Allen Border's Cricket (1993) One of the few computer games to play cricket, traditional summer entertainment in many English-speaking countries. The game had different licenses with well-known cricketers in different countries. It was Audiogenic's second cricket game, 8 years after Graham Goodrich's Test Match. All international sides are, with the ability to change player data and choose the team themselves. Test matches and limited overs matches are available, with 1 or 2 innings per team, and you can rotate leg-before-wicket dismissals, making the game easier to understand. There are 3 skill levels - amateur, professional and world class. Bowling involves the position of the marker so that you can put the bowl, then control the speed /back (depending on the type of bowling chosen). Batting includes time for one of the many available photos, and the field is mostly automated. Alley Cat (1984) Alley Cat is an action game consisting of several mini games tied together. You are a small black cat who wants to love a beautiful female cat who lives in an apartment complex. Play all kinds of cat themed mini games in order to reach it and collect as many points as you can while doing so. You start in the alley and need to get inside the apartment by climbing on garbage cans and fences. Also, jump into the clothing line and through a few open windows while big dogs try to eat you and people throw garbage at you. Outside the apartment complex, you can collect points by eating mice that ride through clothing lines. When you jump out the window, you enter the room where you play a randomly assigned mini-game. These mini-games include: eat all the fish in a bowl of fish, steal milk from a large number of bulldozes, push the farm from the table and eat the bird, catch mice in a large cheese, push vases out of the cabinet. To make things more difficult, there is always a broom in each room that tries to knock you out. You get points by filling in mini-games over time (the faster, the better). When you finish the mini-game, you'll be back in the alley. Make your way back to the apartment complex and you get the chance to play love cat game: try to reach the hearts of the lady cat in the top row while rival male cats and cupid arrows knock you down. After you have paired, the difficulty becomes clogged with a step. AlphaMan (1995) AlphaMan is a roguelike game of futuristic/post-apocalyptic setting. Like many other roguelike games there are light RPG (several stats, no character creation, no points distribution level up) and uses ASCII graphics. Unlike other rogue games, it offers you the ability to choose difficulty settings, allows you to save at any time and have multiple characters in parallel. The ultimate goal of the game is to find the Greencha Fortress and overcome this and a psychotic enemy. To do this, you first need to get to five other castles and beat the respective bosses there, each time you get an irreplaceable thing. The name of these bosses and castles shows a strong humorous element (Gilligan in the fortress of castaways; Buzz Aldrin, cult leader of those who came in second). Alphaman (1992) This game will test your problem solving abilities as you try to solve 25 puzzles. Each puzzle has letters of word located somewhere on a 7 x 11 grid board. Each letter is in the block, which, when pushed by your man (Alpha Man), will slide in that direction until it either hits the side of the grid plate or the next block. The goal is to push all the letter blocks onto the corresponding letters, which are somewhere else on the game board. Alpine Encounter. (1985) Two major crimes occurred in various parts of the world. In Beijing, China, an invaluable vase was stolen, and a us military facility in the Rocky Mountains had taken secret plans for a new missile. Behind the theft is VODOC, a sinister secret organization that manipulates global events to create a market for its bad services. As agent 456, you are sent to alpenhof ski resort in Switzerland and you have twelve hours to stop vodac world domination conspiracy. Alpine Encounter is an interactive fantasy game with graphics. Alter Ego Male (1986) Alter Ego is a game that tries to imitate life itself. The player creates a character with different personality statistics, assigning them randomly or answering several introductory questions. Then they direct this character through seven stages of life, from infancy to old age. The game consists of several situations where it is necessary to make a decision. This is done by choosing one of the many options for answers, sometimes accompanied by mood. Then the player gets to submit the results and goes to the next situation. Each decision has long-term consequences and affects personality, health and whose situations await further along the way. Some decisions can even lead to early death or instant game over. Every stage of life is represented by the tree of life in which the situations are arranged; the motive of the situation card indicates the general theme of the situation. When a certain age is reached, additional life chances can be made at any time. Here the player can change his lifestyle and manage his love and professional life. The game exists in two variants that depict the lives of men or women. Changed Destiny (1990) One beautiful day P. J. Barrett, an ordinary man from planet Earth, goes to a repair shop to fix his TV. When he comes back to him, he accidentally takes the wrong one. There's no big deal? Quite the opposite. Some unsuspecting mr. Barrett comes home and turns on the TV, he is sucked into the portal! In a moment, he finds himself on a strange planet in Dalter. Naturally, this Need Savior: The evil alien Helmar stole an artifact known as the Jewel of Light, thus endangering the entire galaxy. Now our unlikely hero must overcome various obstacles and save the world. Changed Fate is a puzzle solution adventure game. The interface is very similar to that used by les Manley in the same company. Navigation can be done with the mouse (point and click), but the game still needs text input to issue commands to the hero and communicate with the world. AM Mini Golf 3D (1996) AM Mini Golf 3D is a shareware crazy golf program written by DOS by 9 players. After each hole is completed the game shows shots through the hole and total shots taken so far. The shareware version consists of 9 holes increasingly complex. A thin blue line indicates the direction in which the putt will take, at the beginning of each blow it always points to the hole. The power of the shot is controlled by holding down the SPACEBAR, the white column on the left side of the screen shows how much power is used. When a column reaches maximum power, a dash is allowed. The game also features sound effects, bees randomly rumored, planes and helicopters accidentally fly overhead and birds sometimes on Twitter. The full, registered version consists of an 18-hole course, a hole and course designer software capable of creating a course of up to 99 holes, and the ability to play any hole in any course created by anyone using a registered version of the game. Amarillo Slim Dealer's Choice (1991) Amarillo Slim Dealer's Choice is a poker simulation featuring several game options including 5, 6 or 7 Stud, Mexican, Hold 'em and forty-four. Other features in the game include a high scoreboard, recording/playback, embedded help/rules, statistics, and multiplayer support. The teacher function allows you to calculate the change of hand improvement of the other card at any time. Amaze (1989) What is a game called? Amaze! What's in it? Maze! Now that we take care of... Because of inexplicable factors, our protagonist, the dishonest yellow happy face, found him or herself trapped in the middle of a maze of large, multi-segment textmode (each segment randomly about the size of a single metric computer screen, decorated with different color schemes and using different symbols as obstacles), filled with endlessly re-spawning enemies (red faces), finite ammunition additions, health bonuses and abstract hazards, alluded only to the use of arcane ASCII symbols, which can not even be named. Sometimes the messages are clearly spelled out in the room layout address directly to the player. Enemies are pursuing their routine in real time, kroz style, so the hero can also move along quickly in search of the labyrinth exit ... let's say there is even one. The game was later (but not too much longer - in the same release year) gussed with extra flashes and bleeps and new scroller god platinumas sulošintas shareware shareware As madness, boast new, unfamiliar messages among the traditional map arranged, and hint at the solution of the adventure game puzzle by adding new objects to the maps. Since this version charges the player after one death, it is difficult to follow up further changes. Amazon (1984) Amazon is a graphic text adventure game by Michael Critchton. You work for NSRT (National Satellite Resource Technology), a top secret research firm. While waiting for a transfer from a team sent to the Amazon rainforest, you realize that the expedition was wrong, and it is your job to travel to the Amazon rainforests and find out what happened. The game has three difficulty levels, time sequences and action-based mini-games. The folder includes a map of the Amazon rainforest and a technical briefing for your mission from the NSRT Home Office. Amazon Snake (1995) Amazon Snake is a public domain game snake genre. The player starts with a small snake that constantly moves. Using arrow keys the player must feed the snake points, but feeding the snake allows you to grow longer. The challenge is to keep the ever-growing, ever-moving snake alive, feeding it, but avoiding any contact with the walls or yourself. Snake food is a strange mixture: * Pumpkin scores 1 point and increases snake length by 10 pixels. * Pear scores 2 points and increases snake length by 20 pixels. * Apple scores 3 points and increases the snake length by 30 pixels. * The fish scores 5 points and increases the snake's length by 50 pixels. Amazon Trail (1993) The protagonist of the game sees a strange dream: a black jaguar appears and presents itself as a servant of the King of Inca. He explains that the People of The Ink die of malaria and pose a danger to European researchers. Jaguar is ready to move the hero to the top, where he will have to look for a cinchona plant and deliver it to the King of Inca. Part of the Trail series of educational games. Amazon Trail features a game system similar to other installments, with adventure and simulation elements. The player will have to choose tour guides, make travel plans, manage supplies, fly a boat on the Amazon River, encounter many native animal species, take pictures and catch fish in order to survive the dangers of travel. At certain points of the game there are also time trips, and the player can meet historical characters. After completing the basic search, players are sorted according to their playing style, based on personal activity, the number of animals identified, additional gifts brought to the King of Inca and others. It features a series of events that test the strength, speed and skills of players against a trained team of ten Gladiators, five men and five women. Female characters are ice, gold, Blaze and Zap, most of them know their bodybuilding achievements. The main male characters are Turbo, Nitro (he featured in several US. national television commercials), Gemini, Thunder and Laser (Mr. Montana 1986). In total there are seven events, all viewed from third party opinions. The final is eliminator offensive course., in which you compete directly with the opponent. Amnesia (1986) A protagonist wakes up in a hotel room in downtown Manhattan without clothes and money, and what's worse, no memory. Soon he finds out that some people want to kill him and he's wanted for murder in Texas. Now his ambition is to find out what exactly is going on, who he is and how to set things up correctly. An amphibians feature is the inclusion of the entire Manhattan, more specifically about 4,000 separate locations, 650 streets and subway systems. For this reason, the original package contains a map and an X-Street Indexer (a code circle to find the nearest cross street, combining the name of the avenue with the street address number) so that the player can find his way. The game also simulates the time of day, which, for example, means that stores are closed and opened at the right time. Most puzzles are on the basis of inventory or conversations and it often has to be in the right place at the right time. In addition, the player has to take care to survive, so he must take jobs to earn money, buy food and find shelter at night. This represents a result that is divided into three parts: a detective (plot progress), character (as he communicates with the citizens of Manhattan) and survivor. Amulet of Yendor (1985) This fantasy adventure is a player exploring the castle in search of treasures. The castle is an eight to eight to eight grid, with eight levels containing sixty-four rooms each. Its contents are randomized at the beginning of each game. There are eight major treasures to look for (including palmitr and silmaril) and twelve monster species to avoid (from merciful kobolds to can dragons); Players can choose from four different character races (elf, dwarf, man or hobbit) and, with enough intelligence, can throw three different spells (internet, fire ball and deathspell). After selecting the race, distributing attribute scores and spending money to acquire weapons, armor and other equipment, the player enters the castle. Rooms are represented by a short text description and grid numbers indicating where they fit for the grand scheme of things. The game consists of typing simple text commands to move, fight and collect treasure. The map is automatically generated during the game, but it can only be viewed for a short moment before it disappears from the screen (even on very slow computers). American Tail - Fievel Goes West (1993) American Tail: Fievel Goes West is a point-and-click adventure game based on Steven Spielberg's films American Tail and American Tail: Fievel Goes West. Fievel Mousekwitz Mousekwitz a young Russian mouse emigrating across the ocean to America. During a storm at sea, he was tossed overboard and lands in New York city from his family. Now he needs to wander the streets and communicate with other mice and cats to reunite with his family. And when that happens, the Mousekwitz family has always talked about moving west, on the wall. You take on the role of Fievel, a blue hat mouse that then moves between areas picked up and interacts with elements and symbols. Fievel can store an unlimited number of items in your inventory and must use them to solve various puzzles and mini-games to make progress. Anacreon - Reconstruction 4021 (1987) Anacreon: Reconstruction 4021 is an ASCII space strategy game in which you play (obviously) as the supreme leader of the galactic empire fighting for global domination. It contains common elements of the 4X strategy, including planetary governance and development, exploration, technology research and war. The game has several scripts (although you can create your own with a text editor) that provide the overall game background (number of players, number of turns, and difficulties). Each map is randomly created, and wins the player with the highest score when reaching the maximum in turn. Colonies cannot be created. Instead, there are independent planets that must be conquered in order to incorporate them into their empire. Colony management is almost automatic because there are no facilities (except for certain orbital platforms) that can be built and resources are used and distributed from the computer. Different types of ships and soldiers are also automatically built on planets where the necessary technologies are available. The technique is discovered in a linear way as you progress, but each planet has a level of technology (which also advances automatically when the empire) that determines what can be built there. However, you can determine the common purpose of the colony (agricultural, military post, raw material mine...) and freely transport resources and soldiers between colonies, and you need to pay attention to several statistics (efficiency, warehouses, planet type ...). Since there is no diplomacy (except for the messaging system in multiplayer), Anacreon plays mainly as a game of war and conquest. Ancient War Art (1984) Ancient War Art is a real-time strategy game based on the very basic elements of war: the types of pieces, formation and strength. The game is set in ancient battle-style times against the use of weapons powder, consisting of three main types of pieces of that period: light armored but fast barbarians, heavily armored but slow knights and various archers. It is also possible to use the fourth non-combat unit type: spies, which are only available according to certain settings of campaign rules. The game consists of different scenarios, each of which has a different geographical environment, difficulty setting, visibility and victory conditions. Some settings may be changed by Player. The game is represented in two main areas: * The first is a tactical/political map that visualizes the geographical and terrain elements from top to bottom. Here the player can coordinate, position, strengthen soldiers, as well as command them to attack, defend or ambush enemy soldiers in real time. Time can be set to pause, faster or slower to make battle plans easier. * The second is a counter-display in which one group of soldiers fights another enemy group. A squad of up to 14 soldiers will fight according to their established battle formation and will only operate according to the player's battle teams in real time (e.g. attack, forward, retreat, etc.). The levels of complexity are represented by eight opponents, among them the Greek war goddess Athena, a stereotypical commander of Russia and the Soviet Union, named Crazy Ivan, as well as historical characters Alexander the Great, Julius Caesar, Genghis Khan, Napoleon, Geronimo and Sun Tzu as the toughest adversary. Each opponent has a different style of struggle and strategy. The game also comes with a building kit that allows the player to create their own campaigns: From History to Rules Map Editor. In this game editor, the player can also change soldiers according to the player's taste, such as default army formations. The ancient art of war at sea (1987) The ancient art of war at sea is a continuation of the ancient art of war, where battle campaigns are now taking place in the huge oceans of naval combat. The game is a top-down semi real-time strategy game. The game has different speed/time settings (slower and faster), so the player can manage the strategies while remaining in real time. Like its predecessor, the game comes with different complexity settings, symbolized by several famous navy commanders, and also comes with a game editor. Ship Types As its predecessor, the game presents three different types of units in the game: 1. Frigate, small but fastest ship in the fleet. 2. Ship-of-the-line, main warship in the navy. 3. Flagship, well armed, but slow. Flagships are moving strategic flags that need to be captured to win the game. The object of the game is to capture all enemy flagships while protecting the player-controlled flagships. As an additional difficulty, new ships can not be built, but enemy ships can be caught boarding them. Main map The main map contains information on the friendly and enemy unit location, ports and certain waters that may harm the vessels passing through it. Repairs and supplies can be obtained from many ports on the main map. Whether a supply or redress can take place depends on the possibilities or rules for determining the scenario. Certain types of waters may be dangerous for vessels to cross. There are two different types of waters: shallow waters and dangerous The larger the ship, the more damage they do when they cross those seas. However, it is also about the options or rules for the script parameter. Combat Sea Combat fights fall from top to bottom tactical map where the player can control multiple ships at once. During the sea fight, the object of the game is to sink the opposing fleet by firing cannons or boarding and capturing it. When the ships collide with each other, the counter screen enters the boarding screen. During boarding there are two different units: swords (pirates with cutlasses, melees) and musketeers (ranged combat). The winner is the last person standing. Some ports provide different types of pirate units, but this is not explicitly mentioned in the game. Ancient Art of War in the Sky (1992) After a naval battle, the second sequel to ancient war art is about aircraft fighting in World War I. It's a real-time strategy game in nature, and most of the time spent on an overhead map. Here players plan their strategy and determine the goals and routes of their aircraft. There are various statistics that are affected by battlefield events, such as the destruction of factories prolongs the time when the enemy can get new aircraft. In general, the game features many real and fanciful campaigns, as well as an editor to create more, with the condition of winning or destroying the enemy's flight force in his capital or wearing it. When a fight battle or bombardment occurs, the game switches to the side scroll counter screen. Here players are actively involved in the fight; The goal during dog battles is to destroy the enemy and the bombings are to release the bomb at the right time, avoiding the issue of flak fire. These sequences can be automatically calculated by your computer; then the pilot's skills affect the changes in his success. Ancient Domain Secrets (1994) The secret of ancient domains, the character of the player is an adventurer who traveled to a remote mountain to save Ancardia, the world of the game, from the forces of chaos. The player can continue this quest or join the chaos depending on the choices that the player makes in the game. Becoming corrupted by the forces of chaos leads to mutations that have a positive or negative effect. The game features a wide range of characters in races and classes, a point-based skill system, many subplots, and a comprehensive world that allows you to grow grass and repair/upgrade weapons with smithery. Ancient 1 Deathwatch.zip Ancient 1: Death Watch is a mystical fantasy role-playing game, allowing players deep underground to do battle with strange monsters and find untold riches in and after the city of Locklaven. The player uses a keyboard or mouse to control the country of the four explorers who travel together and must work as a team to protect themselves from the underworld of many inhabitants. Said dungeon consists of several levels with an increasingly difficult and (relatively) preserved city above the ground where symbols can shop and heal. The fight game is in turn grounded. Character enhancement traditional experience system, but after the level up to the Locklaven Guild must be visited. The game allows three races (elf, dwarf and man) and four classes (soldier, thief, mage and priest). Ancient 2 is approaching evil.zip ancient 2: Approaching Evil is a sequel to Ancient 1: Death Watch with a new story not directly related to its predecessor. A new evil emerged from the ancient catacombs and the task of the player is to find four seals so that they can be stored in these catacombs. The country is created from six classes (warrior, rogue, priest, mage and new Paladin and Ranger) and five races (human, elf, dwarf and new semi-elf and hobbit) and heads straight to the underworld. The mechanics of the game have not changed compared to the predecessor, still a major city, which helps to buy equipment and cure. New is that not all dungeons are simply located underground in the city, players also visit places such as wildlife or the wizard's tower. The struggle is based on its turn, and the development of the character is based on the points of experience. Angband (1992) Angband is an updated version of the game Moria, adding more monsters, characters to races and classes; dredging from 50 levels to 100; and including new features such as monster pits and unique elements. The object of the game is to become powerful enough to defeat the heavy unique monster Morgoth at the bottom of the dungeon. Angel Nieto Pole 500 (1990) Angel Nieto Pole 500 is a motorcycle game based on the 500cc World Championship, starring Spanish legend Angel Nieto (13 world champion titles in 50cc and 125cc classes between 1969 and 1984). This game allows you to choose between different game modes with the main target to beat all opponents. Other options available include multiplayer, motorcycle characteristics, circuit or meteorology. And then, at the World Championships, you can choose another option: to see the statistics of your competitors (his times in training, records and position on the starting line), you can also run official training on each circuit to start the race. The game includes a total of 16 circuits (the official of this contest), you can try to train it separately, but if you want to win the title, you have to show your abilities in each of them from the first. Another feature of the Pole 500 is the ability to run simultaneously in training mode or championship mode with 2 players (in this case, the screen will be sections horizontally). Animal Mathematics (1986) Animal Mathematics is an educational game that uses pictures of animals to teach computing, sequence, replenishment and subtraction. For example, you can select an replenishment and must fill in eight amounts. Once you've finished the eight fair game shows congratulations on the screen with a fun little tune and then move on to more complex equations. Designed for younger school-age kids the game is simple enough to use them. Text and pictures are large and easy to read. Quest (1996) Animal Quest is an educational game for all ages. Players become animals in four different game groups with the following names: Forest animals, ocean animals, jungle animals and young lion. The game is played in a grid field where animals, environments and other obstacles are randomly placed. The goal of the player is to catch his prey (other animals or plants). Each animal has its own level of complexity; prey to an animal is more difficult than a lion. The game contains detailed information about animals. Anna's Gram (1987) This game has been a recurring feature of several Softdisk disk subscriptions; every time it appeared on a certain platform, there were different puzzles in it. This is a combination word game/sliding tile puzzle in which the letters must be manipulated and rearranged within the restrained area in order to lay out the words. You can work with multiple words at the same time, and the letters displayed in the last word of each set are determined by the positions of the letters in the previous words. Annihilator Tank (1995) Annihilator Tank is a shareware game dos in which the player commands a tank and has to destroy more and more enemy tanks in more complex situations. This ends at the Combat Unlimited level, where the number of enemy tanks is unlimited and the player must destroy as much before losing his only tank. The tank controls include the standard left/right forward/opposite side and fire, without the right of the turret, the left of the turret and the center of the turret. The game screen has a small radar that shows the location of enemy tanks, orientation compass, and status bar. The actual game screen has features such as trees that can be destroyed, so neither the player nor the enemy can hide behind them. The game has four saved slots. The whole game consists of four levels * Country Carnage * Wasteland Warriors * Desert Destruction * Combat Unlimited Only the country carnage level was included in the release of shareware. Another Lifeless Planet and Me Without Beer (1991) Another planet, another accident landing. Unfortunately, this time it is quite hostile due to the fact that there is a hive of security. Worse still, you're without a beer. Your only hope to save is to telepathically control your little lackluster clones and send them to the rocket ship from the planet. When off the planet they just could get someone back and save you. Controlling clones is a bit simple because your link machine was slightly damaged on the side after the accident. Give them two word directions and they will make your offer. Sometimes they may not understand what you're saying, so maybe you might have to redefine the word. You can give them walking directions just to write N North, D down, etc. In addition, you can give them directions of interaction, such as open doors or take berries, etc. In these simple directions you need to lead the clone to get to the security outlet, activate the ancient rocket and blast off the planet. If they don't help it, you can forget about ever brewing again. Another Lifeless Planet and Man In Beer is a text adventure game set on a distant planet with limited ASCII graphics, used to illustrate alien life forms, objects and other special items to run into. Ant Run (1993) Ant Run is an adaptation of popular tube-laying games ... In this case, the task is to keep the ant running through tunnels for as long as possible. The player can rotate the pieces of the tunnel to try to keep it. Antogony (1995) Antogony is a 2D pre-fight game with cartoon graphics. The game has seven characters with standard and special attacks, the latter activated by pressing the combinations of buttons. There is tournament mode, one fight with AI or multiplayer mode for two players. Ante-Up at The Friday Night Poker Club (1990) Ante-Up at the Friday Night Poker Club is your chance to play against four computer players in four different Poker games. You can choose whether you are playing different games or only the game(s) you want to play. Game modes include: 5 Card Stud, 5 Card Draw, 7 Card Stud and Texas Hold 'em. This game also offers tutorial / lessons mode when the master will teach you the basics and different aspects of the game while you play. Again, you can get patronized in a variety of game mode or learn the only game you want. The game presents a top-down image and has full motherboard graphics as well as opponent graphics. The usual poker rules apply to all poker games, and you use your mouse to pick up and throw more chips or up the ante-up. Anti-ballistic missiles (1982) Anti-ballistic missiles are a variant of missile command. The goal of the game is to protect six cities along IBM's east coast. The enemy has 12 missiles it will fire, which must be destroyed before they reach the cities. The player controls the marker indicating where to shoot against ballistic missiles. If a missile detonates in the range of enemy missiles, the enemy missile is destroyed. If all cities are destroyed, the player loses the game; if any survive, the player wins (better scores earn more in the remaining cities). There are several skill levels that control the speed and accuracy of enemy missiles needed to destroy missiles. AntiXonix (1985) Antix (AntiXonix) is a variant of QIX. There are several balls bouncing across the screen. To stop them, you must move the character across the screen. Every time an area is surrounded that is not occupied, it disappears. You have to try to get rid of as much space as possible. Every time you destroy a certain amount of land, you go to the next level. Don't let your character get hit by one of the balls or you lose. You also have to avoid balls sliding outside the playing field. They appear every now and then when they were previously that you destroyed. But after they go outside the playing field, you can't see them until they come out again. If you are hit by them, you will also lose. You have five lives. Every now and then, the speed increases and you have to be even better. One more ball is added in each level and it becomes heavier. When you die, add your score to the high list of results and see if you are the best. Antkill (1992) View the abstract origami wireframe 3D first-person perspective of Bob Draggon Hunt for the second game, using a cozy but workmanlike VirtualDungeon engine, it finds itself reborn - suddenly all dragons are giant ants, other reptiles transform into other varieties of enlarged arthropods. Castle larv or Now it's a desert, with mound openings, promising further massacres under the surface. A simple look at the list of commands will reveal an unfair machine behind its graphic hoses, dated to the Majik Adventure; as before, there are two orders of the day: hacking and slash. But for any child who once baked ants with a magnifying glass in the yard, this messy business could have fun all day. Apache Strike (1989) The year is 1997. You pilot an AH-64 Apache helicopter through the streets of enemy city in search and destruction of the mission. Your goal: Strategic Defense Computer (SDC). You have to weave your way in and out of the corridors of the skyscraper. It's the easy part; But enemy helicopters and tanks god your way - you must destroy or be destroyed. If you root out the SDC in all three cities, you can save the world from complete nuclear destruction. The Apollo 18 mission to the moon (1988) Apollo 18: Mission to the Moon simulates a fancy mission to the moon in the early 1980s, following from the last flight (Apollo 17) before NASA canceled the program. One of the main features of the game is digitized language, which sounds cracked like a real mission controller. Telemetry screens provide realism, and the player must identify elements and computer programs to receive a decisive GO signal. The game is divided into several sequences. The first is the start when pressing the button to stop the moving bar at the right point determines success. Course corrections and orbital rendezvous (lunar module disconnect) are next. The player must safely land the module in one of the three possible landing sites before running out of fuel. The moonwalk is next, and must be completed within a set time before returning to orbit. On the way home, an astronaut performs a space path to capture and repair the satellite. Finally, there is a sequence of re-introduction and splashes. Apple Panic (1982) Apple Panic is a platform game based on the arcade game Space Panic (1980, Universal) and Ben Serkis' transition to Apple II. You control a shovel armed with its shovel, and you have to kill your opponents - the apples of evil. Your character can only walk left/right and climb / down the ladder - not jumping - and if the apples touch you, you will lose. To kill kill You have to dig a hole on the ground and wait for one of them to get stuck on it. Then you have to hit it with your shovel so that it falls below the level. Apples die if they fall deep enough. Depending on their color, they may need a fall of 1 to 3 levels, so you may need to dig a few aligned holes. In addition, the deeper the fall, the higher the result. Each level is time consuming, so you have to take all the apples quickly, or you will lose. If you succeed, other levels will be more enemies than the previous one. Apples & Oranges (1990) Apples & Oranges is an Othello/Reversi game, just pawns, it uses... You guessed - apples and oranges! You can choose one of the sides: apples or oranges (apples always go first) and play with the computer or with another player. There is a hint option that will tell you the best step. On the screen, the left side is picked up by the game board, and on the right side you can see the number of fruits on each side and the menu buttons. Aquanoid (1992) Aquanoid is a straight breakout option. The player owns a paddle, which is positioned at the bottom of the screen and can move left and right. In the upper part of the screen there are various blocks and the goal is to destroy them all by bouncing the ball between the blocks and paddle - when the player fails to bounce the ball back life is lost. When the ball touches the block, it disappears. However, there are different blocks with different properties, such as some that may require several events or cannot be destroyed at all. In some cases, destroy blocks drops power that affects the game when picked up with a paddle. Aquarius - Water Experience (2007) Aquarius: Water Experience is a free, open source arcade game created with custom tools for fans to create new games using a venerable SCI engine that has been used for many years by several classic Sierra titles. In this simple and short game, the player directs swimming golden fish with a mouse, carefully moving it around the aquarium space to avoid all environmental hazards and survive the week (the daily cycle takes place every half-minute). The energy of movement and survival is displayed as a green strip at the bottom, slowly depleted when the creature moves when it is too long exposed to the top of bright lights or when it stands too close to the left side of the heater. The fish heals by standing motionless and resting under the shadows and from damage. The line with the fishing hook constantly moves from side to side, automatically locks the fish when it touches. A small purple fish accidentally comes out of the decorative pattern of the castle and can swallow a larger golden fish after touching it. Arachnophobia (1991) This simple action game is based on the Hollywood film Arachnophobia. South American spiders have overrun a large area in some States. Your task is to clean up infested farms, houses or public buildings using a highly effective pesticide called Toxi-Max. One of the most useful devices that your character can use is an arachno detector, indicating an approaching parasite. The player sprite is controlled from the side view and basically only needs to use his toxic pesticides in time to defend himself against attacking spiders as a simple reaction game. Arcade Bonanza (1987) Arcade Bonanza is a set of four simple games. It contains: * Frog, frogger option, where the player must carry the frog safely across the street full of cars. * Pac-Em, Pac-Man option in text mode. * Red Alert, text mode navy shooter. * Tank!, two-player text mode tank battle. Arcade Fruit Machine (1992) Simulation slot machines. The player throws a few coins into the slot and begins his career. During the development, his skill player completes the CASH'n'GRAB function, where he must collect the numbers selected during gambling to complete all letters. After completing this feature, the player is allowed to choose one of the three bonuses (Pick a Win, Fruit Step, Win Spins) or three skips (Skip Stop, Cash Pot, Hudge Pot). He is also trying to complete the CASH RUN function. During each action of the gambling player, you can cancel the game or collect the function. Finishing career player renews his bank (UK pounds). Arcade Pool (1994) Arcade Pool is an overhead reviewed pool game designed for easy control. The game includes the most standard games pool (UK and US 8-ball and fast 9-ball game), each with customizable rules, computer players variable difficulties, and two-player options. There is also survivor mode, which is similar to an early pool arcade game that you play alone and have to clear the table without missing more than three times. The speed pool involved clearing the table as fast as you can - two minutes can be considered a good time. The Amiga version includes automatic improvements for accelerated systems, those with more than 1 Mb of memory, or an AGA chipset (hence the standard A1200 wins in all three calculations). Arcade Trivia Quiz (1989) Arcade Trivia Quiz is a quiz game for 1, 2 or 3 players. There are four blocks of questions. Each block has questions in six categories: * Arts and literature * Science * Music * Film and TV * Sports * History & Geography Icons representing these categories appear in the pyramid layout. The icons for available questions flash in a row, and players must press FIRE at the right time to select the icon of their choice. All questions are multiple choices with four answers, one correct & three incorrect, are available. The time of selection and answer of questions is time and must be completed within eight seconds. The estimate is based on cash. All players - L-1.00 and each player shares 20p per test. If, after successfully answering questions, the player makes it to the top of the pyramid, then they activate the Cash Run function, which can extra money - up to -L-5.00. The game also has a random jackpot feature in which the player can choose either the bank money they have earned so far or double the money, but risks losing it in the wrong answer. Arcade Volleyball (1987) Arcade Volleyball is a simple, two-player (human or computer) volleyball-like game where you have, just enough, to blast the ball so that it hits the opposite player's ground. Some basic rules apply: when the current owner of the ball loses the round (because the ball has touched the ground or he touched it three times), the owner becomes the opposite player. If the player is not the owner of the ball and loses the round, the opposite player gets a point. The game is over when any player reaches 15 points. Archer Maclean Pool (1992) Using a game engine from Jimmy White's Whirlwind Snooker, this game recreates the pool in minute detail. A bold 3D graphics engine with real physics and millions of shot permutations (direction, speed and back) is at its core. Three versions of the pool are offered - the UK and US 8-ball, as well as a fast all-time 9-ball game. There are 20 computer opponents whose hardest is almost unbeatable, as well as two players and trick-shot modes. Unlike the original release of Whirlwind Snooker, you can save more than one game on a disk at a time. Archon (1984) Archon: Light and Darkness is a strategy board game with certain similarities to chess. Two sides, bright and dark, consisting of 18 pieces, compete on a board divided into (9 of 9) squares. You win the game by having one of your units in each of the five PowerPoint squares, removing all opposite pieces from the board or imprisoning the last remaining creature on the opposite side. But you can not simply remove the piece from the board, landing on it. When two pieces collide, the result is decided in the battle arena during a one-on-one real-time fight. If a real-time struggle takes place in a dark square, a dark monster receives a health bonus (a longer life band). In a light square, the light side acquires an advantage. There are also several squares, the color of which changes over time (from afternoon to dusk, night, dawn, etc.), which adds an additional layer of strategy for the game. Unlike chess, both sides are not identical. Both sides consist of mythological beings. For example, the bright side, among others, has unicorns, valkyries and djinni, and the dark side has basil, banshees and manticores. Differences are not limited to cosmetics. Two special pieces are light wizard & dark wizard, they can both throw magical spells, for example: imprisoned unit on the board, move time flow (change the day/night cycle to your advantage), so that one unit back from the dead, etc. various units have their own movement restrictions on the number of squares they are allowed to travel on the board and whether they Jump over other units (for example, knight knight Units also behave differently in combat: some units are faster than others, some use melees attacks, and others fire projectiles. Archon can be played with one or two players. The NES version, which was released a few years after other versions, has improved graphics as part of a real-time struggle. Each type of square has its own color background, and the sprites of the unit are larger. Archon II - Revenge of Doh (1989) Revenge of Doh is a direct sequel to the original arcade smash Arkanoid. Along with an improved graphics engine, better sound and music, better hardware and more levels, Doh Revenge also has a built-in editor and allows you to create your own level sets! Revenge of Doh continues the arkanoid plot so directly captured (including spelling) of the game: Long passed and the dimension-controlling force of Doh has returned to life again. Taking on a huge star Xorg, he entered our universe from another dimension. Mixtec, an Arkanoid-type spacecraft, launched craft vaus II to make a preventive attack on Xorg. Armada (1989) The game is another entry in the sequence of historic wargames by Dr. Peter Turcan. This time, the focus is on the Battle of the English Fleet against the Spanish Armada attackers, which took place near Plymouth on 31 July 1588. You can play as Lord Howard or Medina-Sidonia. It is also possible to play a two-player game, or take either side (watch the computer play on both sides). The battlefield is tracked in 3D terms, up to 30 orders are entered in a predefined text format that is combined with commandaments, execution locations, and time. You will receive reports from your subordinates indicating the Or not your orders have been made completely without watching the battlefield yourself. Armada 2525 (1991) An early 4X space strategy game that foretold the recent Master of Orion I and II. The game can be played with 2-6 players, the combination of which can be controlled by a person or AI. Armada 2525 is not a real

sound, except for the occasional system beep. The game can be open or set to a specified number of turns. There is no set goal for the game (except your 4X's) and the story line is almost nonexistent: This is 2525 years old and as your race begins its first step in extra planetary colonization, you discover that you are not alone in the galaxy. You have to compete with up to 5 other races by colonizing the planets, and almost lacking the diplomatic interaction of the game pretty much to insure that you will need to build a defense early. Unlike the Orion Master, diplomacy only takes place when an opponent asks for peace, but you cannot make such requests yourself. Armada 2525 offers a fair range of ships (about 20) and buildings (about 15), which can only be built after corresponding technological advances. Research laboratories can be developed for one of the eight scientific fields available: weapons, construction, hyperspace, force areas, biotechnology, planetology, information science and psycho science. The fight can be controlled both - although you can not affect the actions of individual ships, you can issue general orders and arrange them in formations. Your race will begin in a pre-home world from which it will expand to colonize new solar systems in the usual 4X quest to explore, expand, exploit and exterminate your opponents. Armor Alley (1991) Armor Alley you pilot a helicopter over the side viewed in relief. Your job is to capture enemy forces and their base, initially armed with rockets, bombs and machine guns. Watch out for enemy anti-aircraft balloons. However, the game is different from most Choplifter-style games involving the management squad. You have tanks, explosive vans, engineers and infantry units that can be ordered from the base, and then be protected from enemy fire. Supplies are limited by financial constraints because each unit and weapon has a price. Armor-Geddon (1992) Armor-Geddon, a power-crazed entity creating a radius of devastating energy to destroy all unprotected life on Earth. In a race against time you have to choose and control up to six different vehicles, and use them to destroy enemy power lines and eventually light generator. And thus you save the Earth and all mankind. Armor-Geddon is a nice combination of modeling and strategy in which you get to play both brass and grunt. You specify your goals and choose which vehicle(s) you will use to blow them up. Arnhem - Market Garden Operation (1988) Arnhem is the first entry by R. T. Smith in World War II trilogy, including desert rats and volcano. She In September 1944, an attack was launched by Allied forces over the Dutch Arnhem Bridge. There are British, Irish, Welsh, Polish and American allied forces units against German forces and scenario 5, including advances to Eindhoven, Operation Garden, Operation Bazaar, bridge too far and the entire campaign from start to finish. The game is shown on the scroll map in turn. The Allied force player keeps the units in the air all over the map in clear places and waits for them to land. After that, the player selects the units and gives them orders to travel, dig or resize. Units move in a grid of rectangular cells. A bombing attack is possible for certain units. Axis forces are defending against attacks. Historically, Axis has won this battle, and this is a player's opportunity to change history. The game comes with a detailed instruction booklet and includes historical notes about the campaign, maps and photos. Two players representing Allied and Axis can be a computer or a human being. Arnie 2 (1993) Arnie 2 is an isometric action game. While it's clear that the Hollywood actor's title alludes, Arnie 2 is not a licensed name and is not based on any film. This is a sequel to Amiga/c64 platform game Arnie (1992). Unlike the previous name it was created by internal Zepplin Fast reflexes and the lust for violence is needed for success here. Your average muscleman shoots and bombs your way through four enemy-infested areas: Close the chemical plant by blowing up enough piping valves. Clear the airfield from enemy soldiers, tanks and helicopters. Get off a warship to a warship in a hostile port. And finally save as many prisoners from the jungle POW camp. Naturally, levels are crawling with enemies: from ordinary infantry armed with rifles, mortars or rocket launchers to MG commands, rocket batteries and tanks. Most opponents are stationary and stolidly fire in one direction; however, foxes inflate cannon feed at a constant rate. To destroy such nests or effectively expel groups of soldiers, Arnie has a (limited) supply of pomegranates. Some dead enemies drop more powerful weapons, as well as priceless first aid kits and extra lives. Aro (1996) Aro is a platform game in which a player controls the title character, a small red creature that must cross stages first while driving and jumping, while at the same time trying not to kill enemies. Aro does not have the means to defend himself. He can not fight at all, and must avoid any contact with the enemy. Three types of potions are scattered around the levels and can be collected to make Aro's task a little lighter: a blue drink allows him to fly for a short time; red drink improves his jumping skills; finally, the raw drink changes the severity of the level. There are no lives or terms in the game. The registered version of Aro has 30 levels and an editor that allows players to create their own levels. Arthur - The Quest for Excalibur (1989) In this Infocom Graphic Interactive Fiction, you play arthur's role in finding excalibur sword, stolen by a lot of evil king. To help you on your quest, you are assisted by Merlin, which gives you the power to transform yourself into a variety of animals. Artura (1989) Artura is a lateral scroll platform game. The game semi-uses king Arthur's mythology in that you play as Arthur, the son of Pendragon. Your goal is to save Nimue, the disciple of Merdyn, from his evil cousin Morgause. You battle many terrible creatures such as spiders and bats with your axe and avoid deadly traps while trying to get to Morgause Castle. You'll also look for 6 runs with spells that you need to find to free Nimue. Artura has 4 maze-like levels that are so complex that poster-sized map levels are included in the game. ASCII DOOM (1999) If indeed DOOM can be cooked up by shooting people with a rifle from a first-person perspective while running around a maze, then this minimalist proof of concept presents what you promise. Anyone hoping for anything more (such as great DOOMian demons, keyboards, gates, explosive barrels, lots of weapons, sound effects, power-ups or deathmatches) can be disappointed. Of course, this is more interesting as a kind of technical demo than as a game, flying with authentic ASCII art stickers, where later Quake fans took a lazy way out with the use of aalib. (On the other hand, it remains much more graphically more complex than Doom, Roguelike!) The Ashes of the Empire (1993) The Confederation of Syndicated Republics is the setting of this strategy and the fighting game. Much like looking like srsr at the time, society is collapsing, and you are the beginning aiming to take power over yourself..... Erm, I mean to ensure peace, harmony, prosperity and happiness. You start at a small coastal province, and have progress to meet people and negotiate to get them on your side - sometimes the sword is more powerful than a pen, sometimes not. You must ensure that more militant locals are reassured and that ethnic minorities are supervised. Although all these departments are strategic, there are also several vector combat units. This ensures that browns are needed along with the brain, and give the game some diversity. Aspetra (1996) MS-DOS: Aspetra by (1996) Astro Fire (1994) AstroFire is an asteroids variant, but with a few turns: instead of asteroids there are monster types to shoot, there are power-ups (two types of weapons) and shields (meaning that one blow doesn't kill the player's character), and players can also determine whether they want the momentum turned on. The full version of the game includes three different episodes with many levels. Astro-Dodge (1982) In this asteroids clone, you get points by shooting enemy ships, and gradually split into smaller and smaller pieces. The controllers rotate clockwise or counterclockwise, pulling, shooting and hyper space. As you progress, levels will get harder and harder as you move into areas with more and more asteroids. Astro3D (1997) Astro3D is a shareware space shoot 'em up game based on the classic game Asteroids. It is said that the Earth signed a cosmic treaty with its neighbors and had centuries of prosperity. As is often the case, personal interests and politics have conspired to destroy peace and the great interstellar conflict that has caused turmoil, death and destruction on a massive scale. Finally realizing that no one is going to win a war truce has been announced. But during the war, rival factions disrupted space lanes with mines, robotic attack ships and general spam that they are not used and someone has to take the job to blow everything up in the dust. The player takes Sed Fransor for some interstellar spam, which just happens to ship with big guns and other cool weapons. The Land Alliance contacted Sed and suggested that he clean up the job, and Sed needed money. This is a fast paced 3D shoot 'em up game with twelve levels, three of which were available for shareware releases. There are three difficulty levels named I Am a Puppy, Let's Rock and Bring 'em on Big Daddy! Each level has a mission - to clean up mines on one level, toxic waste on another - against a different star background and always with hords attacking drones, space ships and, of course, asteroids and debris caused by all Sedo bombings. Astrotf (1987) Scene setting for a shoot-'em-up game is always a stiff proposition and never anywhere more than here: because of the hitherto unknown hamster urine leeching properties of the water supply, humanity becomes telepathic and besieged by the huge repressive desire of characters and Freud's hangers. Once again proving that nothing is less sexy than the sexuality category of the video game, this green premise is designed to explain why you, the player, are responsible for bouncing birth-control pills, bibles (straight from the south), AIDS Virii (cutting-edge inclusion in the game release) and, yes, the titled Astro Tits Army. Zombie Nation) ghoulishly disembodied falus. (Yes, shooting wriggling sperm (with eyes!) at them.) Everything in front of stunning 4-color CGA renditions of Moon Patrol-style sci-fi lunar landscapes! Asylum (1991) Diagnosis: adventure syndrome leading to the ultimate madness. Treatment: long, long holidays in a mental institution. This graphic adventure game (with a real-time element) will take you to a padded cell, just one of thousands of rooms in a labyrinth of refuge. The time is 9:30, and your only goal is to escape to 5:30 - not an easy feat, given the building's insane layout, prisoners of robbers, warts, doctors and contractions staff (with a sadistic band and many frightening methods of treatment) and many sick humorous ways to die. The world of asylum game is depicted in a 3D graph from the first person view and navigated with one keystroke for movement. All other interactions are performed by a text analyzer that supports a 250-word dictionary and understands more or less detailed, natural sentences (for example, Get everything on the bed except the card). You can also use an integrated hint system and recording function. At Carnival (1990) the first and only game using the Puzzle Gallery engine, for which there were to be many Puzzle Discs. Very similar style Are We There Yet? and Silly's Errand. At Carnival includes word searches, puzzles, block puzzles, word squares, crossword puzzles, jumbles, cryptograms, mazes, and more. Each puzzle is set and slightly associated with a different attraction in Hazard Park. There are a total of 40 attractions, and 180 puzzles atAC - Secret War Against Drugs (1992) Lead the secret war against illegal drugs in South America! The war against drug barons with advanced weapons, such as F-22 fighters and AH-64 helicopters. Destroy your drug pipeline to starve them in cash, but don't hit civilians or you can get thrown out of the country! Drug lords won't stand, though... And they used drug money for an effective arsenal, from missiles to fighters and more. Collect intelligence, decide on strike targets, and launch planes to perform their missions. Take over any plane during a flight if you think they need help. Send DEA agents to gather more intelligence and responsibly local rebels. Can you win the war? ATAC can be described as two games in one. At the strategic level, it is necessary to find out how drug barons are forming their own pipeline and the best way to destroy the pipeline, while at the same time inflicting minimal damage on the civilian population, while defending their base against invaders and attackers. You can book recon flights or collect intelligence from rebels and DEA agents on the ground. Once you have enough intelligence, you can issue targeted orders for up to 4 crafts (F-22 or AH-64), and they will accomplish these missions if they can. When you are not in the air, the game becomes a first-person simulator, where you fly through the jungle of South America chasing a target that needs to be destroyed while fighting the drug baron's mercenary forces. How you make one will affect how you do the other. Attomino (1990) Create molecules from atoms - but watch out for double, triple or four ways of atoms that will stop you from performing a task! Atomix (1990) Atomix is a puzzle game. In each level you are given a couple of atoms, and your task is to position them in a specific molecule. You see all atoms that you can move from view Down. At the bottom left side is a small view of what's most receive. This image represents the molecular structure that you need to restore when moving horizontally and/or vertically. When you move atoms, it will not stop unless it hits an obstacle, such as a wall or other atoms, so you have to use walls and other atoms creatively. The game has 30 levels and you have a limited time for each level. Attack (1982) In the business trivia show, your goal in this game is to apple computers production base. Steve Jobs was ready for this seemingly unlikely event, and has a fleet of fighters from shooting you down. Be careful to stay within the earth's atmosphere, and use your 35 bombs and 60 lasers wisely, dropping bombs on structures and shooting down the enemy fleet. After the plant is destroyed the game loops. It was written in BASIC, and all the graphics in the game are ASCII characters. Attack On Altair (1983) In Attack On Altair, the galaxy is in trouble and it depends on your save! The game is an action side scroll shooter that uses ASCII characters to create 16 color graphics. Austerlitz (1989) The third record in consecutive historical wargames focusing on the Napoleonic era (the first two were Waterloo and Borodino). This time the player can re-fight the decisive battle of Austerlitz, which took place on December 2, 1805. You can play as Emperor Napoleon or Tsar Alexander. It is also possible to play a two-player game, or take either side (watch the computer play on both sides). Compared to the first two records of the series, the presentation and interface of the games have not changed. You monitor the battle zone through a 3-D perspective, and you issue commands by entering certain predefined text elements (along with commander names, execution locations, and time). You will receive reports from your subordinates indicating whether your orders have been made in full (this, of course, in addition to watching the battlefield yourself). Austerlitz 1805 (1989) Austerlitz, like the previous name from the same authors, is a tile-based warfare played in real time - a rare feature of that period. The player leads the French or Russo-Austrian armies in the Austerlitz battle, fought on 2 December 1805 (which ended as a massive defeat of a third coalition force). You can play the whole battle, part of it, or an alternative scenario. Fatigue and morality affect infantry, cavalry and artillery on the battlefield. Autobots (1989) Autobots is a platform game where your player is a robotic magnet for some reason. The reason for robots is to make you your slave for a very horrible reason you could ever imagine, so you have to smash them into each other to keep the world in peace. Different reasons can lead to different ends. So you should clear levels full of robots, so they smash into each other and prevent robots from catching you. Robots are always moving towards your player, so if you can get two robots on the same side plane towards you, then they can be killed easily. When two robots crash into each other they form a pile of garbage that can also be used to destroy robots. You get 10 points for each kill and special features during your progress. Manipulating your player involves moving a player with corners with cursor keys, teleporting a player randomly on the screen in a limited number of times (you'll always be teleported to a safe zone where no robots can smash into you before giving you the ability to move), killing all the robots in squares, bordering your player on a limited number of times , allowing you to make robots move one turn while keeping your player on the same square, and zipping to the next level. On-line Help and Audio Switch are also available. Autocross (1991) Autokrose player competes in the death tournament among bumper cars. The goal is to dismantle the opponent (or opponents) from his car and hit him before he leaves the playing area. Along the stages, the level of complexity of enemy A.I. and its number will increase. In addition, at some stages enemies must be removed in a certain order. Autoduel (1988) Autoduel is a hybrid game based on Steve Jackson Games board game Car Wars. It includes role-playing, driving and action-based combat elements. The game is set in a futuristic version of the US, where gangs and vigilants manne the desert, and people's only protection is armored cars equipped with weapons. The player is thrown into the role of the average man, who must initially earn enough money to buy his own car, and then perform courier missions all over the country. The progression of the game is quite open-ended: the player is free to visit various cities, explore highways, participate in car arena fights to make money, take gangsters in the desert, save parts of cars, and so on. To advance the story, several courier missions are required. The player can construct and customize vehicles using weapons, mine layers, smoke covers, oil stains, missiles and other accessories, choosing between different body and chassis types for the car. The whole game is viewed from a top-down perspective. AUTS - Ultimate Stress Relief Game (1995) Wulf Turboraketti was a game that spawned a cave fiber genre that grew incredibly popular, especially in Finland in the 90's. AUTS was a simple but elegant clone of Turboraketti PC that launched an entire horde of further cave fier clones and cave fier-inspired games, a trend that has taken place for almost a full decade. AUTS (Finnish for och) is a 2-4 players side scrolling game on a split screen where players control V-shaped spaceships and try to destroy each other with bullets and a secondary equipped weapon that can be selected from an arsenal of two dozen imaginative weapons. Players can charge their energy and weapons on landing pads scattered throughout the level. Levels were raster images with key color, which showed where ships can fly. A special colour of the water palette was also added, but the water did not flow like some of the more modern cave leaflets (e.g. wings). Players were able to create new levels with a tool that turned bitmap images into an understandable format for the game. Avalon (1998) Avalon takes place in the future after the destruction of the earth. A group of people called the Cult of Avalon flee to a distant planet called Avalon, which had the earth as a climate. Unfortunately, one day their village was suddenly attacked by hundreds of strange creatures. Colonel leader Lee tried to negotiate with monsters, but was caught. A young man named Mace volunteers to look for Lee and find out what the monster wanted to ensure the safety of human life on the planet. The game itself is a console-style RPG seen from the top down image, where you solve puzzles, fight monsters and chat with villagers. Battles, like any console RPG, are strategic and are based on turn. Avoid Noid (1989) Avoid Noid is an advertising play for Domino's Pizza. You are a pizza delivery boy who has to deliver pizza to Doom Industries while creature Noid is set to prevent him from achieving that goal. You have to deliver pizza on the top floor in 30 minutes or less, or the customer will get a discount and you will lose your job. Avon (1989) MS-DOS: Avon by (1989) Awesome Earl in SkateRock (1988) Skate Rock is a side-scroller similar to Paperboy, just a skateboard. You have to navigate the streets and sidewalks, collect flags before time runs out to complete each level, dodging pedestrians, cars and obstacles on the road. If and when you do it through all 10 levels, you will finally join the coveted ranks of Slime Rat Skaters! Skate Rock was one of the first skateboarding video games to capture the 80's street skateboarding feel. Axe of Rage (1989) Sequel to Barbarian/Death Sword, Wizard Drax returned after a previous defeat to him. But this time you're not alone. The princess you saved at the time took the sword and joined your cause! Now it's more than a match of death. You have to explore many tunnels in his dungeon, defeat the dangerous monsters that come between you and put a cold steel drax through. The game has a similar game to the original, but with another challenge. Different monsters come and attack you, but you need to use different methods to defeat each of them. For example, you can not overhead chop monsters, which is shorter than your ax. There are 4 dungeon levels to explore before reaching drax in the last stage. Axia (1998) Move space 360 degrees of freedom. Take missions like a bounty hunter, blow up ships, asteroids, etc... And get money all while exposing the evil plot. B-1 Nuclear Bomber (1983) B-1 Nuclear Bomber, you must fly a B-1 bomber to its destination, and destroy the mission target. You Text commands to control your bomber's altitude, course, radar, weapons and so on. And, of course, the USSR will try to stop you from bombing your targets, with migs and SAM arsenals, and they are dealt with using electronic countermeasures, evasive actions, or shooting them. The game ends when it reaches a logical conclusion, or deploy your bombs and get far enough, return to the base, or is destroyed. After that, you will get a short summary and the opportunity to play again. Baby Jo in - Going Home (1991) As named Baby Jo you are trying to make it home. Can an ordinary baby pass four levels while avoiding bad hardened animals and machines along the way? Baby Jo In: Going Home is a side scrolling platform game. Its can pick up rattles that can be tossed at enemies (such as bees, lawnmowers or spiders). In addition to observing the baby's fallen health (represented as an increasingly tearful face), the baby's diapers increase over time. If the diapers become too wet or the baby becomes too thirsty, the player immediately loses his life, so it is important to collect fresh bottles and diapers. The game is multilingual (you can choose from English, French, German and Spanish). Back to the Future Part III (1991) Back to the Future III is a collection of four arcade games. Marty McFly and Doc Brown traveled back in time to 1885 - and they are soon deep into trouble when they face Mad Dog Tannen's gang and have to find a way to get back to the present. This game takes four scenes from the Hollywood movie Back to the Future III and turns them into arcade sequences: * Buckboard Chase: Doc Brown goes horse trying to save Hill Valley's excellent school teacher Clara. This fast duckling, jumping and shooting game alternates between the side scroll and the perspective from top to bottom. * Shooting Gallery: The name says it all. Classic game goal and shoot, seasoned up hidden accessories and bonus targets. * Cake Train: Meet the Mad Dog Gang. They have guns, and you have... cream cakes. It's an isometric version of the firing gallery, only with ammunition. And the targets are shooting backwards. * Train: Basically side scroll beat-em-up train carriages with some duckling and jumping. Get rid of mechanics and collect speed logs to push the engine into magic at 88 mph. Backgammon (1984) Backgammon is a single player in shareware, a backgammon game that is played against a computer. It is fully controlled by a keyboard and has no sound. It includes both the history of the game and the game rules section, and the detailed instructions of Bad Blood (1990) Nuclear War has turned the world into a wasteland. A pure-blooded man has retreated in large cities, and mutants live in small villages on the plains, where they live in the hunt for a large number of monsters. Now one of the leaders of the people, Lord Dominix, wants to start a war to destroy all the bad-blooded Your village commander has assigned you the task of preventing this war. Bad Blood is a top-down action game with easy role-playing elements. You can't create your own character, but you have to choose one of three predetermined: Varrigg (a strong green mutant who fights with his bare hands), Dekker (a man armed with a knife) or Jakka (she looks human but can shoot laser beams from her eyes like Cyclops X-Men fame). Your selection has only a limited impact on the game and the storyline. The gameplay consists of exploring the world map, visiting several cities and villages, chatting with NPK, picking up items and new weapons (such as guns, grenades, Uzis, etc.) and lots of real-time combat. Bad blood has no character statistics and character development. The game has a day-night cycle that affects the number of monsters on the plains and whether you can chat with some NPCs. Bad Dudes (1988) Bad Dudes is a six-level action game derived from arcades. A game involving beating guys in a row to complete the level, then level the bad guy at the end. The action takes place at two different levels of the screen, which can be jumped or navigated by ladders. Moves such as punches and kicks are on an offer. The method of control makes jumping sideways quite complicated. Bad Street Brawler (1987) Bad Street Brawler, players take the role of former punk rocker and current martial artist Duke Dunneagan, either originally wrestler Gorgeous George (Bop N' Wrestle) or as a high school teacher pushed away (Street Hassle), who thinks he is the only one to be able to clean it on the streets from various bandits and loonies. The game involves walking the streets and removing any enemies who get in the way. Strokes and punches are your main movements at first, but as the game progresses, new movements and attacks become available, as well as new types of enemies available. Bad_Machine (1998) What happens when a computer does not have programming? What if there is nothing to stop him from using your systems to do whatever you want? You would probably be something like BAD_MACHINE. The game deviates from traditional interactive fiction in that you see from a robot's perspective. Literally. Everything you see is from the exact perspective of a modern, completely inhumane computer. This means that you do not get any rational description of what you see. It's all in the code. To better describe it, here is an exact quote from the game: Dir AL[TER]ER]DDD[isplace: 2 (east -> north) Regeneration sector (L) (clear + space) open -> bare floors. (insertion/input?) Line separator cross = north: wider space. South: rec. sectactor. Sectoral_>Content_list: Here is a class machine for disabled climbers in the Salvager-class machine. Liquidator #231 : Mover #005 | Life-saving class machine * Serial 14-231 * Power: 250 * GOOD MACHINE] Liquidator #231[er]le]g type #0274] rOm disabled Salvager #231 takes the leg (type #0274). Now, with but a broken compass, a corrupted database, and a dangerously low compliance level, you must lead the mover #005 security... wherever it is. BAD_MACHINE made with TADS. Balance (1993) This German dexterity game gives a name for what promises. Balance is subject to a gravity lesson: guide the ball to one or more targets by tilting the plane it sits on, much like those small plastic toys that drive you insane. A simple premise has made for complex, maze-like level layouts that exceed the A to B routine, but need to touch a certain number of target tiles in a certain order. You have to achieve all the goals in a limited time, or you have yet to start over. If the ball falls off the edge, one in ten lives is lost. Special fields, such as jumpers, accelerators or crushing tiles, test your reflexes; Some levels even rotate. Balance uses a vector graph to draw flat, non-text fields on which the ball rotates. The plane is tilted by the mouse. Every few levels, you get a password to jump directly to that map. Nevertheless, balance is very difficult and recommended only for players with a lot of *patience. Planet Balance (1990) Planetary Balance is a simulation of environmental management. He is the successor to Balance of Power. Chris Crawford seems to have a special taste of the problems of global concern. The balance of power in the Cold War was a policy, and its successor, the planetary balance, imitates nothing less than the Earth's ecosystem. Although Maxis Sim Earth is often credited as the first ecosim, the name legally belongs to Crawford's game. Both games are equally interesting because they use two very different approaches to an extremely complex topic. Sim Earth strives to simulate natural processes as accurately as possible, i.e. continental drift, air, global temperature, etc., and calculates the impact of these basic conditions on the world. The balance of the planet breaks down the ecological system into 150 individual factors connected by cause and effect in the network. Instead of having an entire ecosystem, you discover a series of things that affect each other. For example, when dealing with global warming, you need to specify carbon dioxide and methane (causes) and rising sea levels (result). By following and understanding the links, you can find out how beef production affects flooding. However, there is no precise modelling of global ecology, not a complex scheme of factors and problems. Unlike Sim Earth, you do not change the mechanisms of nature yourself. Instead, you try to influence society by funding and awarding subsidies. If you significantly increase the carbon tax, coal burning, and hence carbon dioxide emissions, will be deterred, but there will be increased tensions over other forms of energy. It is best for you to be advised to subsidise renewable energy sources - this leaves less money to solve other pressing problems. Your job is to balance ecology with the old system of remuneration and punishment. This must be done only in nine turns; points are awarded or subtracting points, depending on your success. The balance of the planet is highly adaptable. You can not only upload biased games where you play with a certain prejudice (e.g. pro-nuclear), but you can also change all the formulas used for calculations to your liking. Ball Game, (1991) This puzzle game features four players, the number of which can be human or computer, and is viewed from an isometric perspective. The main game is very similar to Virgin's Spot license. Your goal is to control the largest area of the board, which is done by moving your pieces so that they are next to the pieces of another color, which will later become your color. There are three types of movements - short movements, which also see that you keep the square where you were in, the spikes in which you lose the previous square, and move using a teleporter device to move a greater distance. There are more than 100 levels that do not need to be played in a row. Board layouts feature gaps that must be included in your strategy to ensure that you don't leave space next to many of your pieces that allow the opponent to swallow them. Ball Race (1988) A unique CGA 4 color racing game in which you control the ball to race on a futuristic racetrack filled with floating dummy balls to avoid. Your maximum speed affects the amount of energy you have, and bumping into dummy balls or other competitors negatively affects your energy levels. The game has up to three other competitors, a computer AI or a human opponent via modem. You can bounce into fuel balls to recharge your ball, and set my balls to spoil the energy levels of your competitors. (Remember that they can do the same with you. Ballgame 2 (1992) These are purple ball trips. Its permanent mission is to explore galaxies and collect as many ditor crystals as reported by Starfleet Command. This is a cute little game. The goal is to rotate your ball through the maze (with nasty holes) to collect all the crystals and head to the exit, not too much time. And there are bombs to blow up the walls! Balloon Challenge (1993) This game is very similar to Boloball, another Solecu Software puzzle game. The goal of The Balloon Challenge is to get your 25 colored balloons as high as you can on the game board. The larger the balloon, the higher the points. The player with the highest score at the end of the game is the winner. There are many items that will help or prevent your balloon from traveling higher. Dark clouds stop your balloon from any higher level. The Hurricanes move their balloon to another hurricane on the board. Planes destroy your balloon. Purposeful clouds move the balloon in the direction in which the arrow is pointing. Balloonz (1993) Balloonz is shareware Based on the game Balloon Fight, which has two different sub games. These games are: are: Midnight Travel This is a right-to-left scrolling game in which the player is stopped by two balloons and must remain lingering when they travel through the night sky. On the way there are pink balloons to collect and burst. There are also stars to avoid how contact with the star exploded one of the balloons holding the player. There are five levels of this version of the game shareware and ten levels of registered version. * Puff Gunners This is a two-player game. Each player must control a weapon that shoots an air blast. Balloons fall from the top of the screen and the goal is to blow the balloons over the opposite side of the players where they will burst on contact and scoring. Each weapon has a limited amount of energy, so resources must be used with caution. This game is configurable from the main menu, where such key elements of the game as strength puff, number of simultaneous balloons, and starting energy per player can be set. BananaTron (1989) Taking a tip from 1977's Surround for 2600 (and later, the 1982 film Tron and its light bike spin-offs - but don't ask me where the banana came from!) This is one of those games where you control the expand line on the screen, avoiding collision with your trail or that of another player(s). There are no interesting changes to the time-tested formula: traditional options include game speed, number of players (2-3) and whether the game screen is just walls or wrapping around. Bananoid (1989) Bananoid is a free Arkanoid-clone that operates in tweak VGA mode, which the author likes to call 360x240 MCGA. It has seven levels that include two screens with a total resolution of 544x240, according to the guide. Bandit (1986) Bandit is a slot machine game. You start at \$200 and each time you play from \$1 to \$9 by pressing the appropriate number key. After pulling out the lever, three reels begin to rotate and when they stop, you can see if you have won the money. You win when the reels stop in a certain combination. For example, when you see the word Jackpot three times, you win the jackpot. The longer you play, the bigger will be the jackpot. Ancient Chinese Bandit Kings (1989) In the 1920s, Emperor Hui Zhong faces an internal rebellion led by the minister of the empire, Gao Qiu. The song dynasty ends, and Gao Qiu became the new ruler. You take on the role of exiled ruler, and you have to create your own stats to challenge and destroy Gao Qiu and restore Hui Zhong to the throne. The game is a game of military strategy, like most Koei games, but instead of conquering the country, the goal is to depose the despotic ruler of China. You start a little, and have to work your way up to conquering smaller prefectures, forming alliances, and fighting small battles. You have to earn the right to attack Gao Qiu's home prefecture, although he is off limits until you are powerful. Bar Games (1999) Best bar scene elements capture and insert it into your computer. Compete in a tournament or practice for up to 5 events, including Liar's Dice, Wet 'n' Wild, Last Call, Air Hockey and Pick-up-artist. Barbarians (1989) In this game you play the role of barbarians who have to navigate their way through dangerous dungeons. The game is played from a third person's side scrolling perspective and also has a platform for jumping parts into it. The barbarian is controlled using left and right on the joystick to move and up and down is used to scroll through various commands at the bottom of the screen. When a command is highlighted by pressing a fire, that action will be performed, saving the additional buttons you need to play. There are two guns at your disposal. The sword you will start the game and later bow, which is convenient for long-range attacks. There are many traps to avoid and different monsters that have different patterns of attack. Barbie (1992) Barbie has a big day tomorrow, so she needs to get a good night's rest. She has strange dreams about all her planned activities. It must cross five levels, consisting of a total of thirteen stages to make it overnight. Barbie travels through various places in the mall, beach and soda shop trying to make it from the left side of each level to the right. Each level is populated with animals and living objects that you could find in that place. It can jump with button A and throw crystals with the B button. The longer you hold the button down, the further each crystal will be thrown away. It has three types of crystals, each with a different effect. One makes creatures help her, one defeats them and one has a different effect. Barbie Super Model (1993) Help Barbie become a great fashion model! This is an arcade game with many different activities to participate in. In each level, Barbie starts going from left to right with forced scrolling. It has the default speed and can speed up as well. It must avoid moving obstacles by moving up and down and controlling its speed. If she hits one, she loses a chance and it's game over as if she run out of chances. It needs to pick up items that give point bonuses and additional options. There is also a camera item to pick up, which brings you a magazine cover shoot. You are shown a cover with Barbie wearing an outfit that is imitable to the level. Then you have to go to her dressing room and dress her in matching outfits. You are also given separate color control of three different components and it must match them. You get points for each correct match. When you reach the right side of the level, you are given runway practice. This consists of four positions on the runway floor, marked so as to tell which button you need to press on each. Barbie then returns through the level from right to left. On the back of the trip, there is a handbag to pick up. This brings you to the next cover of the log. Then you go to the make-up mirror, where you meet barbie hairstyles, earrings, earrings, and the color of the lips and nails to the cover. Again, you are awarded points for each item you will receive correctly. Once you reach the left side of the level, you must make a barbie runway walk that you have been given before. You get points for each station where you make the correct transfer. Barbie then goes to the next level. There are four in total: Barbie rides down the street, skates on the beach, walks around the ski resort and walks around the park. BarneySpiel (1993) Adaptation certainly unconfirmed by PBS, this game puts player sociopathic Beavis and Butthead-style radical Stoner anarchist boots (~1992 variety), hepped on H/P/A-tfiles and ready to vent their disgust at all the world's problems for one moronic purple dinosaur and other actors in their show, through doping with drug sabotage and booby traps, in particular, caricatured (more Bakshi than WB) and could not care for tyro-ridd ultraviolence. The game plays almost like a multi-choice test in Jolly Roger's cookbook, with the player's input just by selecting a list of psychedelic texts as he or she is going to frustrate various harmless activities related to the show, such as snacking time (injecting orange with vodka, perhaps?), singing a song together (while replacing obscene new lines) or visiting the zoo (and selling children into slavery or feeding baby bop to an alligator while there.) (While taking the kids to the GWAR concert is undeniably destructive, it strained the suspension of disbelief.) The player regularly holds reports on the condition (health and sobriety) status of all children on the show. The ultimate goal is to make the entire throw unfit out further until the end of the week's worth of infiltration episodes, after which the player can get to collect huge bonus points in the endgame sequence when Barney struggled with the death of the supermarket. While the game is a single player, the callers like BBS door game would compete against each other for showing up on a high score table; later versions of the software designed for fans were also able to provide scripted modules consisting of new, further demented antisocial activities run by children too. It is considered very rare because the registered version was only sold on Australian territory. The story behind Baron Baldric: Grave Adventure takes place under castle Pedabouch. You have to look for family treasures in the tomb: it was said that centuries ago Baron Baldrico's ancestor, Baron Lazarus Pedabouche, studied the evil Wolf-Magic and turned into a cruel tyrant: fortunately, when he seized Rosie, a local dairy maid, he was fatally stoned by his own subjects. died as well, and was condemned to chase the entire castle until the ancient baron was killed. The game is a bit like Impossible Mission 2 and the earlier Montezuma revenge, because many elements bring the game away from the action genre. You have to find flint light lamps when they go out, and regularly eat food to survive in the maze. Baryon (1995) Baryon is a simple vertical shooter with a smooth graphic engine, short digital soundtrack and various types of enemies. There are two types of ships, each of which has its own weapons types, as well as missile upgrades (as well as regular, more powerful), bombs and shields. The Shareware version of Baryon features only one level, but the registered version promises more action-packed levels with more enemy types. Bass Class (1992) Learn the secrets of bass fishing by throwing away with bass class. In this simulation you will choose all the small details that will determine whether you will catch a large or go home empty-handed. Six different rods and 2,300 different grooming combinations are like specific details. You can even choose whether you want to use an onboard engine, trolling scooter or paddle to get to where you want one of the six different lakes in this game. When your chosen location is within the keyboard controls, make your grooming/rod choice and throw away the dangers of using your mouse or keyboard to monitor. Control your line and reel and perhaps you catch one of dozens of different species of fish in each lake. LCD Depthfinders and other accessories will help you find the best place to throw away. After fishing over time you have to make it back to the weighing station and get your catch weighed against the AI players catch. Only then will you find out if you've learned anything about the boss's fishing. BAT 2 - Koshan Conspiracy (1992) This second part of the BAT series takes place in ROMA 2, the most important city on the planet Shudshan. The United Galaxy Organisation has contacted the Astral Truthshooting Bureau (BAT) to investigate the murder of a BAT agent named Sylvia Hatford who tried to uncover the business of a mysterious major raw materials dealer. You're playing a second agent, Jehan Menais, now involved in dangerous investigations. The game itself is a mixture between graphic adventure, space fighting simulator and strategic gameplay. The adventure part is realized in the classic 2D point and click environment, space combat can be best described as a small version of Firebird's Elite, and various small arcade games included can be played in strategic mode or arcade mode when your reaction skills are needed. Bat'n Ball (1995) BAT n BALL is a game that tests your reflexes as you try to keep the kinds of castles from drugs crazed by bouncing the ball. You have at your disposal a green but effective bat and (hopefully) nerves of steel. Your castle is surrounded by a brick wall, which is fast when hit by a malicious ball. Defend it boldly, for blow to the pretty blocks of its core will lose you life. Stick until your opponents lose their castle and you will progress to the new screen - lose all three lives and you have blown up your chances. Batman Returns (1993) Genesis title based on Batman Returns is a platform game in which the Dark Knight must cross five action-filled levels on his way to the fight against the Penguins. Among the areas are the roofs of the city of Gotham, max Shrek department store, red triangle circus and sewerage. In run-and-jump action, there is also plenty to fight in the game, as many of the penguin's henchmen stand in the Batman way. He can knock them out with punches and kicks and many extra weapons stored in his utility belt. These include batarangs that come in standard and self-seeking varieties, and smoke bombs that stun enemies for a while. In addition, Batman can shoot out his grappling gun and unleash a deadly swarm of bats toward enemies. However, all these weapons have limited rounds of ammunition to be collected. Other special tools Batman can use include grappling the hook to reach tall places or swing through the chasms, and its cape, which can be used for slow falls. Each of the five levels features several boss battles against Catwoman, Penguin and others. Battle Chess (1988) Battle Chess is a pretty typical chess game, but it comes with a twist: all the pieces are represented by small, realistic figures that walk around the chess board, and when one piece takes another, they are both involved in an animated battle. Each prestatation contains different animations, depending on which pieces are captured or captured. You can also play 2D without animation. The opening library has 30,000 different moves to ensure that various games will unfold in 10 skill levels. Multiplayer support can be extended to a modem and/or serial port game. Battle Chess 2 - Chinese Chess (1990) sequel to the original battle chess, this game takes on a more Chinese approach, both game rules and presentation. Using chinese variations in the chess game, pieces like The Queen and Bishop are replaced by advisers, ministers, and Cannon. The cuts behave differently from their counterparts in Europe and even the board is set up differently. Two things remain the same: the ultimate goal is to check out the opposite player king and battlechess-style animated battle, which occurs when two pieces compete for the same place on the board. Battle Fleet (1991) Battle Fleet is a battleship clone in which you have to put your five navy ships on the grid while your computer or friend through a modem does the same. After all the ships are present, you can now take turns trying to determine the location of each other's fleet and drown them, well thought out shots into the enemy grid. If you put a hit on you notified to your enemy's grid and can now try and the manner in which the enemy ship is placed and drowned. So, the rules of the game are identical to milton bradley game. The only differences are grid numbering and some ship names. Battle Master (1991) An early squad based fighting strategy game set in a medieval style fantasy world. The player decides which race they want to play (Human, Orc, Dwarf or Elf) each with their strengths and weaknesses. This is then a matter of clearing areas of opponents and finding items to improve your character and companion abilities. There are many traps to avoid and death is constant, something most people would find in a very cool game. The closest game to compare it would be Rage Mages, though, that has more RPG/RTT (real-time tactics) focus rather than squad action, but it bears aesthetic similarities and a squad-based fantasy fight theme. The player's game is action-oriented, with a menu that allows parley /Travel/Rally Troops to change formations or use items. The leader attacks with mellee and projectile buttons. Some classes are more dependent on teammates than others. Parley allows you to buy (but not sell) items, or buy Safe Patrol (Skip Area) Battle of Antietam (1986) Battle of Antietam is a grand tactical simulation of the bloodiest day of the Civil War at the little town of Sharpsburg, Maryland along Antietam Creek. The game is played in 11 revolutions each representing 1 hour in real time. Players are awarded scores based on fatal and territorial purposes. At the end of each turn and at the end of the game, the points are calculated and compared with the chart that determines your level of victory. The game can be played under 3 different sets of rules (basic, intermediate and advanced) with 5 difficulty levels each and can be played against another person or the computer can play on either side. Battle of bulge - Tigers in the Snow (1982) December 16, 1944 at the twilight of the Third Reich, Hitler played his last desperate gamble and launched a huge surprise offensive against thin Allied lines in the Ardennes forest in Belgium and Luxembourg. As a German commander your goal is to cross the Ardennes forest and get to the other side of the Meuse River. With division/regiment-sized forces you must storm through Allied forces, taking on as many cities as possible. If you decide to lead allied forces, your goal is the same as that of an American commander in 1944. Stay ahead of the attacking Germans until reinforcements arrive, keeping the enemy away from the cities and exiting the map. The game takes 15 revolutions. Every turn is historically representative one day. The game can be played in Solitaire or against another person. Battleship (1998) This is a shareware version of the classic board game Battleship by Milton Bradley. Two players have a grid of boxes. You use your mouse to decide where your ships should go, and Try to find and sink your opponents ships. There is a win record menu that tells the story many times you have won and lost or drew. Options include whether the game has a 10 x 10 or 15 x 15 board, and allows you to choose between a single shot or salvo shooting, and whether you can use cluster bombs, cruise missiles and smart bombs, and you can use ship resources or fleet resources. There is a beginner, intermediate or expert skill level, and you can decide who goes first, with the option it was decided by chance. Battlestorm (1990) Top-down space shooter, which at that time was different than most others, because it not only constantly scrolled in one direction, but was also able to scroll at different speeds in all possible directions on the X and Y axis, at the whim of the player. The game takes place above the surface of a ruined, devastated planet: each level begins in a large area where your ship has free movement. To avoid surface hazards such as auto-aim turrets, the goal is to destroy enemy spacecraft that hover around large area groups. After each wave of attacks, there is a bomb-dropped motherhood, which you must hurry and destroy before it moves from the playing field to move to the next wave; last motherhood gives way to the boss - a gigantic spaceship that will chase you around the playing field. Broke him? You are transported to a short section of the standard shooter price, where the screen automatically scrolls vertically, at the end of which you encounter the ultimate monstrosity. This ends the level - to the next. Absorbing enemy fire will deplete your power while collecting power-ups and destroying turrets can bring it back a bit. At 0% power, the game is over - although you can get a chance to continue, depending on how much you have. Bazooka of the

Red Dragon (1997) Likes, if somewhat limited, customized fellow BBS door and namesake Legend of the Red Dragon. BORD ramps up sillines even further, while offering much of the same game - a single-key menu driven by fantasy adventures and a fight for an RPG stat building toward the final showdown supplanting the sinister Red Dragon and making copakoxi village presentations. Slay monsters, challenge other characters in one fight, and upgrade your zany equipment (from toothpick and ball cap elephant tusk and bulletproof parka) ... and explore the inland map in an unknown way in the lord, building forts and campsites throughout the landscape. When the lingo has been changed – HitPoints become owies, gold becomes pebbles ... But silly pseudo-medieval fun remains much the same. BC's Quest Tire (1984) Cute Chick is in trouble! She is considered a captive dinosaur, and it's up to Thor to ride her trusty wheel to the rescue. There are many obstacles as Thor will need to jump and duck, including rocks, trees, rivers, lava pits, rocks, and of course Fat Broad. When the duck, the symbol bounces up and down, so don't duck too early. BC's Quest Tires is a side scroll action game similar to Moon Patrol in. ways of featuring characters from the comic strip BC. Beast (1984) Hows and why is obviously irrelevant. Importantly, you, represented by a pair of double-shove ASCII glyphs, are trapped in a disastrous labyrinth. But your goal is not to escape, but to survive: in the labyrinth with you there are several beasts that look like thin sinister Hs. If they find you, they will eat one of your lives. Your guns? None. But almost all the walls of this labyrinth can be pushed like Sokoban boxes ... only indefinitely stacked. If you can line the segments of the walls and wait for the beast to fall into the gap between them, you should be able to close the gap on it, pushing the walls to close and make the beast pulp. Maneuver caution, though, when wall segments are supported from the outer walls, you can only pull them back to live, useful territory at certain levels. In addition, you can press snag from hard-colored stationary walls, preventing your chimney from mixing the intended Beast. (Even more complicated by things, these immobile, static walls become deadly to the touch at later levels!) On heavier levels, you meet the whole Beast family, super-beasts, eggs and hatched beasts that emerge from them. Meaner and harder, they have enhanced abilities, such as just being crushed from a stationary wall or being able to twist the tables and push the walls back at you (as the quick crusher becomes a crusher!) Bedlam 2 - Absolute Bedlam (1997) This is half a year after the events in Bedlam, where Major Kern defeated evil biomechs. Now they have returned under the name Biomech and have important devices under their control. Of course, this has the consequences that the player uses major kern counter robot to kill them all. Bedlam 2: Absolute Bedlam is an isometric shooter where the player basically explores high levels and shoots everything in his path. Control is not too complicated. Left-click to move and right click to fire. When enemies are killed, they leave attachments, such as ammo, shield energy or money. The money is used to buy upgrades to the combat robot between 30 missions. Missions have various tasks, such as conquering an enemy base, recovering a new engine or saving prisoners. Secondary missions are not binding on the completion of the mission, but provide useful rewards. Later in the game, the player controls up to three robots. Missions are divided into four campaigns that exacerbate difficulties but can be optional. Beer Trivia (1993) Beer Trivia is trying something that very few games (only Rockstar and BarneySplat come to mind) test: simulate the soberness of textmode. It plays as a multi-choice trivia game, with lurid issues such as adults drinking ages can change in a local tavern, with one difference: if you question the wrong one, you have to drink. Who can get drunk on the virtual booze you ask? As the symbol manifests itself gradually more and more More and more text characters are replaced by random garbage (game-paid intoxication simulation!), making it harder to interpret questions and identify even known answers. The more drinks your player consumes, the more likely they are to leave, getting the turf out of the game until the next day. Another outstanding element of the racy is the ability of the player to have the correct answer to the failed question displayed in exchange for the virtual removal of a virtual garment - up to three a day, after which even the computer does not want to discuss. For registered users (only \$10!), six bonus packages of additional questions on various topics were able to reinforce the 75 issues that came with the shareware installment. Beethoven's 2nd (1993) Beethoven 2nd is a platform game in which you get the chance to wear metaphorical beethoven shoes - that cute, big dog from the movie. Your four puppies must be rescued and returned to your mother. As a responsible father and caregiver, you will first have to find a puppy, avoiding dangers such as bad-mood cats, these dogcatchers, acorns that have a habit of falling off only when you pass under the bottom, and careless skateboarders. You can bark at these opponents to scare them. And if you find a source of water (for example, a rubber hose), you can get wet and then - in a stressful situation - shake off the water, removing all nearby. Once you find your puppy, you will learn that bringing him back to his mother is not an easy task. Although your puppy can - fortunately - walk voluntarily when you lower it, you will still have to move it through obstacles, and you will be forced to fight all the enemies again while doing so. Beeteljuice in - Skeleton Cabinet (1990) A really strange game that at the time was quite popular. This is an action game of sorts in which you play Beeteljuice himself and you have to kill (?) all kinds of skeletons with weapons - you start with the ability to shoot one loogie at the skeleton and, collecting bonuses from the destroyed skeleton, you can get extra loogies for a shot or completely different weapons. In addition, after you hit the skeleton, your friend Lydia must collect skeletal remains with a vacuum cleaner. However, if the skeleton is found in Lydia she becomes trapped in a cage and you have to run her by hitting another skeleton and taking a lightning bonus from her remains. Another nice touch is the worm that comes out of the playground every now and then, and if it hits you, kills you. Home - Tactical Starship Simulation (1989) Simulating the struggle between the peoples of the Star Trek universe, Home: Tactical Starship Simulation allows you to charge a fleet or one ship against opponents of your choice. Four Nations is a player to choose from; Federation, Romulan, Klingon and Orion. When you choose who will play and what will be played on your computer as then you will need to select the vessels involved. This step allows the player to customize the game's difficulties according to their choice. If you want you can have a one-on-one battle or if you want to have all the war between nine ships on both sides. It is also possible to have a battle where the odds are stacked in your favor or with fully regulated numbers up to nine on both sides. When deciding on a number, you will need to choose which specific ships are flying. The choice is yours from hulking cargo to agile prey birds. When all the variables were decided, it was time to do battle. Focusing more on various battle-start surprises: Tactical Starship simulations don't allow players to put their ships where they like. Your ships and enemy ships are in random places, as shown in a small thumbnaill and indicated by written coordinates in the main game/command window. The strategies from this point all depend on you. You can choose which weapons to fire, where to move, and even choose to self-destruct. Movements are made, for example, by entering what you would like to do; TORPEDO or TOR briefly (the game understands the three-letter list summary commands). At this point you will be offered which bay to fire out or what has spread to use (PHASERS) etc. After that the game will make the ordered step and turn will be completed. A summary of the turn events and results will be provided and the vessel's status read will be updated. There are occasional events, such as weapon failure, and you can get reports from other parts of the ship by entering the correct command. Available reports include: Casualties, engine temperature, and much more. Battles continue until one entire fleet is destroyed and a report is presented at the end of how you have done. After Apple Manor (1978) Early graphic rogue as an underworld crawl. Slay some monsters, create some experience, explore deeper levels. The goal is to find a Golden Apple buried somewhere deep in the basement under the manor. This game can be configured graphics or text, 10 different skill levels, and configurable room layouts. Each level is created randomly at the beginning of the game. In addition to the monsters you have to fight, you can also find treasures, secret doors and hidden traps in dungeons. Bert and snake (1983) Bert and snake is a Q*Bert clone. Your character must jump into a grid of blocks arranged in the shape of a pyramid, avoiding snakes and other characters that are accidentally displayed. The successful jump changes the color of the block. When you click all the blocks in your current pyramid, you advance to the next level. Each level becomes increasingly difficult as the speed increases and more baddies are added to the mix. A record table has been added. Best Championship Karate (1992) Best of the Best of the Best Championship Karate is a real fighting game. After To choose your fighter for your parameters (strength, stamina and resilience), you can choose from 55 different movements. Now you can train your fighter in the gym before the real fight. To master the game, you need alternate training and struggling, as training improves endurance, strength and resistance. Be careful, losing the fight reduces these parameters, so you have to be ready before getting on the ring! Betrayal (1990) Betrayal is a manager-type strategy game. You try to gain control in different regions in order to give your men the necessary resources to defeat your enemies. As they say in the title of the game, the game focuses on illegal and covert operations to weaken your opponents. Beverly Hillsbillies, The (1993) A quasi-adventure based on the film Beverly Hillsbillies, which in turn was based on the popular US TV series from the 1960's and 70's. The player takes control of Jed Clampett after he unexpectedly discovered the oil, and helped him build a new life in Beverly Hills, only to find out that the two criminals targeted him as a victim of blackmail. In Castle Wolfenstein (1985) Your mission is to infiltrate the Nazi headquarters to disguise, find bomb agents hidden there, and plant it behind the door to Hitler's bunker. If you go shoovt everything in sight, the guard must raise the alarm and it is unlikely that you will complete the mission. Use stealth and occasional bribe to work your way to Hitler. You may have to kill a few guards, but think before. Oh, and did we mention that you had to escape the way you came before the bomb exploded? Beyond Columns (1989) Beyond Columns is a classic column game clone. The game consists of different sets of tiles moving down the screen at ever higher speeds. The goal is to get three or more matching tiles in a row/up/down, left/right or diagonal. When they are sorted correctly, they disappear from the screen. Match with more than three tiles you get more points. A high-scoring display and bass key function were included. This game was created by Brad P. Taylor and followed by a sequel called Fallout. In Black Hole (1989) Use your paddle to pilot your orb in search of Vern Grenington and his all-vehicle gas station on the neighborhood of NAW-911, which has long been known to be a black hole. According to the game manual, since most of their pilots grew up in the video game era of the late 20th century, they developed an ORB control panel similar to a video game! So just direct your orb to remove the objects you see in the center of your screen at each level (but at some levels you may have a more subtle approach) on your way to a black hole... In Titanic (1986) in this mid'80s text adventure, the player finds himself a passenger in the doomed Titanic and must find a way to save himself before shipwrecks. Beyond Zork - Kverdo Coconut (1987) Aimless Through Quendor Southlands, the game hero confronts implementers, powerful creatures who warn him of the terrible danger: The Covento coconut, the very embodiment of magic, was stolen by a frightening monster known as your-Grue, said to be the spirit of fallen implementers. The task is clear, but by no means easy: find your-Grue and return quendor coconut to legitimate owners! In Zork: Quendor Coconut presents a slightly different game system compared to previous text adventures in the Zork series. There are still textual interactions and solutions to puzzles; however, role elements were included in the combination. The player's character has six attributes assigned to him: endurance, strength, dexterity, intellect, compassion and success. They can be set by the player at the beginning of the game by randomly selecting the game, or presented as part of a pre-generated character. The signs affect the results of the fight, which take place in certain places. They can also be raised or lowered during the game, gaining experience, drinking and eating certain items, wearing accessories or otherwise (sometimes humorous - for example, intelligence will be lowered by introducing offensive words). Many game locations and objects are randomly generated. Big Bob's Drive In (1992) Big Bob's Drive In is a shareware game in which the player takes on the role of waitress, Skatin Stacy, who has to feed big bob clients. The game consists of five levels, each corresponding to the disk area. Levels are a form of labyrinth through which Stacey must skate. In the labyrinth there are customers who want to feed. Some want specific food, others will take nothing. Customers patrol in certain places, and Stacy has to leave his food in his patrol area. If it's the wrong food, the customer will continue to patrol. If it is suitable food, the customer is satisfied and disappears. Stacey has limited food supplies and must be careful not to waste any or other, it will end before the end of the game. At the last level of Stacy's parking lot and have to deal with customers in the car who, if they get to have it, will take it behind her back she might not enjoy it. The only defense against such undesirable things is a super hamburger, food available only at that level. Big Business (1990) As CEO of a company, the main goal of the player will be to make business decisions in order to stay ahead of competitors and increase the value of shareholders. The plus of this game is comic-style graphics. Big Game Fishing (1991) Finally, after months and months of hard work in a busy metropolis you decided to allow yourself a holiday in limpid waters in the southern seas where you will be able to engage in your favorite sport: BIG GAME FISHING! However, the locals will not lose the opportunity to make some money from you: if you do not want your vacation to end in 1 day, you will have to catch not only a significant amount the species and quality applied for at the beginning of each day. If you fail, you will not be able to pay your boat costs and buy gas, bait, etc... So, renting a boat for around \$60, you're ready to catch such predatory fish as black marlin, blue marlin, swordfish, or tunny. The game involves economical and strategic management in port or open waters and fishing simulation at sea. During the management phase, you should purchase equipment for fishing, such as Flares, Batteries, Lines, Fuel and Sardines, explore variable weather, determine the destination on the map and navigate your boat to this point. You should have the right amount of fuel to sail into open waters and between ports. The biggest fish are waiting for you in the northern deeper waters, so you'll have some money in coastal areas before going north. Also the possibility to send an S.O.S. signal is available in the event of a very bad situation. At the modeling stage, you should attach a line, assign one of the five bites, move the rod up / down, accelerate / slow down the boat, throw a certain number of sardines to attract fish, and catch the fish to earn money and honor. The game has three difficulty levels, it can be saved good and loaded later, and the highest achievements will be retained. Big Rig (1987) Big Rig is a simulation that allows you to experience the life of a long-haul trucker. Your task is to safely drive an 18-wheel tractor and trailer combination from coast to coast in time, trying to make a profitable trip. The game and user interface is quite simple. The game is played only in text mode, and your selection is done quickly by typing the correct letter. At the beginning of the trip, you can choose from three types of cargo (with or without a time limit, perish or not) and three routes - each with different characteristics, such as length or the possibilities of bad wheat seating, etc. After these preliminary, you will begin your journey. The game is turning. At each turn you choose the speed of the trip (go too fast, and the police can stop you - too slowly and you can not arrive on time). You will have to monitor your fitness and your gasometer - tired driving can lead to fatal accidents, and gas runs out, and time and money will cost you. At truck stops, gas and sleep can be replenished. You will also be slowed down by road work, flat tires, accidents, traffic jams, bad weather - all those little things that make trucks fun! To get to New York in time, you will need strategic planning, and a little luck as well. And you'll get to learn a little bit about the daily chores of your average trucker. Billiard 2 (2001) Billiard 2 is a free billiards game for two players. The pocket table is represented in the traditional top view, and certain controls and settings are available in the lower interface. The slides can be adjusted to set the Temperature. Hints of aim and angle can be moved to two windows showing the ball from close range. Players take turns hitting balls and scoring in the rules of each variant include: - 5 Pins, players must use their yellow and white balls to reach the opponent and score points. Extra points are obtained after being knocked down by five skittles set the center of the table with a red ball or opponent's ball. If the skittles hit directly, the points go to the opponent; - Goriziana and its double option are similar to 5 pins, but have nine skittles and slightly different scoring rules; - Bowls are played without hints, where each player throws four balls from the sides of his table. At the beginning of each match, the start is a red ball, and the main goal is to stop the other balls as close as possible to it. Extra points are obtained when knocking down skittles with a red ball or opponent's ball; - Karome's goal is to hit both the red ball and the opponent's ball at every turn. In pads variants, the player must bounce the ball from one or more pads before hitting the second ball; - 3 balls are similar to Carom, but players share one white ball by hitting up three other balls. Bill & Ted's Excellent Adventure (1990) Based on the film. You control Bill & Ted; Ted- Rufus, a time travel dude from the future, giving you use time to travel in the phone booth. Use the phone booth to return in time to many different eras, collect things and get historical dudes to follow you. Some dudes won't come unless you can bribe them with the right object. You have to get them to follow you back to these times so you can pass the history report and keep your band, Wyld Stallyns together. At the end of the game you are sorted by time, and dudes accumulated. Bill Elliott's NASCAR Challenge (1990) The signature of former champion Bill Elliott adorns one of the first few NASCAR racing games. There are six tracks, including favorites such as Watkins Glen and Talladega. The game is played through the image of the car. Includes aerodynamic changes and project preparation effect. It has a practice mode, as well as a full race. Many brand names for cars from Pontiac and Ford are fully customizable. The details of the track are flat darker polygons. Instant replays are controlled by a VCR-style system. Billy The Kid Returns (1993) It's 1875. Your name is William Bonney. You're 15 years old. And you're in jail. But not for long! Billy Kid Returns is the story of Billy the Kid, the infamous offender since the late 19th century. You will have the opportunity to play through a few crucial moments in your life (and a few make up ones) hoping to improve on the kid's adventures. The game features ten levels that range from your escape from prison, hidden treasures in search, under apache ambush, fighting some deadly and his final confrontation against Sheriff Pat Garrett. Game Game scrolling, platforming and viewing from top to bottom. At first you need to avoid soldiers and guard dogs, but in later stages you need to avoid wild animals, other rustlers, gunmen who follow the head for the bounty, and snipers hidden in buildings. You only have one way to defend yourself: your weapon, which you can use to kill almost every enemy in the game. You can also pick up other items such as apples, stars or tools to increase your score. Baked meat lifts your life one by one. Bionic Commando (1988) Bionic Commando player takes control of a soldier with a bion arm that extends and contracts. The bion hand allows the soldier to grab on fixed objects and swing around and rise to levels - no jumping allowed! The hand also attracts opponents and pulls them toward the protagonist. The player's mission is to storm the enemy fortress and destroy the launcher computer so that the enemy does not use his doomsday weapon. BipBop II (1993) breakout clone in which you jumped the ball to eradicate that squares with Roman numerals on them. The action is distributed over 20 levels and there are many special blocks to reach. The Black Box (1982) has an 8x8 grid containing several hidden atoms in it. Your job is to find the location of all atoms by designing rays from the side of the box and observing what is happening. If the beam directly hits the atoy, it will be absorbed. The rays that pass through one amoeboc will be reflected. After you have fired enough rays, you can risk guessing how the atoms place. To help avoid random guessing you will lose points of rays that completely misses the atom or incorrect guess about the location of atoms, and get points of radiation that are absorbed or reflected and correctly guess. If you get stumped you can finish the game early and peek at the location of all the atoms. Black Cauldron, The (1986) Based on a Disney film of the same name, Black Cauldron focuses on the story of Taran, who is assistant to Pig Keeper Caron Daiben on earth. One day, Taran observes that one of his pigs, Hen Wen, has miraculous powers. The evil king wants a pig so he can find the Black Cauldron and eventually rule the world. Taran must now embark on a mission to rescue Hen Wen and defeat the evil king before he can discover Cauldron's place. Black Cauldron is a side video adventure game. The game is similar to other Sierra adventure games in your day (such as Space Quest II or King's Quest II), but does not use a text analyzer. Instead, function keys are used to initiate actions. Players control Taran and can make him walk, run, swim and interact (talk) with other characters in the game. Puzzle-solution and progress of the plot requires the manipulation of elements using the right element at the right time or in the right place. Black Monday (1987) Black there is stock market simulation of one to six players. The goal is to earn as much money as possible the end of ten turns. At each turn you will have the opportunity to buy and sell stocks. The home screen where you can buy or sell will display a list of available inventory, along with their price information and how much you own. Graphs can also show the history of stocks throughout the game to help make decisions. After each player's turn to buy and sell, the stock market closes for the night. When it opens again, you will see a news marker summarising the stock price changes, and players will again have the opportunity to buy or sell (this process repeats until the end of the game, when the winner is determined). Although the changes in inventory prices are random, you can try to slightly affect the price by buying or selling large quantities of inventory. If the shares are doing very well, you can earn dividends or the shares can split. If you are in trouble, you can also visit the bank and take out a loan. Black Sanctum, (1984) The Black Sanctum begins in a rugged, snow-covered mountain country. Your task is to get rid of the ancient monastery evil that has taken over. Your task is complicated by the fact that the entrance to the ancient monastery is hidden and cloaked in secret. This graphic interactive fantasy game uses standard single-letter commands for N, S, E, W movement. You can also save the current location in the cassette to restart it later. A command analyzer is a standard type of verb noun (for example, Go Door). Black Sect (1993) Stolen book of drawings. The sinister community terrorizes a small village of Yorkshire moors. It's time to help you. Go and search for a lost book of spells. Your trail lasts many days and nights within lonely moors. You can discover the secret entrance of the black sect's hiding location. But you adventure just started ... Blackjack (1984) Blackjack is a computerized version of the casino card game. The object of the game is to get a larger number than the dealer, without passing through 21. You can choose the amount of money to start, and put a bet for each hand until you run out of money or decide to throw while ahead! The game uses 80 columns of text mode with ascii characters to represent the cards. Blade Warrior (1991) The world was enslaved by Murk, and you have to release it by collecting seven fragments of the tablet, which are held by seven wizards living in seven towers. Blade Warrior is a unique game in two ways, the most obvious is graphics. Everything in this game is seen in silhouette - as you wander around looking for magical things and killing baddies, all you see is your silhouette and a silhouette of everything around you. The background consists of a night sky with clouds and hills. Secondly, the game is an unusual combination of adventuring and struggling. On the way to collecting magic items and exploring a huge ingame map, you were attacked by baddies. Then, when you have in certain artifacts, you can imagine spells (as long as you have a recipe) back in your tower, trading with wizards of those all important tablet pieces and getting clues to the next important artifacts. Blade Steel (1990) Based on an arcade game, Blades of Steel is a hockey arcade action game (the game doesn't require you to worry about statistics or give you the ability to customize teams). Two players can play against each other, or one player against the computer. Single player mode includes single-game and tournament mode options. From time to time the fight can come out, which will give a close-up view of the two players. The player must control through the miniature fight game sequence, with the loser must spend time in the penalty box. The judge will break down the fights, which take too long, and call a few penalties, such as alicytity. There are also some short digital voice clips. Blake Stone - Aliens gold (1993) Aliens Gold, the first game in the Blake Stone series, pits the space-age British secret agent against Dr. Pyrus Goldfire. The madman bent world domination. Using genetic engineering prowess and a huge wealth reserve, Dr. Goldfire intends to liberate the mutant army on Earth. The first chapter consists at Goldfire's S.T.A.R. Institute headquarters building. In each level there is Blake fighting through the guards to find the elevator key card for the next level. Dr. Goldfire will personally appear on the way to fire shots at Blake, and his genetic creations also pose a difficult challenge. Each chapter takes 10 levels, and brings Blake closer to reaching Goldfire, the only mad doctor to escape to a new facility on his network, and the beginning of a new chapter. Blake Stone uses the Wolfenstein 3-D engine to make his levels. The main game and enemy AI are in many ways similar. Some of Blake's innovations include silent weapons that can kill guards without warning others. Alerts are given to the player via text messages about HUD. Health can be obtained by using wall-mounted vending machines operated by tokens taken from dead guards. Automatic map and statistical tracking are available during the game. Finally, there are friendly AI characters that offer cues and powersups when you talk to them – if Blake doesn't accidentally shoot them first! Blake Stone - Planet Strike (1994) Blake Stone: Planet Strike! There is a commercial sequel to Blake Stone: Aliens of Gold. Evolution, not Revolution, Planet Strike! There is no dramatic change in things and features everything from the original game other than the elevator. At the elevator site, the player must now collect the bomb on each map and bring it to the security cube; The bomb will destroy the cube, allowing the player to use the exit. It contains 24 new levels, played in one episode in a linear way (despite the fact that the map between the levels tries to convince you otherwise), a new weapon, a plasma unloader (which as the game's ultimate weapon), and some new bad guys and bosses. While the new bad guys comment is a bit misleading, because only one of them is actually all new; Others are boss aliens from aliens gold (with their stats reduced to non-bass level) or just slightly edited and re-colored by bad guys from the previous game. Blind Wars (1992) Would you like to try to play RISK without knowing how many armies your opponent controls? Here's your chance. Blind wars are very similar to RISK, except that you can't see the armies of your opponents, nor can your opponents see you. This allows unpredictable results in the game. This game is a four-player game where three players are controlled by a computer. Although it's like RISK, you're not playing on a real map of the world. You play in a group of countries and you try to take control of 77 cities. Also in the game there are various random events that can affect the performance of the game. Events such as the city defect to the enemy, or increased army in the city or country happen randomly throughout the game, making the game even more unpredictable. Blitzkrieg - Battle of the Ardennes (1990) Blitzkrieg: Battle of Ardennes is a 1965 board game blitzkrieg conversion from Avalon Hill. Instead of fancy country original board game plays in this game features bulge battle in World War II. The game is in turn based on a strategic wargame that plays on a map with hexagonal tiles. Each tile can represent different types of terrain, such as city and forest, which affects your units. As a board game it features both ground, navy and air units; this includes artillery and even the V-2 Rockets. The game can be played against a computer or against another player. Block Five (1986) This game plays the board game Go. On a large board, players compete to complete the lines of their five pieces (in this case, a cross for you and a naughty CPU player). The insult or defensiveness of the artificial intelligence strategy is randomly selected with each play. Block-Man 1 (1994) Block-Man 1 is a shareware logic puzzle per player. The story behind the game is that the onetime King Triangulos ruled the realm of Bentangle. The king loved the blocks, he played with them because he was a child, and he loved them almost as much as he loved his daughter, the beautiful princess Pentaguin. The princess must marry something worthy, that the king had several rooms designed so that in order to escape from everyone, it was necessary to have special reasonableness when moving and using blocks. A suit that could complete all these puzzles would be a suitable match for his daughter. Block-man is a bentangle land commoner, but he loved the princess nonetheless and promised to win his hand in marriage. The player controls the block-man. Block-Man is a playing area limited by red bricks and flaming burners representing the room he is in. the room has an exit and his starting position in Block-Man must get to that exit. His way is the walls and pits, which he must overcome. The only available resource is the construction of bricks. The only available commands are to move left/right, Pick up/drop and climb (no more than one brick only). Using these commands the player must solve the puzzle and get the block-man to the exit of each room. Shareware game consists of ten levels. Full, registered, the game has more levels, and for an additional fee there is a constructor option that allows the player to create and play at the levels of his and other game owners. Block-Man 2 (1995) MS-DOS: Block-Man 2 by (1995) Block-O-Mania (1989) Block-O-Mania is a turn based puzzle game with a variety of puzzles with a common high difficulty level. Like Soko-Ban, the player must push a few boxes onto storage sites. But this time there are four types of blocks, as well as conveyors, unstable passages and wrapping screens. It contains several dozen mad benders for the true puzzle of aficionado. The game was originally released as shareware on the BBS scene. With the emergence of the Internet, it was eventually released as free online equipment. Clogging (2003) Clogging is your main breakout clone. You have to keep your ball to get past you and you have to destroy all the bricks. There are one or two blocks in each level that you have to click before you go to the next level. If you hit it at the beginning, everything explodes and you get all the points. If you hit it at the end, all the bricks are gone, so you already have all the dots, so you just go to the next level. You can gather hearts for extra life. Every time you hit a break, it explodes, sending debris everywhere, so you have to pay attention or you can lose your ball in confusion. There is no sound or highscore list. There are also no power-ups. This is just your main, not frills, breakout game. Blocking (1989) Blocking is a Tetris option with the attached rotation: it is 3D. The player can rotate the blocks in 3D to fit them into the pit they are guided by. Advanced users can play this game with odd three-dimensional units, or change the size of the pit, depth from 6 to 18 poles, width and length from 3 to 7. Blocks from Hell (1993) Blocks fall off the shaft and you should turn them the right way until they reach the bottom. When you fill the horizontal line, these blocks disappear. When you fail to fill the lines, the blocks will reach the top of the shaft and the game is over. Blood Money (1990) The introductory sequence speech probably sums things up best - the biggest unanswered question is where is the money? The player has 4 missions to take, in each case trying to kill baddies for the money they have, who can be spent in the shopping rooms to upgrade their craft. Energy is exhausted contact with the opposite and walls, although there are some baddies who just hover cursor cursor your ship and steal rather than physically do damage. The game is to shoot 'em up, which scrolls both horizontally and vertically while viewed from an R-type style to a sideways perspective. Navigation levels sometimes require the player to duck through gaps in the landscape. Blox (1991) Some games are both compelling and so quite simple to implement that programmers are encouraged to duplicate them at first glance, if only for a version to play at home. So the fact that after his first round at Tetris, British programmer Graham Cluley was driven by hash from his serve keyboard-operated clone of the original fall block megagame, never pausing to even confirm that his version had the same column width as the standard version does. If it failed to take over the world, it's just because by '90, the market was already flooded with homebrew Tetris clones. Blue Angels Formation Flight Simulation (1989) Blue Angels: Formation Flight Squadron is an F/A-18 flight simulator, focusing on air shows. The Blue Angels are a squadron of the United States Navy's flight demonstration, known for rigorous manoeuvres and precise flights. The game tries to replicate this by offering formation flying, having to react and coordinate with other Blue Angels in the air. The player can perform any maneuver in the simulator: dozens of high, low and flat maneuvers, Diamond 360 aisles, left rollers and 4-point rolls or, for example, the entire air show. Except for exercise events, the player can perform an air show or just go on a free flight. In the air, players fly from the perspective of the 1st person inside the plane or the perspective of the 3rd person from the chase plane behind the player. In addition, there are 4 different camera images and 3 different game speeds. After the flight, an analysis of flight and player performance is displayed. Blue Max - Aces of the Great War (1990) Blue Max is a World War I fighter simulator where a player can fly fighter jets such as Fokker, Sopwith, Spad, and many others. The game allows you to split screen games with two players together or competitively, with many 3D camera angle features. Missions include firing enemy planes, while others focus on specific targets. The game includes a very unique feature for those who choose to use it: the ability to convert dogfights into turn-based battles fought on a hexagonal map, but still supports the 3D image in a frozen window. Bluebush Chess (1983) Bluebush Chess is one of the first computer chess programs on personal computers and has a large schedule where the chess board covers almost the entire screen. There are seven skill levels plus mail chess. You can play black and white parts and control them by selecting them during the movement of the keyboard cursor. The computer can play either side or both demo game. You can set up and start playing from any position on the board. The computer can also select the best Anytime. When the computer thinks about its step, the play on the Crown of the King flashes, and the inner sound of the speaker is used to tell when each step is taken together with a piece, flashing before and after motion. The migration list can appear on the screen, and you can also accept unwanted movements. The game has thousands of books opening moves and allows en passant pawn captures. All transfers shall be checked for legality. The game is controlled through the menu system, and you can change the level of the game, board setup, board color (15 different sets) and players color. Game Help information is also available. Bluppo (1997) Bluppo is a 1-2 player arcade game in which you have to collect fish. The story is that Bluppo likes to cook. A rich relative will buy him a restaurant, but only Bluppo cooks him special food. After many studies Bluppo finds a recipe, a special dish requires 3,000 rare fish sweat! Undaunted he dons his scuba gear and goes in search of the fish needed for the dish, hence his restaurant. The screen has pockets of fish swimming water. Around them is land, dirt or stone. Bluppo can travel through the ground, but not through a stone, although some stones can be blown with bombs. The dangers are falling rocks, bombs, explosive fish, sharks and other nasties, but there are friendly fish that will eat bluppo enemies if given the opportunity and some levels have extra oxygen tanks to extend the game. To complete the level Bluppo must collect the number of fish specified at the bottom of the screen, and get to the exit gate. If Bluppo did not collect the right number of fish, let's say, because one died, then he will not be allowed to enter the exit gate and he will die. All puzzles are time consuming and last as long as Bluppo oxygen. There are six saved slots in the game. The registered game has 60 single player levels, 60 two-player levels and Soundblaster support. Blur Way (1995) MS-DOS: Blur Way by (1995) Bo Jackson Baseball (1991) Bo Jackson Baseball (TV Sports: Baseball in Europe) is an arcade-focused conversion popular in American sports, in the same series as TV Sports: Football and TV Sports: Basketball. The player can choose from 26 teams and play directly in batter and pitcher positions. An element of management is also included: when playing throughout the season, the player can choose a series and a batting order. The focus is on user friendliness and TV-style presentation, featuring bob mcgill likeness. It also contains digital audio samples and motion-captured player animations. Statistics can be found in the main menu. Bob Morane - Science Fiction 1 (1987) An evil army of enemy space soldiers invaded the space station. The player, taking on the role of the infamous fictional character Bob Morane, must regain control of the base by dividing and destroying all enemies. Bob Morane: Science Fiction 1 is a multi-directional scrolling Game. The game is similar to the game ban. Insurance. In the ban, the player must find (along the spatial base) and shoot each enemy soldier for a limited time before the enemy soldier shoots the player. The best scores will be archived in the Records table. Bob Saget Killer 2000 (1997) Being watered down by a funnyman can make you some enemies in the programming community. Here, when QBasic hackers whipped up a very simple simulator dish of abuse mr. Saget out of the barrel of a gun, all sitcom audience moans and whistles, and demented the circus music eggs player. Targeting specific areas with mouse alloys causes special damage, section in the anatomical part, until the comedian is once reduced to a heap of cheerful steak tartare. Bob vs Mob (1995) Basically limited robotron clone (shooting only forward in the direction of movement), Bob vs. Mob sees his protagonist, a little stickman, running around in a wooded environment trying to mow down most invaders (more stickers, apparently members of the criminal underworld), while spending the least on ammunition using a machine gun (for sharpshooters) and grenades (where more ham fisted attitudes are calling.) Bob's Dragon Hunt (1992) Bob's Dragon Hunt is using filled polygons to simulate a three-dimensional underworld scanning exercise, wading through a variety of draconic enemies (hence the name) and their various poisonous, magical and breathing effects, depicted in creative (if non-standard) 16 color effects. Under the sequins and the trap of virtual reality lies an unfair split. Unlike the Dungeon hack and its brothers, navigation and control are quite nuanced, although the game remains relatively simple (hack, slash, repeat). Bobby Fischer teaches chess (1994) Based on the best-selling chess book of the same name bobby fisher. This game presents an educational course, an illustrated chess history and 500 amazing Bobby chess matches. There is a window interface, 3D image, feedback of any depth, match recording and replay. The engine strength is similar to chessmaster 2000. Body Blows (1993) Around the time of amiga version of Street Fighter 2, Amiga Specialists Team 17 came up with a similar one bear 'em up, designed around the machine's strengths and weaknesses. In single player mode you have four characters to choose from - brothers Dan and Nik play identically, Lo-Ray is a Buddhist monk, and Junior is a failed boxer. Among the opponents is ninja soldier, businessman, whose post-fight catchphrase is sorry for it, and a thin Spanish girl. Backdrops feature many colors and animations, different from wrestling rings on construction sites and beaches. The controller is designed around one-button controls, with special movements generated by pushing in a certain direction and pressing the fire, and holding the fire in one super special motion for a few seconds. The real skill is to effectively combine these movements. Bolo Adventures I Jigsaw Puzzle with 40 levels. Escape from each level to push blocks around to block laser beams, fill the water, etc. There are no deadlines because the focus is on puzzles rather than action. Bolo Adventures II (1992) Bolo Adventures I sequel, this game has 40 more levels. The goal is the same: Escape from each level by moving blocks of clipped laser beams and avoiding monsters. Other hazards include water and electrified grids, which must be deactivated to cross them. Bolo Adventures III (1996) The final part of the Bolo Adventures trilogy, this game has updated graphics and only 30 levels instead of Bolo Adventure I and II 40. The goal remains the same though - escape from each level of maneuvering blocks to fill the water, turn off laser beams and avoid monsters. The demo level is provided, with a guide, which will help to introduce the concept of the game to new players. Bolo Ball (1992) Play against the computer in this strategy marble maze arcade game. Your goal is to get your marbles to the bottom of a maze filled with ramps, walls, black holes and much more. Block your opponent from pushing your balls into strategic positions to stop him from doing the same with you. Bomber (1993) Vertical shooting game. You are a slow, large aircraft that has to fight its way back to home base. Bombuzal (1989) Little Bombuzal must detonate bombs on small islands in this puzzle game. In order to go to the next level, all bombs must detonate. There are bombs of different sizes. Larger ones have such a huge blast radius that Bombuzal can not directly cause them - instead it must first detonate smaller bombs and cause a chain reaction. So, as one can imagine, later levels turn into loud blastfests that need to be carefully planned. In addition, later levels introduce all kinds of additional dangers and gimmicks, such as ice floors, moving bombs, disappearing earth tiles, and much more. No one thinks that a pyromaniac is easy. Bones - Haunted Mansion Game (1991) Bones: Haunted Mansion is a member of the pseudo-roguelike wizard's castle family. It is one of the oldest games of this family, which originated in the main frame of DEC 1981. The story is quite conservative: Like other wizard castle games, your task is to descend into the dungeon to find the almighty globe of some powerful warlock on the deepest level. The game is a boardgame as a hybrid of exploration and roguelike underworld scanning, all presented as a checked interactive fiction game, and the setting is a combination of fantasy, horror and sci-fi elements, playing a haunted mansion filled with dust, bones, undead skeletons, RAM chips needed for automatic mapping, Uzis and Laser Weapons, etc. The only graphics are the BGI title screen; the rest of the game plays in text mode and resembles late DOS applications with windows. There is only one kind of monster you will encounter: skeletons of all shapes and sizes: skeletons of paper, skeletons, paranoid skeletons, closet skeletons, thieves' skeletons, etc. You can fight them, but you can also try to talk to them, which can save points and also provide some information. Things are strewn in the castle waiting to be found for you. As in adventure, you need to explore the room to find them, getting a vague description. To actually get an item, you need to guess what it is. For example, instead of saying gold, you are told that you see round discs. In extreme cases, things are simply described as something else. In addition to the usual gold and gems, there are also slightly more esoteric items. Next to your bare hands, the most common weapons are bones. However, they are easily dropped during the fight; Swords and macs are more effective, but the most powerful weapons are lasers or legendary Uzi. Naturally, lasers require energy and Uzi requires ammo clips to work, which is difficult to identify the total debris lying around. You can also find explosives or spelling books useful for casting spells. The game includes a mapping system called Bonebuster Mansion Mapper. Automatic mapping is typical of the wizard's castle game, but here it's not automatic: the map author needs video RAM to show something, and he needs basic RAM to store information. So to enable automatic pairing, you need to find (and identify) as many RAM chips as possible. Every RAM C can show or store only one room, and the chips are not plentiful than in an obsessed mansion full of skeletons, so, as indeed, you will constantly run out of RAM. Finally, there are also ugly traps, such as rooms filled with poisonous gas, where you will begin to suffocate. These rooms have only one side of the door, so in order to leave them, you have to use your weapons to hammer the walls open, which takes time. Booly (1991) Booly is a puzzle game with a similar concept to Gem'X in some ways. You are presented with a top-down image of an array of interconnected blocks that are displayed in different colors. The goal is to turn them all gray, but clicking on them (using the cursor you are controlling) will often cause other squares to change the pattern to a different color sequence as well. You do it all with a time limit for each of the 300 levels. Level Designer allows you to create your own sequence up to 1000 levels. Boot Camp (1989) Boot Camp is a little twist on the genre of the sports game. The player is in military boot camp and has to undergo various training exercises to finally complete important missions. Some of the events in which they will compete are a stretch of obstacles, firing ranges, iron man racing, hand wrestling and fighting their instructor. The game is similar to the Epyx Games series game, which contains many unique events that need to be completed in order to move on. Two players can play at the same time, or one player against the computer. Bop'N Wrestle (1986) Behind of the Exploding Fist and Fighting Warrior bendrove taip pat Your hand wrestling with this game, claiming the first 3D combat sports game in which you can avoid the opponent moving up or down the screen as well as left or right. Like any fighting game worth its salt, the game can be played with one or two players. In single player mode there are 10 opponents to take in a row. The proposed movements include almost everything you'll find in real wrestling (and I don't mean WWE) - piledrivers, arm turns, body slams and turnbuckle flies, all of which are completely animated. The whole experience includes detailed multi-colored graphics and a full rock soundtrack. Border Zone (1987) This 1980's, and the Cold War between the Western bloc (led by the US) and the Eastern Bloc (led by the Soviet Union) is the largest. The city of Ostnitz is located between the fictional Eastern Bloc nation of Frobnia and the equally fancy neutral wall of Litzenberg. The U.S. Ambassador is about to arrive in Ostnica to get a speech on local Constitution Day. However, a conspiracy to assassinate the ambassador will soon be revealed, exacerbating tensions between superpowers. Border Zone is a text adventure game in which the player controls three different characters in three chapters: an American businessman and two special agents - the West and East one. In addition to traditional text research and puzzle solving, the game has real-time elements: time passes, even if the player does not communicate with the game. In some secret sequences rely on these elements, time is very important in advance. Borrowed time (1985) Borrowed time was set in the mid-1930s. The player assumes the role of a private investigator named Sam Harlow, who has to solve the abduction of his ex-wife Rita Sweeney. At first, he flees from two bandits who want to kill him for an unknown reason. They fail, and he begins to look for hints of the city, asking his inhabitants for information. But if the player moves wrong, Sam dies - the killers come from nowhere and kill him... The player must enter verbs and combinations of nouns in order to perform the action. Places are described in text and are presented in pictures, and the latter often provide additional information that is not in the text. Boston Bomb Club (1991) In this humorous puzzle action game you are one of the members of the Mind Schedulers Club must play the game with other members. Billiard table is now a maze of puzzles where opponents throw bombs, and you have to operate some mechanisms to pass bombs in certain places. Level after level mechanisms are added and the severity is increased. Boulder Dash (1984) You're in Rockford, and you have to dig through monster-infested caves in search of diamonds. In each level you need to collect a certain number of these diamonds to open the portal to the next stage. Enemies can be smashed by falling boulders that are released when there is a Or they are pushed into

empty ground, but be careful because they can also squash you. At later levels, difficulties are exacerbated by many puzzle elements and shorter terms. Boulder Dash II - Rockford Revenge (1985) In part two Boulder Dash series, the game design has not changed compared to the first part, so you still have to dig diamonds, avoiding falling rocks and cave monsters of all kinds. Like one part, later levels become more difficult because many puzzle elements are added. BoulderDasher (1994) This Boulder Dash clone is a free attempt to popularize this game on PC and Amiga, and was originally released on the Commodore C64 platform back in 1984. The game delivers VGA graphics and sound card support, but uses a cave created by the original Boulder Dash, Rockford Revenge and C64 Boulder Dash Construction Kit, as well as other unofficial ones. The game includes tools to edit new caves and convert X-BoulderDash files and C64 Boulder Dash Construction Kit files in Boulderoid format. Under pressure from original developers Boulder Dash, Boulderoid developers have been forced to stop working on this project, leaving their last version to be 1.15. On 10 April 2000, they were forced to remove it from their website. Bounce Zone (1990) Move Over, Pong, is a new paddle game in town... and it boasts a whole different aspect! While the main dynamics of the game are, As we come to know and love (use your paddle to bounce the ball past your opponent's goal line) instead of manipulating the paddle along one axis and bouncing the ball on a flat, 2D shufflepuck or air hockey surface, the paddle will now move along two axes (the player takes the vantage straight behind his paddle) and volley the ball through a rectangular 3D court, bouncing not only from the walls but the floor and ceiling as well! First up to 10 wins. Bouncing Babies (1984) The building is on fire and you have to rescue babies by jumping (jumping?) out of the building. A two-man firefighter team is the only thing between life and a certain death bouncing babies. Use a firefighter stretcher/trampoline to bounce the babies safely into the ambulance. The game has only three keys to play (1, 2, 3), which represents positions where you can put your firefighter team: left, middle, or right. Predict where the babies will fall from their jumping angle. Much faster babies will jump off the building as you advance into the game. Box Ranger (1992) Box Ranger is a horizontally scrolling shoot-em-up and soft-action parody of its Fox Ranger. The player controls a little pink box with wings, flies through stages infested with photos of hostile insects and game developers. Middle and final-level bosses are further hampering the unlikely progress of hero. The default weapon shoots short explosions in a straight line, and upgrades include wingmen above and under the box, a shield that prevents attacks from being broken, additional weapons (which can also be purchased between playing a rock scissors-paper game). A special weapon is activated by pressing a separate key and has limited charges. The box has a set amount of hitting points and respawns in the same place when losing life before it runs out of them and the player has to run again. There are three levels of complexity available. Boxer Rebellion (1982) Boxer Uprising puzzle game with a little action. The game is played on a board with several boxes, defined lines. You can control a character that can walk only in these lines. The goal is to travel completely around each box. The problem here – and what brings some action into the game – is that you have the opposition. Another character also moves along the lines and you will lose if it touches you. The game features 9 levels. In the first 5 you must avoid only one enemy. The last 4 are harder because there are two enemy characters moving around trying to get you. In addition to simply running away from them, there are two more ways to escape, but you will lose points if you use them. First, you can move to another place on the board. Secondly, you can temporarily cut the line for you, so your enemies can't catch you from that direction. Each box has a number inside. These are the points you win when that box is locked. You also get points by filling the levels, depending on the time you took. The sooner you are, the more you win. Boxer Rebellion can play with a keyboard or joystick - one of the first games supporting the latter. Boxzum (1989) In this game, a player and several opponents leave the trails as they move around an empty black field. Falling into your path or the path of the opponent leads to death; The goal is to surpass and surpass all enemies. The initial level, difficulty and speed of the game are adjusted. BrainBreaker (1991) BrainBreaker is a small puzzle game where a player has to turn the playfield completely dark. The playing field consists of 3x3, 4x4 or even 5x5 cells. During the move, the player changes the color of the entire area (e.g. 1x3 or 2x2 at the 3x3 playfield), making the light cells dark, but also dark cells light again. The game ends when all the boxes are dark. There is no way to lose, but the game counts the amount of moves to end the puzzle. Finally, there is an help button that will highlight a possible step to solve a puzzle that can be used as often as a player needs. Brainies, (1992) This puzzle game has a level of 101 in which you have to guide varying numbers of brainies in four different colors in place that matches their color. You control cross hair and press fire while through brainy take or refuse to control your motion. Running out of time costs you a life. The challenge lies in the fact that you can only control the direction in which Brainy will walk. When this is found, he will continue to walk until he hits a wall, an obstacle or another Brainy. To make things a little more complicated, there are for example, arrows that change the direction of brainy wags and items that can optionally be picked up. Braminar (1987) Overlord implemented false laws throughout the kingdom of Braminar - raising taxes, enslaving villages and, worst of all, banning hamburgers. You are a stalwart adventure brave enough to come out of the ranks, accumulating through exploring the skills, experience, artifacts and followers needed to undo your burger-hating rule and usher braminar sphere into a new golden age. The author watched earlier fantasia and came up with what he describes as Boolean interactive fiction - a game, composed of purely text input and output sometimes prompts the player to confirm the likely valid actions of many BBS doors in game style (can you (S)teal food, (T)take from trunk or (L)eave), mainly by answering yes/no questions (You come to a hollow tree with doors. Enter?) or connect numbers in inventory management sort (2 male and 8 female slaves came with: Turkey Pox. How many men to cure?) The game chugs together quite a lot of its own - combat, for example, is a do-or-die affair by pressing any key to move to the next stage, the computer takes care of the tactics and strategies of both parties (or their absence: it will quite happily run you straight to the ground against a stronger opponent). It dishes up a diverse but randomized range of standard adventure environments (sylvan glades, abandoned shacks, villages, inclement weather, gypsy gambling density, Dark Castle of the Mad King) to be explored at your discretion, although it's up to the player and the hard lessons learned in your past experience with the game to identify themselves if they are cool enough to deal with (or desparate enough to risk a deal), what they can find in each area, which is sometimes useful (gnome greets you and gives you 3 food), sometimes negative (you spend rune guardian, which comes out and burns you), and sometimes neither (How do you enter, centurion says to you: Have you driven lately?). Like the legend of the Red Dragon and Kingdom of Disgust, the fantasy tropes of fighting orcs and ogres with words are mixed with jarring glimpses of surreal troubles - here with giant burgers, Duncin [sic] donuts, and Hellen Reddy [sic]. When a player has reached level 20 or later and has accumulated both personnel and primary team, you can get into an endgame in which your total wealth (mostly perhaps nods to Gore, consisting of male and female slaves) is converted into an army that automatically includes the Legions of Overlord ... their conflict is portrayed as two Progress Question bars chart falling for each other. Great force will be needed to even dent his waves of cannon feed, but if you triumph against them, then you engage overlord in one fight. (1987) Violation is a turn based tactical squad fighting game. It presents team-oriented mission, RPG-style team leadership and script builder. In the ten missions equipped with a retail version (and perhaps infinitely more developed with the included screenwriter), the squad usually launches sci-fi missions, which include hostage rescue, data search, or simply the removal of opponents. Squad members advance and act in turn under the movement points system. Multilevel maps consist of external terrain and structures with several stories connected by elevators filled with enemies and objects. Platoon members can find and use weapons such as grenades, missiles or detonation packages and tools such as Medikits, scanners or shields. In a unique turn, the leader of the platoon from mission to mission (and the rest of the team is always new), improving his basic statistics with each successful task based on his performance. Only experienced leaders can try STAR-rated scenarios. If a platoon leader is killed, it is lost permanently: the game deletes the corresponding leader file. Violation 2 (1990) Early squad level tactical fighting game, much like the X-Com series of games and more modern Lancer Squad. Breach 2 is characterized by a turn-based struggle from an isometric point of view, which will be determined in the distant future. As one of the more unique aspects, team leaders gain experience from successful missions if they survive. Breach 2 is set in the same sci-fi universe as Omnitrend's Universe and Engagement series rules and shares the same backstory with those games. Breach 2 is part of the IMS (Interlocking Game System) and is compatible with two Rules for Engagement Games. This means that you can use Breach 2 to solve tactical combat situations, such as boarding an enemy ship, entering starship team modeling, which is the heart and soul of the Rules of Engagement series. The script creator is included in the game, so you can create your own missions and trade them. Break Machine (1995) Break Machine is a break-out game of 320* 400 MODEX VGA. In another dimension there is a world of Brickiana. The main component of this world is Brick. Some monsters came from this world to build land on a large wall. The lands decided to destroy this atmospheric wall. As a ground fighter you take control of the X-PAD 01 ship for Space Bricks Breaking. You start the game with two balls. Many monsters will try to stop you on your quest. The full version of the game comes with 50 levels and 5 monsters. The Shareware version features only 5 levels and 2 monsters. Every fifth level you will meet with brickianian dicator Worm-TRO. In the game there are three types of bricks: normal, tri-flags bricks (you have to hit three times) and transparent bricks that are unen destroyed. There are many bonus items, such as extra-ball and laser. Breakers (1986) The protagonist of the game finds himself among the Breakers, an ancient race still harboring hope on the day when the Messia will come and save the world. Curious coincidence, according to their prophecies, it turns out is the same day when they encounter a protagonist. Therefore, he must convince them that he is indeed the Messia, otherwise his return home and even his survival will not be guaranteed. Breakers is a text adventure game. The player interacts with the environment and communicates with symbols by entering commands and sentences. Much like other Synapse games, it has a real-time element. Symbols can work regardless of player input, and some puzzles require the player to enter commands over time. Breakfree (1995) What do you get when you combine a paddle game like Arkanoid and a 3D Shooter game like Doom? You get a breakfree, 3D paddle game in which you shoot fire against walls similar to your average paddle game, but with a 1st person perspective approach. The object of the game is to free yourself, from which it is done by destroying (broken) walls with balls or in this case you have to fire balls. Fireballs will bounce back at you, from which you will bounce them back into the walls using your (invisible) paddle in front of you. Certain (red brick) walls have bonuses that you have to catch when with your fire. When you lose all your fire, gameover. Breakline (1994) Breakline is a breakout option. You have a paddle that bounces the ball up and down to break blocks in the playing area. You can activate several special abilities, for example, by releasing several balls or a ball at once, which is cut through hard blocks. Levels include gimmicks like teleporters or buffers. There is also a training mode where you can select individual levels. Bricks (1984) Bricks is the game's breakout clone. You control the paddle at the bottom of the screen, and your goal is to destroy the brick wall by pointing the bouncing ball. Each brick ball comes into contact with will be destroyed, but if the ball falls off the bottom of the screen you will lose life. At some point in each level, a bonus brick will appear (as indicated on the black wall); if you can hit this brick before it turns back into a normal brick you will get many extra points. There are three different skill levels. Brickwar (1987) MS-DOS: Brickwar by (1987) Bridge Deluxe 2 With Omar Sharif (1996) Another game about the bridge of the card game. You can play against the computer (A.I. has several 20 variants of bidding conventions and just card play) or against human opponents (there is even a LAN option). Includes several tutorials for beginners and intermediate players; tutorials are presented by Omar Sharif himself. Bridge hopper (1990) There are gaps in the bridge (three gaps levels up to 6, four from there), but it's that to deter pedestrians willingly tread, like Lemmings or Sleepwalkers, their collapse? Unfortunately, this is not the case. Fortunately for the player, the stopgap tool is to instantly block the bridge gap, all key press, write the cover in the number of spacebars. Unfortunately, as people cross one gap and approach another, the makeshift trail needs to be moved. If shameless walkers were to collaborate and move in groups, it would be a piece of cake, but instead the player would have to adapt to all their paces and schedules, regardless of what gap they were approaching. At least they're all heading in the same direction, right? Well, except every third level. Wouldn't everything be easier if only they would build the bridge correctly in the first place? Bridge Master (1992) Bridge Master is a bridge simulation allowing you to either improve your game (by playing against a computer or against on-line friends), or to learn how to play bridge completely from scratch. The Screen Assistant can advise you on a policy or suggestions for the current migration. The game is highly customizable, supporting various bidding conventions, game types and several player personalities - this means that you can set the game style of the opponents of the computer (active, passive, trump, etc.). Bridge Olympiad (1994) Treaty Bridge game (classic card game) set at the National Bridge Club. Players can practice their skills against 12 computer opponents using three different bidding systems (American Standard, Natural and Precision). There is also a tournament in which you play round Robin against all computer players with the highest score to win a spot in the NBC Hall of Fame. Brix (1992) Brix is almost an accurate clone of Taito's game Puznic. You are presented with an array of units that you can move horizontally, and when two or more of the same type of touch, they disappear. The goal is to make each brick of the same geometric shape painted on it, and quickly, cut time runs out quickly. If you have a strange number of a particular piece, 3 of them must be removed to ensure that they are in contact at once. Brokeout (1989) Brokeout is simple and small (Bruce Lee (1987) The late martial arts hero features in this platform game, in order to reach the underground lair wizard, a defeat that can offer him an indescribable asset. In each area you have to collect many strategically arranged lights before going out during the newly revealed Some rooms also have escalator-type sections to be run and standard (albeit somewhat illogical in this context) ladder. On the way, you fight two enemies - ninja and green sumo warrior named Yamo. You can defeat them by punching, kicking, dropping on your head or luring them into dangerous terrain or even accidentally pressing each other. Even after they died, however, they kept coming back for more after a few seconds. Since they can move quite intelligently (they even climb the ladder), you should watch out for them. There are many dangers that need to be avoided when walking around or jumping – such as electric boot walls and exploding bushes. Bruce Lee Lives (1989) You play the part of Bruce Lee, the only man who can fight back against Master Po and his army martial arts warrior. You have to stop their destruction on the island of Hong Kong! This martial arts game has a learning AI engine that can improve your strategy by examining and following your previous actions... So the player can't beat the game just by restarting using the same successful moves over and over again. This equates to a complex game in which opponents very often beat the designers of the program! Brudal Baddle (1994) Brudal Baddle is a one-on-one fight game. The story of this name is that in 2023 in the Los Alamos laboratory dr. Chen found a way to punch holes in the fabric of space and time. A number of attempts to stamp holes in the past have been successful, but for the first time trying to make a hole for a future disaster. Cyborg-like creature, Tall Ra, came through the hole, killed Dr. Chen, and stole equipment. Now all the holes have patrons on the other side, the player must be in the form of one of the patrons and battle through all the holes to meet and defeat Tall Ra. Early shareware versions (e.g. v1.1) were a player with three characters available. Later versions (e.g. v1.4) were with 5 characters. Total registered include a total of 8 characters. Brutal - Leg Fury (1995) Dalai Lama has held a martial arts contest for animals of all kinds to prove your skills, and you compete in it. There are many different fur creatures to take, and eventually the Dalai Lama himself. Brutal: Leg Fury is a one-on-one fighting game over various levels, mostly outdoor terrain. You can choose from many characters. Throughout the game, your character travels around the island of Dalai Lama, fighting a series of duels before getting to the final show. During the duel, you can punch and kick your opponent, try to use special attacks against him or use a taunt that restores a little to your health. Each battle takes several rounds (how much - it's set in the options menu); When one fighter wins that many times during the battle, he wins. If the computer-controlled player wins, it's game over (but you can still use to continue to start the fight again); You have won, you move to the next opponent. By defeating them, you can watch the end animation, which varies depending on the character you choose. Instead of taking on a completely new game, you can fight one duel, choosing an opponent and relief. You can choose to fight a computer-controlled opponent or other human player. The images lean towards the cuteness that replaces the Mortal Kombat gore and the robotic carpet metal. In console versions you start the game without special movements, but you will get a new one after each successful best of the three bouts. However, the computer versions will drop this feature. Bubble Bobble (1988) Bubble Bobble is a story of two people, Bub and Bob, who wander into a mysterious cave monster and miraculously turns into dinosaurs. The only way to transform back is to reach the end of the cave... Bubble Bobble is a platform game, with each level there is one screen. Enemies must be removed from the level to move to the next. With one player controlling Bub and the other to control Bob, the player can jump and collect items for points (such as fruit). The true power of Bub and Bob nonetheless is the ability to blow bubbles. These bubbles can be like platform jump, or trap enemies. Enemies trapped in a bubble must be jumped by jumping into them, where they will turn to the fruit. In addition, power-ups sometimes float bubbles. They include lightning, which flies horizontally to enemies, and water that drags the player and enemies straight down, flowing through the platforms. Taking too long to complete any level will invite Baron Von Blubba, who will float around the screen trying to destroy the player. Bubble Dizzy (1993) Bubble Dizzy eschews the usual arcade adventure format dizzy games rather than a simple action game. You have to guide Dizzy through the underwater worlds, collect gems as you go. Dizziness begins on the seabed, and you have to get it to the top. You do this by jumping through bubbles that have only a limited time before the explosion. Enemies to avoid sharks, octopus and swordfish. Dizziness has limited oxygen, but more canisters can be collected from O2. When you have finished the level, you will receive a bonus for the amount of pearls collected and the amount of oxygen left behind. Bubble Pop (1997) Bubble Pop is a one or two-player platform game featuring fruits, worms, penguins, other various animals and fireball throwing monsters that installs in both English and Swedish. Evil One captured Bublina and turned all his friends before you. Armed only with magic rod player(s) must set through each level to save it. The spelling of your friends can be broken by a magic wand, which turns them into fruits and other bonus elements. Along the way there are bonus letters to collect, magic bottles with spells like invisibility, secret caves and big monsters to defeat the player must zap all the baddies in each level that Progress. After a while, a boss will appear, who is difficult to kill. The boss will randomly appear on any platform of the game and will destroy the bonus letters and attack the player(s) character(s). Points are collected for baddies zapped, fruit-eating and bonus items collected. Full game features: * more than a hundred levels; * Five different worlds: toy world, water world, hell, snow world and blob world; * Five big bosses; * four different weapons; * Twenty species of monsters; * Twenty bonus levels; * joystick support. Buck Rogers - Countdown to Doomsday (1990) Buck Rogers once fought in the Cold War, a pilot sent into outer space to destroy a Russian weapons platform. He was successful, but his success destroyed the planet because of the nuclear war, and you went to a centuries-long cryogenic sleep, left by people who could not recover you. In the centuries when he slept, the Earth colonized the solar system. There are large groups of humans on Mars, Venus and Saturn. Once upon a time, colonies existed to return resources to Earth, which had problems persisting. But intervening centuries brought a shift of power. Now earth is the mercy of the interstellar alliance RAM- formerly a Mercantile of Russia and America, but now a superpower based on asteroids surrounding the Mercury planet. Mercury exploits the Earth for resources, at the expense of the inhabitants of the Earth. The earth fell into barbarism, except for one small light - the Organization of the New Earth (NEO). These rebels consider themselves freedom fighters, and they are fighting for the freedom of the Earth against interstellar forces. Awakened from centuries of sleep in the 25th century, Buck Rogers becomes an ancient military hero and a symbol of previous times. As he is brought up to date, he decides to join the NEO, fighting for his home planet. Buck Rogers: Countdown to Doomsday is a role-playing game similar to the game, interface and visual style of Dungeons & Dragons games in SSI, despite a completely different setting and sci-fi scripts. The player's first task is to create a six-character party of a selection of five classes (Rocketjock, Warrior, Medic, Rogue, and Engineer) and six races (Human, Desert Runner, Tinker, Venus, Martian, and Mercurian). Then, these six new NEO recruits are trained, and are thrust into the fight for Earth. The game has several navigation modes. The player can navigate the space ship from top to bottom to map the solar system, choosing the planets to land. Hostile ships can attack a ship operated by players in this mode. Landing on the planet is usually heroes on a local map of the earth. Finally, navigation in individual locations (cities and hostile areas) is carried out from the perspective of the first person, using a pseudo-3D environment. The struggle is based on its turn and is viewed from an isometric perspective; Symbols are represented as icons and can be freely moved on the battlefield. Buck Rogers - Matrix Cubed (1992) After Events The previous game, the N.E.O. New Earth Organization, gained some notoriety to defeat R.A.M., russo-American mercantile forces. As a result of this treaty, the heroes of this mission are sent to diplomatic talks on Venus, and the N.E.O. is seeking to recruit a powerful new ally. However, it's not long before the trouble begins, and a murder attempt is planned against the Minister of Venus. This is just the beginning of a plot that is involved in a mysterious Matrix device that can turn the matrix into energy. Naturally, these adventures will be NEO agents throughout the solar system. Matrix Cubed is the RPG surff first person in many places, but with overhead viewing combat and ship navigation. Players will create (or import) a party of up to six characters and assign statistics, abilities and equipment. Players move their country's first-person maze of corridors, open areas and rooms. Certain meetings will allow the player to choose according to the skills of the country. In the case of combat, the player and enemy forces have a turn controlled on the overhead maps. Buck Rogers - Planet of Zoom (1984) Loosely based on Buck Rogers' comic strip, Buck Rogers: Planet of Zoom is a fast arcade racing game taking place on a futuristic race track. Guide your spaceship between the pylons and shoot down other enemy racers. Budokan The Martial Spirit (1989) Budokan is a martial arts game covering karate (unarmed combat), Kendo (using a wooden sword), Nunchaku (using piercing chain weapons) and Bo (using staff). The player has a real range of movements and must use them wisely, because Ki (life force) is drained for every movement performed, successful or not, and both this and your endurance level must be high. You can practice your skills alone, or spar against an instructor or your friends. Finally, when you feel ready, you can travel to the martial arts world championship tournament in Budocane. Bumble Bee Plot (1982) BumbleBee Plot is an educational game designed to help develop geometric skills for children between the ages of 8 and 12. The game has a children-centered visual design, but the actual game consists only of real geometric problems. The performance of players is appreciated for praise or encouragement. Bumpy (1989) The first game of the Bumpy Series is, like its sequels, a lot of head that can bump. You control whether the head has a bump left or right, and how far before it will bounce, much like Mappy. You have to go through a series of bouncy platforms and pick up all the items on the screen. Once all the items have been assembled, the output will be displayed so that you can move to the next screen. While most platforms are completely harmless, some have additional features, such as being destroyed, thus providing access to other parts of the screen. Some platforms are on fire, which will turn out to be fatal, unless you have taken a drop of water in advance. Bumpy has been redesigned for 16-bit platforms like Pop-Up, then move back to Amstrad CPC again. Bumpy's Arcade Fantasy (1992) A mixture of action and puzzle elements. Collect items by jumping back and forth between multiple platforms. The form and function of these platforms shall be added at subsequent levels. Bundesliga Manager Professional (1991) Your favorite football team is in third grade, has no money and no future? Take the job of manager and lead your team in the first division. Bundesliga Manager Professional is a football management simulator. The game simulates the German Bundesliga (Division One, Second and Third Division) and the German League Cup (DFB-Pokal). Teams and players have real names (1990 season). Up to 4 players can participate. You can move players, take off your stadium, decide on advertising, train your players. Your team's tactics can be set very individually on a small playing field. Also included match graphics with 3D animated goal odds. Other features: 36 different injuries the newspaper reports after each match 5 different skills in the Bundesliga Manager Professional is the second installment of the series. Bunny Bricks (1993) Bunny Girl was kidnapped by monkeys, and between them was placed on 30 block screens. Love can't climb all the barriers, but a bunny skilled in baseball can smash through them using his bat to reach every brick on every screen in turn. This sets the scene for a breakout variant. The screens contain rows of bricks, some of them are unharmed, and many doors open access to other sections, and dividing lines that affect where the ball can go. Power-ups are released at regular intervals. You need to hit the fire as the ball approaches the strike and keep it playing. Burger Blaster (1988) Burger Blaster is an arcade shooter with a twist. Hamburger parts are flying through the sky, you have to shoot them down and catch them in the right order in order to make complete burgers and points. BurgerTime (1982) You play as Chef Pepper and your goal is to make a giant burger while evil eggs, sausages and pickles chase you around the playing area. To properly make a hamburger, you need to collect all the ingredients together, dropping them from the hamburger area above. To actually do this, you must let Chef Pepper stop through every burger ingredient. As soon as the ingredient (like a piece of lettuce) has been enhanced, it will drop to below the level. Falling foods will squish any enemy after you and also bump any other ingredient below it further down. In addition, as an emergency defense against enemy food, you can collect pepper shakers that will allow you to inflate a small cloud of pepper, which will instantly stun enemies, allowing you to walk past them. The result of the higher level is a new level of design, faster enemies and more ingredients to collect. PlayStation version 2 is the original arcade game port and comes with a soundtrack DVD, guide book and some other Burntime (1993) Desert covers the world, cities are destroyed, the end of every civilization is near. Several survivors are looking for drinking water and food. They eat everything they can find. Like the role-playing game, you travel through the world and meet many computer characters. You want to rule the world. However, there are other 3 characters with the same purpose. You spend the most game time looking at a map that takes up multiple screens. The map shows the position of 4 characters, the state of their occupied conquests, cities and your character's health. The different settlements where you can occupy are the ruins of old factories, campgrounds or old megacities. The five major cities are open to all competitors and cannot be occupied. In these cities you can not fight your enemies. Sometimes you meet someone to change news, things or take them to your party. There are different classes of computer symbols: fighters, engineers or doctors, for example. Each character in your country can carry up to 6 items (food, weapons). These items are made by settlement elements that you manage. Bush Buck - Global Treasure Hunter (1991) Applied software experts at PC Globe Inc. made progress in the gaming sector in the early 90's through its field of expertise: geography. With a back catalogue of several parts at the time the world's leading atlas and almaach software, PC Globe, the company turned snippets of country-specific information into an educational game that mixed two players set to place a strategy with the learning effect of the world of knowledge – can you tell Carmen Sandiego? As the sinister Otto von Slinkenrat tries to pocket the world's treasures in his private collection, the famous adventurer Bush Buck sets out to find and secure the descendants of valuable objects. In races around the world, you and your opponent travel back and forth between 206 cities in 175 countries, looking for clues to the location of treasures. Cities are connected by a network of air routes; Players take turns jetting from one destination to another. During each visit to the city you will learn some basic information, such as landmarks, geography, culture. In order to find treasures, all of which are related to a specific place on Earth, it is very important to learn places and cities to help the world. If you know that Samisen is a Japanese musical instrument, for example, you can make your way straight to Tokyo; If not, the set of hints you collect on your travels refers to the characteristics of the target country and city that help to narrow your chances - for example, it is an island country, it is East Asia, etc. The first player to visit the target city collects treasure and must return it to your home base for points reward. For each game, the computer selects 15 of the 400 available objects; if they are found or if both players run out of plane tickets (each flight costs one ticket), the game ends and who collected the most Happiness. Happiness. The level of difficulty increases the strength of AI and reduces the number of useful tips, so Bush Buck is a challenge even for experienced global travelers. Bust-A-Move (1997) Bust-A-Move (also known as Puzzle Bobble) is a real-time puzzle game in which the player controls a device called a marker at the bottom of the screen aiming and releasing randomly colored bubbles up. Depending on the purpose, bubbles can float straight or bounce off the walls, changing their trajectory. The goal is to aim the bubbles so that they touch identically colored ones. When such bubbles form a group of three or more, they appear and disappear from the screen. If the ceiling of the area is covered by too many bubbles, it will gradually descend; The game is over when it almost reaches the player's controlled cursor. If the player fails to release bubbles over time, they will release automatically, do not affect the goal of the arrow. A two-player mode is also included. Each player competing in the field takes half the screen related to identically generated bubbles. When a player successfully disposes of a bubble group, part of it is transferred to the opponent's screen. The game features two dinosaur characters (Bob and Bub) as well as other characters in a bubble bobble, although the two games have a distinctly different game. Buzzard Bait (1983) Buzzard Bait is a single-screen shoot'em up where you have to protect people from predatory buzzards. At the beginning of each round, three pairs of buzzards each go to their nests to make a sweet lay. As soon as they reappear from the nest, an egg also appears, which quickly hatches. After the egg hatched the buzzards of the parents to take people to feed their youth. The player must protect people by shooting buzzards. When buzzards manage to pick up a man and feed him for his baby, he will also leave the nest and join the hunt. Sometimes the penguin flies through the screen, first at the top of the screen, then at the bottom. To avoid the little flying penguin, the player can jump over him, which is complicated because then he can crash into the buzzard. After each round, there is a bonus fund where the player can score extra life. The player must move through a screen filled with penguins, collecting all three parts of the ship to gain extra life. The Penguins are harmless, but bumping into them makes the player bounce around like a pinball. At the same time, the player must avoid explosive mines left by a randomly appearing spacecraft. C-Dogs (2000) Cyberdogs sequel C-Dogs improves the original Cyberdogs game formula. The game involves you taking your character on a variety of missions that usually involve shooting anything around using weapons that can be purchased before missions. There are many more options in this version, one of the most interesting is the editor, allowing you to create your C-Dogs campaigns. Cabal (1988) Derived from the arcades, Cabal is a shooter where the protagonist goes back and forth along the bottom of the screen, ducking and dodging bullets and grenades from the enemy. The roller maneuver from the arcade was not implemented in the computer version. The player returns the fire by moving the target around the screen, which also moves the player's character and can expose him to the enemy fire. Through five levels enemies are staying thick and fast, and there are many of them. They include normal foot soldiers, tanks, helicopters and end-level bosses such as submarines and warships. Almost everything on the screen can be blown up or shot. There are additional points to be picked up to destroy buildings and weapons that must be taken from the enemy, such as machine guns and rifles. A two-player mode is available. Cadaver - Payoff (1991) Cadaver: The Payoff is a cadaver add-on and requires an original drive from this game to play. It continues the story and offers four more isometric fiendish puzzle levels. There are additional spells and potions, as well as additional evil baddies to defeat. The game maps have also been completely redesigned. California Games II (1990) California Games II is a sequel to the smash hit 1988 game. This time you are competing: hang gliding, jetski, skateboarding, body boarding and snow boarding. Cannon Feed 2 (1994) After the success of Cannon Feed, a sequel was inevitable. The main game remained the same - lead a team of soldiers through a sequence of levels of trees, huts and lakes. The main change is that the plot involves timely traps, not simple war situations, which means that levels take place under various scenarios, including the strange Alien Planet. Levels include various vehicles such as JEEPS, tanks and helicopters that can be used to shoot down or even launch enemy soldiers. Standard bullets are connected by collectible grenades and rockets - use these wisely, because no one else can destroy huts or vehicles. Finding strategic defence positions can also be vital. Capone (1988) This is the first light gun game commodore Amiga. The action takes place in the 1920s Chicago Capone era. The player is a lone gunman battling Capone men down the streets and alleys of the city. The game plays much like Operation Wolf. As the game progresses, the screen scrolls sideways and evil gangsters jump out from behind windows and buildings. The player must ensure that innocent bystanders, including women, children and pets, are not hit when walking down the street. There are also two internal scenes, including a TNT-filled warehouse and a finale that takes place inside the bank. Capone was released in the early years of amiga, and had a very unique look of his time. While the main selling point for Capone was this was the first light gun game available in Amiga, players could also play only with the mouse. Per cross-insertion of hair is displayed on the screen. Shooting is done simply by pressing the mouse button or by launching a light gun. Captain Bible Dome of Darkness (1994) Captain Bible dome of darkness is a Christian game released in 1994, Bridgestone. A limited version titled Captain Bible: Special edition was released for free shortly thereafter. Using the Sword of the Spirit, the Shield of Faith and the Power of the Holy Word we are tasked with helping our hero, master the Bible to defeat the evil cyber who invaded and invaded the innocent human city. The main feature of the game is to find lost lines from the Bible, which you can find scattered in the city, and can be used to defeat your enemies. Captain Comics II - Broken Reality (1990) In this sequel to the original Captain Comic, you play a comic-hero as a spaceship captain who beams down to a strange planet to save his resident. Your only weapon is your blaster, which can shoot varying numbers of shots depending on how many blastola colas you've collected. Other items you can find include pickaxe, jet pack, magic wand and other little bastards. Captain Dynamo (1993) Insane genius Austen van Flyswatter stole a huge collection of diamonds, and getting them includes navigation of fiendishly designed arrangements for platforms and traps of inheritance. Does that sound like the work of a retired superhero? Captain Dynamo thinks so and seeks to recapture them for a legitimate owner. Gameplay is platform based, with 12 (Amiga version 6) vertical scroll levels, each containing about 50 diamonds – the more of them you can collect, the higher your score. Some will need pre-planning to reach, and you will often be dependent on amplifier cushions to reach higher levels. Captain Power and future soldiers (1988) Captain Power and Future Soldiers is a 2D space shooter. Based on the '87 TV series Captain Power and future soldiers, this computer game of the same name sends you to year 2147. The earth is a wasteland, and the evil Lord Dread rules with an iron hand. Only a small group of high-tech soldiers, under the leadership of the charismatic Captain Power, are fighting nemesis and his group Bio Dread henchmen. None of these issues in the game though. Instead, you can run into two space shooter sequences. The first part of the training mission, you destroy three Dread drones in the cockpit image of the shuttle. Part 2, Volcania Attack, is a 2D sidescroller in which you remove approaching enemy spacecraft. If enough hostile people have died, you are bombing the enemy's lair. Ship firing/hide-and-avoid bombardment sequences are repeated until the fortress shields eventually fall. For more information about captain power TV series, see the details and reference sections. Capture flag (1993) Capture flag is a strategy game where two teams try to capture another The team captures them. The game takes place on a large field, with different types of terrain. You control one of the commands; another command can be controlled by a computer or another human player. The game is based on its turn. At each turn, you can move each of your characters. Each of them has a limited number of movement points, so you can move them only to a limited distance. Keep in mind that you're moving slower or faster (use more or less motion points), depending on the location you're moving through. The playing field is divided into two halves, one for each team. At first you know what is on the side of your field, but the side of the opponent's field is shrouded in darkness. By exploring the relief of the opponent, you can reveal the terrain there (and hopefully find out where his flag is). If you notice an opponent's flag, capture it by moving one of your characters. However, if the opponent's character notices that you are snooping on his side of the field and catching up with you, your character will be sent to jail (which means he's out of the game). Of course, you can do the same with your men that you find on your side of the field. Note, however, that if your opponent finds your prison, he can release all the men he has caught. Trying to avoid reporting to your opponents is quite an important factor. You can choose different modes of movement: when you drive, you are fast, but more visible; if you scan, you find it hard to see, but very slow (moves you cost more movement points). Conversely - you do not always know where your opponent's men are, although you know where you last saw them. Car & Driver (1992) Test drive ten of the best cars on ten different tracks, from Monterey Raceway to mall parking. Game Setup is in the car & driver format of the magazine. Race solo or against multiple cars, computer-controlled or via modem. Like most racing games, includes replay with different camera angles. Card Sharks (1988) Based on a popular television show at the time it was released, Card Sharks is a question and answer to a guessing game in which you compete with a computer player or other living person. Questions are asked based on a survey of 100 people. You have to guess how many out of 100 answered Yes or No. If you are right, you are taken to the Card screen to play the video version of high low card game. If you guess correctly, you can control the board and another question. If you lose, your opponent will get another question. If you win enough times, you'll go to the Big Bucks card screen, where you can bet all or part of your winnings on the more complex High Low board. In Cargo Bay Deluxe (1995), you're some kind of demistor who knows how to clear the cargo bays of the Altair-217 station from irradiation explosive planted by a criminal group. You are the only colonist's hope whose life is Logic. Carnage (1993) You race from top to bottom in carnage, where each car goes at the same speed. And if you want to see another track, you need to win your race; if you can not, unfortunately, the game is over! There are 18 tracks in total. After each race you earn 800 pounds, and go to the store where you can buy the necessary things for your car, such as nitros and mines, or equipment upgrade. Carrier Command (1989) Carrier Team was one of the first real-time strategy games. You control an advanced cyber aircraft carrier with fighter jets, amphibious assault vehicles, laser defense and a fleet of decoding drones. Your mission is to create a series of resources, factories and defensive bases that include a chain of islands. The only problem? At the other end of the chain is an even more advanced carrier, controlled by a terrorist organisation with the same mission. As you move around the islands, you need to decide which premises to build and where they will best support your advance. Resource islands provide materials that factory islands can use to build weapons and vehicles to replace their combat losses, but both will be quickly exceeded if the enemy attacks them while you are not. You must also ensure that your equipment supplies are stored securely until you find time to launch the restocking drone so that they are delivered to your carrier. From your carrier, you can take first person control of your attack aircraft and amphibious tanks and use them to attack enemy islands or even the enemy carrier himself if you are lucky enough to find it. The useful loads of weapons in your vehicles are fully configured according to your needs. The island invasion may require the launch of a virus bomb that will take over enemy command systems or simply blast the base with wire-controlled surface surface missiles. After all, you have to find and destroy the enemy carrier, but to do so will require a strong supply infrastructure and strategy to deprive your opponent of it. Cartoonists (1989) Cartoonists is a beautiful simple small program that allows you to make your own very animated cartoons. With actors' templates and static backgrounds, any user from a 5-year-old child can make semi-professional-looking animations. Characters range from duck to bird and pig to baseball. Your imagination is the limit of games. By discovering new techniques, you can make quite impressive looking toons. There's fun here. Cash Invaders (2002) In Cash Invaders can control a spaceship at the bottom of the screen while shooting aliens. It's like space invaders, unless you shoot one of the alien ships, they drop money in the form of gold or silver coins, making the name Cash Invaders. You can collect this money to buy power-ups. There are many different power-ups including extra life, machine gun, shield, and boomerang. As you collect these power-ups, they slow over time and you have to buy more. You fight aliens over 100 100 intensive operation. At each level, it becomes harder. After each of the 10 levels there is a bonus level where each of the aliens is marked with a number, shoot them in the correct order to collect extra points. As you go through the game, you will face many challenges. Some of these challenges are stronger enemies, faster enemies, enemies that try to kamikaze, and levels that move too fast for your ship unless you buy momentum. The game includes a high score list, which will also tell you what date you scored it. Casino Craps (1992) The game mimics Casino Craps, a gambling option dice board party game. The player joins the table with a certain amount of cash in cash and starts playing. Three computer players and a sticker sit at the table. The player bets against the bank on various bets (Pass Line, Come Line, Free Odds, Place, Field, Hardways, Center Table) and tries to win as much money as possible. If the player ran out of money, the casino loans him more money, and the stickman is changed to the table. Rules of the board game are available through the help of the game. Casino Games (1982) This must be one of the first commercial casino games for PC. Play blackjack, slots and poker ASCII graphics. Castle Master (1990) Castle Master is the fourth and final individual game to use freescape for a first-person solid 3D game system (after Driller, Dark Side and Total Eclipse). As a prince or princess armed with a slingshot, you have to explore a medieval castle to free your beloved from the evil Magister. The game combines action and puzzle solving through four primary towers with three levels each. The door must be opened using one of the ten keys included. This is unmarked, like various potions - so it is difficult to know which keys open, which doors and which potions are useful. Contact with ghouls drains your energy, as does the fall too far (there are narrow paths to negotiate), and eating cheese can add to it. Movement and purpose are controlled separately. Castle Dr Brain (1991) Castle Dr Brain is the first of a two-part series of educational puzzle games from sierra. The brain blasting game is set, as surprisingly, in Dr. Brain Castle, where the player will have to overcome Dr. Brain traps and puzzles in order to complete the task. Castle Kroz (1990) This is the first game of the Super Kroz trilogy. Despite the name, it's very much more the same - more puzzles, more monsters to kill or avoid, and even more levels. Castle Ralf (1987) Castle Ralf is a shareware interactive fiction first released in 1987. Background story: When you go on vacation, get lost in the middle of nowhere when suddenly your tire has a puncture. Remember the driveway just before the tyre scabble, you go back to it and guess where it leads? True, to Ralph Castle. (Reminds me of the Rocky Horror Picture Show that.) The game starts with the fact that you are trying to get to Once you have done this (it will not be difficult, but will break the way back), you will soon see that castle Ralf is quite large and peculiar, stretching on three floors and in the basement, including grand central closet and sauna. You'll find a few keys, enough burned pizza for 87 people and gigantic cheese, a video game called Chiwarons!, which you can play, but also some technical puzzles that you'll have to solve, created by the castle's somewhat eccentric owner, some Dr. Bellefeuille. Castle Ralf features an innovative user interface: In addition to typing your commands in the traditional way, you can also select verbs with cursor keys. This comes with a simple but well done analyzer that understands some unusual and/or useful words like IT, MAP (which gives you a map of places you've visited so far - interactive fiction with automapping!), SMELL or COGITATE (which may or may not give you a hint). You can also use multiple commands like

N.W.S. GET BEANS. In general, the combination of analyzer /verb selection works quite well as soon as you get used to. The game puzzles are quite complex, but logical. As you die a lot, you should save often. The texts are short and to the point, are often quite funny and even a little Zorkian. In this way, they are able to convey a unique atmosphere while you explore a huge castle and try to solve the disastrous mechanical puzzles of Bellefeur. Castle Wolfenstein (1984) In this game, a player takes control of a lone prisoner who was held captive in a large castle occupied by the Nazis. Getting out of the cell and picking up a gun is just the beginning. The ultimate goal is to gain war plans for the Nazis, and escape from Castle Wolfenstein alive. Castle Wolfenstein is notable for being the first game that included stealth-based game mechanics. The player navigates the hero through the top-down corridors and rooms of the castle. The main challenge of the game is with guards who patrol the castle and will be warned about any noise caused by the player. It is possible to shoot guards, but the ammunition in the game is limited, and some guards are very difficult to kill, so the desired course of action moves unnoticed. If the player surprises the guard with a drawn weapon, the guard will surrender, and the player will be able to cover him for valuable items. The player should also look for treasure chests scattered throughout the castle. Some of them have war plans that are necessary to win the game; others have useful items such as bullets, grenades, bulletproof vests and protective uniforms. Uniforms can be worn disguised; however, senior SS guards will be able to identify the intruder. In the chest can also contain food and drinks; imbibing alcohol will temporarily lose the goal and balance of the player's character. Game sound effects include some of the earliest examples of digital voice. Guards sometimes shout short phrases in German Try to stop the protagonist. Castles (1991) Create a series of castles to gain dominion throughout the earth. You will have to make decisions that will affect your favor to the Church, nobles, and peasants. Maintain a strong military and large workforce while monitoring your treasury levels. Castles - The Northern Campaign (1991) Ferries were defeated and you built a row of castles throughout the Albion wild. But there is still no peace. Picts rebel against you in the north and now you have to build more castles to defend Albion from these wild savages. The North campaign is the first campaign drive for castles, and it includes many new features such as new graphics, economy, new combat features (Vikings, Archers, etc.), and training of soldiers. The Northern campaign needs original castles, it cannot be played by itself. Catacomb 3-D (1992) You are a mage descending into the dungeons of Nemesis Lich in order to kill him and save one guy named Grelminar. Catacomb 3-D is a simple fantasy first person shooter game. To get to Grelminar, you need to complete several maze-like levels. Your only weapon is a spell of fire, which can be used in an unlimited number of times and can be charged up to cause more damage. You can also find disposable elements of use: screws and kernel. The screw launches a few fires in the fashion of the machine gun, while nuke launches a ring of fire in all directions. The various enemies (like orxes or trolls) you meet while exploring are the main target of those balls of fire. But you can also destroy all parts of the walls, which are often necessary to complete the level. Items you can find include (except screws and kernels) healing drinks, keys to open the door, and scrolls that give clues. There are no overhead maps in the game, but you have a compass that will help you. In addition, specific names appear at the bottom of the screen in different areas of the map, making it a little easier to navigate. Katacomb II (1991) Petron Everhall, the most powerful magician in the world, is hired to reclaim a giant treasure buried deep beneath the ruins of The Palace of Kieralon. But the path to the treasure chamber is long and confusing and protected by evil monsters such as goblins, skeletons and worse. Katacomb II, which was later renamed the Catacombs, does not change the principle of the game to its predecessor, but offers 30 new levels to explore. However, players explore the ruins from top to bottom, use their miraculous powers to fight enemies and discover hidden passages. Catch 'Em (1989) Catch Goal 'Em is to catch all falling objects. Each level contains a different object falling. When any object is missed, you lose your life, and your paddle, which you use to catch objects, shrinks with one paddle. When a bad object like lightning is caught, you also lose life. You can win this life again, but you can't have more lives than your 3 start Subsequent levels levels it's getting harder just because of the speed. Every four levels, a bonus level appears where you can or cannot avoid all objects: it's just for points. Caveman Ugh-Lympics (1989) Olympics set in the Stone Age. Events include clubs, dinoracing, fires, matossing, saber racing and dino vault. By supporting up to four players (six because), you must choose your cave from six different characters with different backgrounds with different skills and weaknesses. Caverns Gink (1985) The Caverns defend you controlling Prof. George Jumplato on a quest to find a sacred statue left by Ginkians, an ancient tribe of headhunters. The statue is somewhere in a large cave; You will need to explore the entire cave to find it. The cave consists of many red platforms; As you walk through each platform, the color changes to brown. Once all the platforms have been changed to brown, the level is complete. Ginkians are still around, however! They try to stop you from your goal by constantly shooting green arrows. It is poisonous and will cause you to lose a life if hit. If you hit too many times the game is over. Prof. George Jumplato can move left, right, jump, or fall to reach all platforms and dodge arrows. Caverns of Kaskazien (1995) One player hack and slash role-playing game, this one depicts an adventure battle through thirty levels of randomly created dungeons to fight arch demon, Kaskazien. Cell Block A (1999) Cell Block A is a two-player death match game set in prison, there are several levels to choose from. Over time, the guards are bored and throw out lead pipes, fire extinguishers and later if players succeed: a rifle. Players can also kill each other by throwing on each other's heads or pushing each other onto uneven iron beams at the bottom of the level. The game was associated with its own level editor called Jailed. Centurion - Quarterback in Rome (1990) Starting as a young Roman legionnaires in 275BC, your job is to conquer a known world through strength or diplomacy, fighting on land and at sea. Centurion: Quarterback Rome is a turn based strategy game. You start with one province, Rome and one legion. To complete the game, you must conquer all provinces on the map. One part of the game is micromanagement of your province. You set tax rates and make people happy by organizing games. In Rome, you can organize a chariot race, gladiator fight or even a simulated naval battle; This starts with an action mini game in which you control a chariot rider, gladiator or ship. The other part of the game is military conquest. You can lift legions or strengthen them in any province you control (let's hope there are enough men in the province, or your legion will be incomplete and weaker). There are three types of legions, each of them has a different strength. You can also move the legion to a neighboring When you enter a province province you can speak to the ruler. Fortunately, you can persuade him to give you the province for free, but it is not very likely and you often have to fight. When your legion attacks the province or defends one of your provinces against the attacker, the game switches to an isometric view of the battlefield. You can give orders to your legion (assuming they are within your commander's voice range) and watch as they duke it out with enemy forces. After all, one of the sides will completely destroy or panic and retreat. Finally, you can buy warships and have naval battles with the enemy fleet. It is represented as an action mini-game depicting a flagship duel; But the outcome of the battle really depends on the strength of your fleet. Cervii (1993) Worms (Cervi in Czech) is a game of 2-6 players in the hot seat, had all players control their worms on the same screen. From the very beginning, each worm is increased at the same speed in a certain direction. By default, the player should not encounter other worms, bending its increase to the left or right. However, game options can be customized for certain types of collisions. Players can be organized with teams. Players are given different points according to the type of collision. The winner is the first player to achieve the final result defined before the start of the match. Chagunitzu (1990) Chagunitzu is Paganitzu's predecessor, and is a similar game. The game is a top-down puzzle game where the player has to push objects around and solve various puzzles. The player must also watch out for enemies such as spiders. Chain Reaction (1996) Chain Reaction is a one or two player shareware fall block and tile matching puzzle game. Blocks consisting of different types of bricks descend from the top of the screen. When a player lines up blocks so that three or more bricks of the same color are in a row (vertically, horizontally or diagonally), they explode points for extra points and make space for more blocks to be positioned. As they fall the blocks can be rotated and steered, in addition, the order of bricks in the blocks can be changed. Blocks fall faster as the player(s) progress through the levels. Other features of this game include difficulty settings, start-level selection, and block set selection. Shareware version has made four single player levels. The full, registered version offered a two-player mode and an infinite level of play. Challenge of the Five Realms (1992) Subtitled Spellbound in the world of Nhgardia, this Microprose name came out the same year as their more popular work, Darklands. This is a top-down 256-color VGA role-playing game with several unique twists. Like the Prince of Alonia, the player controls a party of up to 10 (!) characters, battling the evil Lord Grimmoth in a standard fantasy environment. Game features Ullima generation of characters, generation. The player's answers to the situational questions help to determine the type of protagonist character (diplomat, soldier, thief or wizard) and attributes. A huge number of skills and attributes, similar to Daggerfall, adds a variety of games that allow puzzles to be solved in different ways. Dawdling endlessly side of the quest to build your country is not a good idea, because the player has 100 days to stop encroaching on the plague in the dark, the spread of which is displayed graphically in the interface. Under the SPC system, characters not only have their own personalities (aggressive, cowardly), but will also speak and volunteer for the tasks that are best suited to perform (e.g. lockpicking, bribery). Sci-Fi Mutant Priestess Palace (1989) Set in a post-apocalyptic world, the Sci-Mutant Priestess Palace casts you as Raven, a young tuner (psionic mutant), working tuner network. One day, while out on assignment with his friend Sci Fi, he witnessed the massacre in Normal Village, a group of protozorks (natural mutants). Raven and Sci Fi defy their instructions from Netwerk, and fight back against Protozorks. In the enthrusting battle, Sci Fi is captured and returned to the Temple of the Protozorks Mountains. Raven vows to save her, and so gets himself caught as well. As the game begins, Raven is a prisoner of the crazy Protozork temple, where something sinister and completely insane seems about to happen. Apparently, Raven has to go through five trials to become a divo (The Messenger Of The New Solution). For every ordeal he completes, he gets Vort's skull. Can you complete five trials, save Sci Fi and destroy fiendish Protozork plot in time? Sci-Mutant Priestess Palace (originally the right Kult: Flying Saucers Temple) is a puzzle solution adventure game. To solve puzzles, Raven sometimes needs to collect and trade items; however, the use of eight psi powers is more often required. These powers range from a simple spell of light (sun eyes) to instantaneous killing (EV - extreme violence) and complex psychological effects (Brainwar). Five trials can be completed in any order or even completely missed to reach the next end. The time limit for trials shall be calculated in turn. There is also a team to wait, which misses the turn. Champion Raj (1991) Set in 1800, Champion Raj places you on a team in one of the five factions (British, French, Mogul Empire, Marathas, Sikhs or Kurkhas) vying for control of India. The territories under your control will generate taxes that can be levied on hiring soldiers, improving the military, industry or law. Hiring soldiers and improving their armaments allows players to attack and capture other territories, and investment in industry or law and order can improve the economy and reduce discontent. Players can also choose to use the negotiations to bring new territories into their empire. The outcome of these negotiations often For winning arcade sequences, elephant race or tiger hunt. Arcade sequences also follow major events, such as capturing the palace of the enemy empire. Krynn Champions (1990) Lance War ended, dragon armies were defeated. But evil did not leave Rynn. In the north-eastern town of Ansalon, the knights of Solamnion remain to protect fragile peace. Your party adventure is hired to perform missions for knights. On your first mission, you stumble upon the Draconians, long believed to have left the area. What are their plans? On your travels you have to face dangers in many dungeons and towns and may even meet some legendary Lance heroes. Krynn Champions is the first SSI gold box games set in Dragonlance AD&Amp;D in the world, with all the usual features: the image and movement of the first person in dungeons, cities and outposts, the map of the inland travel area and the tactical turn-trip takes place in a battle from top to bottom. As the first game set in Krynn, it has several features unique to the setting: Character races, you can choose from Kender, Silvanesti or Qualinesti Elves and Mountain or Hill Dwarves without people and semi-elves. Special characters in the class include solamnic knights, clergy of the major deities Krynn and mages or Red or White Robe. Deities give special spells and powers to their clergy. Red and white mages have access to different spells and the Krynn moon phase affects their spelling abilities. Zuluula Champions (1994) Zuluula is a city in Akistar land famous for fighting tournaments. Creatures and soldiers total collect to enter and prove their worth while evil specials below... It's up to the player to challenge the tournament and the evil that looms. Champion Zuluula of all types of characters can move in four directions, use two different attacks, jump, and block, with up to four characters involved in the fight at a time. Game modes include one-on-one fights (against computerized or other players), tournament mode, 20 Monsters Bash and special bass fights. The game also contains many offbeat elements such as bizarre play creatures and exotic dialogue. Champions Zuluula - Elite Edition (1995) In the land of Akistar is a city known as Zuluula that hosts fight tournaments. The stories of these tournaments have spread throughout the earth, resulting in a wave of strong challenges and beasts ready to fight! The city has many dark secrets, but in the form of evil Lords who secretly rule. Can a hero not only claim fame and fame in the tournament, but also get rid of these horrors of the city? Champions Zuluula: Elite Edition is an expanded version of OSP's previous champion Zuluula. It's a little different to take on the fighter genre with 24 different play character types, some unique boss enemies, and multiple modes. The game is a little simplified when each type of character has attacks, and block. Arenas can have up to four fighters at a time, and each character can move both x and y axes. Game modes include one-on-one fights (against computerized or other players), tournament mode, 20 Monsters Bash and special bass fights. The game also contains many offbeat elements such as bizarre play creatures and exotic dialogue. Championship Baseball (1986) In this traditional baseball simulation, the game takes place on a mostly divided screen. An overview of the field is displayed on one side, the dough is displayed on the other, and the latter image disappears when the ball hits. The game requires you to project a team before you play, forming the best possible squad according to each player's skill attributes. The game also allows the semblance of control control, and has a custom spanking practice mode to warm up. For then it allows you to play individual games, or participate in division 4, 24 teams championship. Championship Golf - Great Courses in the World - Tom I Pebble Beach (1986) Championship Golf: Great Courses in the World - Volume I: Pebble Beach is a golf game that has an American course at Pebble Beach. Each hit the game shows 3D and overhead depending on the situation, so the player can plan the next steps accordingly. The game of golf itself is menu-driven: the player changes various parameters, such as golf club, direction, golfer's position, strength and if the ball hits the middle or outer edge. According to these parameters, the game calculates the hit, which can even cause a straight omission, and then the next stage of planning begins. The player can play the championship with all 18 holes or a training round with one hole. Championship Manager (1992) Championship manager starts a series of football management games, which means that you do not really control your players during matches, but you are responsible for choosing the start line and tactics. The match is played through a running comment, with the ability to stop it making changes or tactical changes. The performance of each player is rated out of 10 and this is among the many statistics stored throughout the game. The game has all the most important British competitions, and in the database 80 league teams (each with full squads) and 380 non-league and European teams (against whom you sometimes play, but you can't buy your players - buying foreign players is decided elsewhere). There are 1,500 players featured, each rated attributes such as passing, tackle and creativity, and with information such as age and nationality, as well as protected, and 650 guides, coaches, scouts, and physics. Between matches you can buy or sell your players and trim your team to suit your needs. When you contact a player, and both the club and the player are interested, you make an offer and see if the club accepts it - they can ask for an increase. The player will have the requirements length and wages until the transaction can be completed. The game follows the season breaking down every week into labor day and weekend, which anyone can or may not be a match for. After you have done everything you click done and the game progresses in time. Championship leader 93-94 (1993) Championship manager 93/94 is the successor to the championship manager. The text interface remains the same, but several new features have been added to the game. Reserve squads, transfers with international players and injury time are now included. In addition, the engine of the match has been slightly modified to provide more information. As might have been expected, all stats are updated with 93/94 of the season, including real-world teams and players. Light Brigade Indictment. (1991) The indictment of the Light Brigade restores the Battle of Balacaula in 1854. During the Crimean War, when 25 000 Russian troops tried to take control of this strategically important area from too many British, French and Turkish allies. This is a real-time strategy game and the player can change the speed at which the battle takes place. You can play either allies or Russian, and choose either a computer opponent or play against another human player. Orders can be placed in two modes - Unit mode, where you can place orders for individual units, or in Group mode, where you can give orders to groups of up to 8 units. Units are represented as an animated soldier in a miniature game, allowing you to select and change groups into five different types of lines, columns and square formations. Charlie Duck (1996) Charlie Duck is a scroll platform action game in Mario style, played by a cute little duck named Charlie. The player must help Charlie find his way through several levels, collect coins, diamonds and other items, and watch dangerous creatures. Charlie can also plunge into the water and discover secret places. Chess (1981) Chess is one of the oldest PC games ever: it was written in March, 1980 and converted to IBM PC in December, 1981. This is probably the very first chess game running MS-DOS. Given the age, it is not surprising that the game contains only text mode graphics. Chess board and pieces are drawn using ASCII symbols. For the same reason, it is also not surprising that user input is based only on keyboard commands. Chess does not have multiplayer mode - you only play against the computer. As usual, you can choose a level of A.I. skills in this game. The game offers 24 difficulty levels. Chessmaster 2000, The (1986) This iteration of the Chessmaster series offers a strong chess opponent 12 skill level, catering to beginners in grandmasters. Its many features include opening a library built on 71,000 moves and the ability to print a move story. To help beginners is an educational mode showing all legal movements, hint step, offering what my computer is strong and opportunity Chessmaster analyze all previous movements in the game. Famous real-life game positions and pre-set challenges offer individual challenges. Chessmaster 3000, The (1991) Chessmaster 3000 provides a strong chess opponent with 168 openings and various types of playing fields (2D, 3D and war room). The game can offer moves and determine the player's ranking. It also contains 151 replicates of classic real-world matches, and a mentor feature that can function as a personal chess teacher through a variety of practical techniques. Chesterland Adventure (1995) This is clearly a game written as an exercise, the author clearly stating that he used to learn to program Borland C, but unlike most such hello, world prototypes (supposedly the first in a series of RoachCrunch exercise games, but only one ever seen), it nevertheless remains a complete game. Tropes are familiar: royalties have lost valuations and require their return, and exploration is disturbed by color-coded locks - can a player find or trade items for search objects and progress through a fragmented history, reaching more remote areas of the map? Instead of playing straight with a poker face while mangling them and you, however, the author strewn the game landscape with his high school friends and titans of '90s industrial music. The game consists of navigating with rogue text from top to bottom, it seems that the reel cut out lord 2, using keyboard arrows and a few verbs (at least the letters of the first verbs) to communicate with the world. There is no fight, although there are several sudden deaths and walking situations. Chex Quest (1996) Chex Quest is a 3D FPS running modified DOOM engine. Planet Bazoik has been overrun by Flemoids-mucous-like alien creatures that consume all ffc (intergalactic federation of grains) nutritious foods. You, a large square-shaped man must go and get rid of different levels of different green flemoids. Your arms start with bootspoon (which can be upgraded to Super Bootspork) and a small Zorcher (which uses Zorch energy). Zorcher, of course, can be upgraded to a frightening level... Zorch is obviously an interdimensional substance because enough of it can send Flemoid back to her homeland. You can belt an armor, of course, armor is a chex kibble (or super chex bucket). This protects you from the mucous membrane that Flemoids whisper. The opening is a message to worried parents, avowing that the game is non-violent; In order to maintain the interest of children, violence has been changed (and they tried to be subtle here) gross booger sounds. Your character never dies, but becomes immobilized when covered from head to head in the mucous membrane. Healthy eating habits are also supposedly enhanced- health is regained by eating a bowl of fruit (10% energy), a bowl of vegetables (25%), a glass of water (5%), or ... So... breakfast, bowl with bowl grain (probably Chex), toast, a glass of milk, and a piece of fruit to fully increase health. Chex Quest 2 (1996) Sequel to Chex Quest, you're playing square grain man again. This time you Flemoids have taken over their cities, and its up to you to stop them. Using your weapons arson from the first adventure, you travel to the city all the way to the sewer, where you have yourself to face the head Flemoids. This game was downloaded from the Chex Quest website. It can be classified as an add-on or mod because it uses the same executable files to run the original game, but technically it is not because it's the whole game. Chex Quest 3 (1996) MS-DOS: Chex Quest 3 by (1996) Chicks (1996) If you've ever complained of pointless violence on TV, now is the time to start over. Violence in chickens is really pointless. Poor innocent chickens run to the screen and can't escape. All you have to do is throw (unlimited) bombs at them and watch them get tears apart. Martin Magnusson told his game with these words. After 1 tons of weight and small men this time you are using bombs to kill chickens! You grab and run bombs on the mouse. Coded Borland C++ and graphics were compiled by Deluxe Paint II Enhanced. After the continuation of the same author. Freeware. Chickens 2 (1998) Gory events continue with this sequel of chickens: How can you easily guess that the human race is at war with chickens. You're going to kill as many chickens again. You have a limited time. And this time you do not use bombs, you have a cursor, every time you press the mouse button, it shoots! Coded C. Emailware (This means if you like the game, you should send the author an email or postcard). Chinese Screeners (1991) Translation of traditional Chinese checkers. If you've ever played Argo Checkers or Hexxagon, don't you dare get into this confusing realm of checkers. First of all, you have twice as many checkers, and there can be up to six players, which is more than enough to mess up your life. Chip 'N Dale Rescue Rangers - Adventures at Nimnul Castle (1990) Based on the famous animation series Disney. In the game the player controlled by Chip helped Dale (automatically controlled by the computer) who broke through obstacles made by one of their archvillains, Professor Norton Nimnul. Rescue rangers go through 9 levels to save Monterey Jack from catching mouse traps at Nimnul Castle. On the first 3 levels, rangers must get to Nimnul Castle jumping in and out of the pits, avoiding running dogs and dropping acid drops thrown by Nimnul himself. On the second level of 3, Chip must avoid the fire throws from the candles, collect the screws, and give them to Dale as he flees from the dogs. For the third level of 3, Chip must avoid the machine with his hands, collect screws, and give them Dale fleeing from the dogs. The animation between levels is shown on how the player progresses in the game, such as Zipper moving the screws by Rangers for the repair of the flying machine under the gadget. Chomps (1983) Chomps is a clone of the game Pac-Man. In the game the player controls the smiley face with the goal to collect all points in one of the four mazes. To make this task more difficult are a number of monsters that roam around the maze; Like Pac-Man's ghosts, contact with monsters will cost the player life. Each monster has a different personality and will chase down the player in a unique way; The number of monsters in the maze depends on the level that is played. The only defensive player against monsters is the power points; After collecting a power point, the player can temporarily chase monsters; additional points are earned for catching them. Periodically, an additional bonus item will be displayed in the maze, which earns extra points if collected. The game has four different mazes, and each time the maze clears the speed and difficulty to increase. Select Enemy (1991) Select Enemy is a fighting game. Your goal is to protect your girlfriend from the perspective of the guy who attacks her, shown from the perspective of the first person. Before fun starts, you have to choose your opponent. There are three men with different speeds and the ability to beat one or two teeth with one stroke. When you choose your opponent, the fight can begin. By pressing the keys on your keyboard, you can avoid stamping with your left or right fist and pressing THE SPACEBAR. You win if you manage to knock out all 32 teeth of your opponent and you lose when you are toothless. Choy-Lee-Fut Kung-Fu Warrior (1990) He raised from hell and sighed. In his face, the wrath of the demon and the ambitions of thousands of devils. He germinated like a bad seed in the Shaolin Temple, whose walls provided the best fighters of all time. Fate decided that the last hour of goodness arrived, because the yellow devil seized the original manuscript, where Cheng Heung wrote the art of Choy Lee Fut. Supported by the strength, speed and technique of five magical animals for a good pupil, we cross the Shaolin temple until we find monsters and recover the scroll. We are punches experts, we handle sabre with cruelty and make flexible lance more penetrating and versatile. And thanks to Chi. As the first action, we will have the opportunity to train with mannequins (wood men), where we will practice distance, speed and the use of additional methods. From which we will take ourselves to the dynamics of struggle and confrontations hand in hand with the guerrillas of evil. Movements are varied, all of them based on Kung-Fu methods. With different hands we will be able to perform different movements using the same keys. It all depends on the animal that our personaige will accept. The graphic theme also changes according to the scenes of the fight, the old man who is watching us. Christmas Matchup (1994) Christmas Matchup is a Christian-themed concentration game about the Bible. Cards are images related to Biblical stories about which the game tries to educate the player. The game is identical to the traditional forms of concentration game. Between 1 and 3 players turn around in turn and try to find matching pairs. The winner is the player with the most matches at the end of the match. The version of Windows includes additional features, such as card definitions and information about how to become a Christian. Chuck Yeager's Advanced Flight Trainer (1987) In Chuck Yeager's Advanced Flight Trainer you have the ability to test a pilot on 14 different planes such as the Bell X-1 and Lockheed SR-71. It has 10 different approaches both in the plane and beyond, zooming up to 256x and different aerodynamics for each plane. With planes you can do various things, from racing against a computer opponent to forming and stunt flights. You can follow the testing and development program through its evolution. There is a black box recorder to repeat your flights, and analyze your performance versus ideal. Chuck Yeager's Air Combat (1991) Chuck Yeager's Air Combat is a flight combat simulation. Fight more than 50 missions with Chuck Yeager's advice on his side. You can use mission creator to create your own missions if story-based missions don't offer enough challenges. Replay modes allow you to move forward quickly and rewind through the recorded battle, including a 3-D cube visualization that helps analyze what happened. Circuit: The Edge (1990) Marid Audran is a private investigator who has been out of happiness (and money) for quite some time, being forced to do small delivery jobs to earn a living. During one of these assignments, Marid thinks his client is dead. The authorities believe he is a murderer. But the powerful mafia boss pulls some lines and gets Marid off the hook. In exchange for this service, Marid must find out who actually killed the man who turned out to be an assistant to the mafia ruler and whose death can only be part of a larger scheme. Circuit's Edge is based on George Alec Effinger's When Gravity Fails novel. It is set in a dark version of the future, in which the Islamic world has become the only dominant power on the planet. Game events take place in Budayeen, a crime and entertainment area not listed in the city of the Middle East. Mature themes such as violence, drug use and sex are liberally used to paint the game's gloomy environment. Although it contains some elements of the adventure game, the game is primarily rpg. The player navigates Marid through the city maze as a city that resembles a pseudo-3D first-person dungeon area. Maridas has to eat and rest from time to time to stay alive. Cyber modifications are available to increase the mind's combat and hacking capabilities. Money is defeating enemies on the streets in simple turn-based battles or gambling. The interface of the game is a bit similar to the Mars Saga. Circuitry (1992) MS-DOS: Circuitry by (1992) Cisco Heat - All American Police Car Race (1991) In this racing game, players race in police cars rather than conventional racing cars driven by speed freaks (e.g. crazy cars in the series). Break the law, or uphold it, racing the streets of San Francisco (Cisco briefly, and hence the name). Take the Golden Gate Bridge, China Town and Twin Peaks. Avoid collisions with trams, other cars (driven by annoying citizens), buildings and roadblocks, etc. trying to reach another checkpoint until time is running out! Use your horn to warn other road users about your presence. Civil War (1983) Civil War is a simulation of war strategy. You play as a Confederacy of the American Civil War, and you need to allocate funds and decide on a strategy to win as many battles as you can. Each turn will provide a brief overview of the battle and allow you to allocate funds for food, salaries and weapons, as well as choose the offensive or defensive strategy you want to use. Then the computer will display the results of the battle, which depends on your choices. The battles used in this game are actual battles from war, and the computer will compare the results of the choices you choose with the actual historical results. Both the original and Creative Computing versions can also be played against another player, not against historical results. CJ USA (1993) Follow-up to CJ's Elephant Antics, in which we see that Hunter kidnapped CJ's siblings and trapped them in various locations around the US. No need to say anything, young CJ shuts down to rescue them. The game is the standard platform name in which you can shoot peanuts to your enemies, or use bombs to collect. You start with 9 elephants that sound generous, but the levels are full of jumps and bad guys who can come to you at any time. Enemies are cops, Indians, dogs and burly American footballers (a rather stereotypical attitude towards Americans out there). At the end of each level has a guardian. CJ Elephant Antics (1993) CJ baby elephant escaped captive, and is desperate to reach his home in Africa. This means hiking halfway around the world, armed with only an endless supply of peanuts and a handful of bombs (fortunately, more can be collected as you go along). You start with nine lives, but the design of the game is such that many deaths will be unexpected, so advance knowledge of layouts is necessary to get into most of the five-level sections without losing lives. The two-player mode includes a screen after the lead player, so the latter can lose lives to get too far behind. With many precise jumps over vertically progressive edges involved, skill and time is necessary. Steel Collision - World World 2 - Europe 1939-45 (1993) Steel Clash: World War II, Europe 1939-45 is a strategy board game for you to take control of the axis or allied forces. As the leader of the axis you must conquer all of Europe and North Africa before January 1946 to win the game 100%. If you are not eradicated by this date, you win, but allied nations still live and that is not your goal. As allies, you must eradicate axis terror as soon as possible. Classical Concentration (1988) Concentration was a popular game show in the mid-late 1980s, and this game was adapted from that television program. Two players can play against each other, or one person can play against a computer-generated opponent. The answer to the puzzle is hidden tiles. Tiles have words that signify game prizes (such as Mexico, Camera, Telescope), and your goal is to find two matching word tiles. When two are revealed at once, your memory is charged because more prize tiles are revealed and covered again. Since more tiles are matched, the hidden puzzle is revealed. Solve the puzzle and win the game. Clockwise - Time running out (1994) At each clockwise level (100 Amiga/Amiga CD32 and 110 DOS), you are provided with a level layout and a targeted layout to transform the first to match the goal. The levels consist of a set of seduced ones that can be rotated clockwise or counterclockwise to achieve this goal. There are many special blocks to help, including bombs, diamond manufacturers and anti-gravity blocks. Each level has its own time limit, ranging from seconds to minutes - it doesn't start until you make your first move, and you can look around your leisure level before making a stab at it. Each level has its own password, so the progression is a little easier. Clone Invader (1989) Clone Invader is how you can do it from its name, Arcade game Space Invaders Clone. To control a small space fighter you have to destroy lines of alien ships before they can reach the bottom of the screen to get points. To complete this And enter a new level, the player must stay alive and avoid being shot. You can shoot your enemy bullets or hide behind one of the three rocks. Clone Invader can play up to two players (hot-seat, one after another), either by mouse or keyboard. Clonk (1994) Small shareware strategy and action game for two players. There are 30 rounds with randomly generated terrain. In each round, each player is assigned a small humanoid unit called Clonks. One of them is the captain of the crew and is especially important, because the purpose of each round is to exterminate the enemy captain. Later rounds add new elements to the game, such as rocks or explosive flints that can be thrown away, rain, thunderstorms and fires, monsters, catapults, castles where clonks can be cured, or gold nuggets that can be exchanged for new crew members. Clonk 3 - Radical (1996) Already the fourth game in the series, Clonk 3 Radical added many new elements to the game. One player can play predetermined missions or try to achieve peaceful goals such as selling all the gold, rescuing fluffy wuffs or killing all monsters. Former goals can also reach between 2 and 4 players in collaboration on one computer, or they may decide to play a melee round in which each player tries to do other teams. Each clonk can be a controlled player, in contrast to the group's wise control of the predecessors. Clonks also learned to swim and dive, dig in different directions and build bridges. The 4-way scrolling allows for larger scenarios filled with new raw materials and threatened by volcanoes, earthquakes and hostile creatures. A variety of new buildings, weapons, materials, vehicles and weather conditions to help or interfere with players' actions make the game more complex and put heavier weight on strategic thinking than classic Clonk games. The game also features a mission editor with which players can create their own scripts by creating landscapes and defining every aspect, including weather, original ownership, and goals. Clonk APE (1995) Advanced Players Edition clone is an improved version of the original Clonk game. As in clonk's first game, Clonk A.P.E. included the concept of a list of players, which over time remembers the data and statistics of each player. Instead of predefined rounds of the original Clonk, the player can choose to play a randomly generated script, or customize one for himself. In addition, the maximum number of players has been increased to 4 players at a time, and several introductory tutorial rounds are available. Cloud Kingdoms (1990) Baron von Bansa stole Terry's precious collection of crystals, and dropped them into 32 different kingdoms, so Terry sets them up to get them. Seen from above, his challenge sees him must progress through these worlds, collect keys to gain access to different sections, and avoid enemy balls and bugs by jumping them if possible. There are no lives as such, there is a strict deadline of about 400 seconds for the whole game, and death allows you to get back to the beginning of the level, as well as losing time. You get an extra 80 seconds to complete each level though. Levels feature all manner of further dangers - there are holes in the ground to avoid falling through (some visible, some hidden), arrows that force the ball in a certain direction, slippery squares making any movement effects exaggerated, magnetizing squares, making it impossible to jump out, and much more. Fortunately, many power-ups, time increases and bonus fruits are dropped to random interval levels as well. To complete the game, you need to clear 8 levels, and the structure is not linear - you must first select 4 levels, and after completing one of them you need to select another 4 levels (which varies depending on which level you finished first). The third and fourth levels you accept when you go through the game are selected from the 3rd, fifth and sixth selections of the two choices, and only those final two levels are recorded (although they vary depending on what level you have already made). Each of the 32 worlds has its own twist - Arrow Kingdom has many arrows directing you, The Ice Kingdom is particularly slippery, the Unseen Kingdom leaves you to work out the route yourself (except for holes that are all you can see), Box Kingdom involves many flying through some of the trapped squares to grab the keys they are before making major jumps in sections containing crystals and so on. Coaster (1993) The main goal of the Coaster is simply to build a roller coaster. After designing your coaster you have to ride it to a group of experts who assign it a score. You can also ride yourself. Cobra (1987) Cobra, a space pirate hero in the Buichi Terasawa comic and TV series, receives a message from Dominique. Dominique is considered a prisoner of evil Salamandar, and Cobra, along with her cyberethic assistant Lady (or Harmanoid, as she called the game French), must save her. You start the game and enter the isometric arena. You control both cobra and lady, each equipped with a gun. Shoot at everything that moves, and try to find the exit of the multidirectional scrolling arena. As a backup weapon, you also have a set of five grenades that throw at troublesome enemies. Hitting once or twice is not a problem, because you have a fairly well-equipped energy cartel. Controlling two characters at the same time means that you can separate when rounding an angle or other obstacle, but obstacles can also be used to regroup into a tighter or wider formation, depending on the tactics you choose. This linking uses high resolution color price to animate the screen with a high detail. Sounds are quite minimal, without game music and simple sound effects. In general, the game plays like a slower, isometric gauntlet without powerups. Cobra Mission (1992) Trouble is cobra Gangsters roam the streets, and gang bosses seem to have taken power in the city. Who is responsible for the situation? It's up to private investigator J.R. Knight and his great companion Faythe to find out what's going on. The Cobra Mission is based on the previous release of the same name, but has been developed from scratch and has many important differences, for which it is an independent name, not a port. Many places and characters have been completely redesigned, and history events have been added or changed. There are also more different enemy types and many more items found in this version. Like the original game, this is a Japanese anime-style RPG with erotic content. The game takes place in Cobra City, a large city divided into several parts. The player navigates symbols through the city from top to bottom, visit various buildings, chat with people, buy weapons and items, collect information, and fight random enemies. During battles, the game switches to a first-person perspective. Both JR and Faythe can be controlled as a party. Unlike the previous version, battles are not justified in turn. The player must click on the enemy picture in real time to do damage. The mouse pointer is always slightly moving during battles, making it harder. Many enemies have weak and strong areas, so it is necessary to achieve precisely success. After completing the basic searches, the protagonist rescues young women, who become grateful by giving him their phone numbers. Then it is possible to visit them and participate in erotic mini-games: The player is given a certain number of turns, during which he must perform the right actions to successfully seduce the girl. Code name ICEMAN (1989) At the beginning of the 21st century, the Earth was experiencing a global oil shortage. Surprisingly, Tunisia remains one of the few countries that still has large quantities of high-quality oil. The GOVERNMENTS of the US and the Soviet Union are racing against each other in an attempt to buy as much oil as possible. Finally, the Soviets go one step further and seize the US ambassador, hoping to provoke an international incident. Navy officer Johnny Westland is sent to Tunisia on an order to rescue the ambassador and prevent further escalation of the conflict. Code name: Iceman is primarily an adventure game similar to Sierra's other tracks in that genre. The player navigates the protagonist in eight different directions from the third person view and types the text commands to interact with the environment. The Look command can be typed separately and cause different text descriptions, depending on where the character is on the screen. The game is similar to the police quest series, because it is based on real procedures, in this case military instructions, first aid, etc. the player can reach a dead end and resort to restoring earlier unless some of these procedures are not properly followed. In addition, a significant part of the The game consists of underwater simulation, requiring the player to navigate the submarine and fight the enemy ship. Cohort - Fight for Rome (1991) Cohort is a real-time war game of tactical battles between Roman legions. Battles are fought in one of three different terrain maps with armies of optional size and content. The units are foot soldiers, archers, and cavalry. The game can be paused to give orders, and generals can rally troops. Cohort 2 (1993) Set around 200BC to 200AD, Cohort II gives you the opportunity to create battles between roman armies of varying size and type, between warring races of barbarians, or pit a horde of Roman armies and barbarians against each other. More than two dozen scenarios are provided (with separate script cards) for those who want to draw their swords immediately into a complex battle. Your computer opponent has different tactics at your disposal, and will vary depending on how the battle progresses. So even if you play the same script over and over again, it won't be the same game twice. Colony. (1988) During one bad day for humans, mankind was stunned by the hijackers of an alien. It was written in 2013, and the army of people lasted only a few weeks. And now it's over. Those who were talented become robots, with an embedded control chip to ensure their obedience, serving as supervisors in the remaining human colonies. You are one of them when your vehicle is hit by a laser beam from the surface in the usual way to your new task, shortening your obedience to chip chains. The transport boat lands in a hurry and you see yourself as the only one leaving it. Colony 28 is a lateral video shooter. The goal is clear: equipped with a strong robotic body, combining alien and human technologies, you have to look for how to destroy the alien ship from which they dominate the Earth and control all units. Your robotic arm is mounted with a machine gun that supports three types of ammo. When it happens that you run out, you can still rely on your robotic fists. The game supports inventory, gives a few riddles and the fight is realized through the hide and shoot strategy - otherwise you no more. Color Lines (1992) This is the original Russian version of the lines. This is a turn-based board game. Each turn, three randomly colored balls fall into random grids of 9x9 squares of the board. Your mission is to re-find the balls (moving one of them for one turn) to form lines consisting of five or more balls of the same color. Lines can be arranged vertically, horizontally or diagonally. Each line you build disappears immediately, giving you points. Basically there is no end to the game, but your first goal is to surpass the 3000 points scored by King. When you surpass him, he loses the throne and you become the new king, but the game continues with the infinitum of advertising. You will lose when all is filled with balls. Combined Lock (1992) Another SIMULATION OF CBS TV GAMESHOW with 1000 1000 You can play with a friend or challenge the computer's chosen opponent. Gameshow was not broadcast during the game's production times and was first released as a pilot in 1996. The match consists of two rounds: the number seeker and the combination cracker. Round 1: The number seeker gameboard consists of 9 boxes, each of which has collapsed from 1 to 99. Before selecting a number, players are asked a randomly selected trivia question with three possible answers. The first player to choose the correct answer gets to select one of the number number of seeker games board. (If the first player to answer the question is incorrect, then the second player can answer the question. If both players are wrong, another question appears.) The first available number is highlighted. The player can highlight another number to display OPEN, LOCKED, CASH or BURGLAR. If the box reveals: - LOCKED, the player does not receive money and play further. - OPEN, the player found one of the three numbers in the storage combination. The player receives \$100 for match 1 and \$150 for match 2. - MONEY, player gets \$200 match 1 and \$400 match 2. - BURGLAR, player loses \$200 match 1 and \$400 match 2. If the player does not have so much money, all the player's money is lost. After finding all three combination numbers, Round 1 ended. Round 2: The combined cracker gameboard consists of 6 boxes containing every possible combination of numbers revealed in Round 1. The player(s) must answer the details using the same controls as in Round 1 to earn the opportunity to try the combination. The safe will go to each number of the selected combination. If the safe does not open, there sounds an uproar and a new question is asked. If the safe opens, the player earns \$400 in matches 1 and \$600 in match 2. Bonus round: A player with the most money at the end of two matches enters the vault. The vault game board consists of 15 boxes of sus sus sus numbers between 1 and 99. The selected cell will reveal a monetary reward or one of two

BURGLARS. The player can continue to select numbers as long as there is cash behind them. After each turn, the player is given the opportunity to make an escape. If the player avoids, all the money earned in the vault is kept and the game is over, or the player can continue to select the numbers. If the player reveals burglar, but all the money won in the bonus round is lost and the game is over. If the player reveals all 13 cash prize boxes on the game board, all the money is kept and the game is over. The top ten players in the game appear at the end of each game on the MOST WANTED LIST. Combats (1983) Combots, two combat robots are put in the arena to see who can hit your opponent more times with a laser within a set time limit. To play the game, the player(s) two combots under it's ten teams. There are three commands combots can perform: move, rotate, or fire. Combots will repeatedly hold their teams in the arena until time runs out. (For example, you can program a combot to follow the following instructions: move, fire, move, fire, move, rotate, fire, move, rotate, fire, move, fire. Combot keeps performing these steps, and you have to hope when it fires your opponent happens to be in the way of that moment!) At the end of the time limit, which combot has more hits wins. Commander Keen 5 - Armageddon Machine (1991) Commander Keen 5: The Armageddon Machine is a platform game, the fifth commander of Keen's series as a whole, and the second second series of Goodbye, the Galaxy. Eight-year-old genius Billy Commander Keen Blaze, having learned of alien Shikadi's plans to destroy the galaxy, arrives on board omegamatic in order to destroy it and prevent evil behavior. The goal is to reach and destroy the omegamatic core, but before that Billy must find and destroy the four machines that protect the main lift. The game starts with a top down map of Omegamatic. This is the level to select a screen where Billy can walk around and the player can choose the next level they want to enter. In each level, Billy must either make his way to the exit, or destroy a vital machine if there is one at this level. When the level is complete, Billy ends up back on the snap-in map. Levels are full of enemies, mostly different types of robots. There are also many deadly dangers. If Keen shoots or touches the enemy, falls into the pit or touches something dangerous, he dies and loses one life. Fortunately, Keen can stum most enemies with his raygun. He also carries a pogo stick, which allows him to jump very high. Other items found include: ammo, gems and keycards that need to be opened in locked doors, bonus items that give a result, jars of Vitalin (100 of them give extra life) and a rare Key O' Vitalin which gives extra life. Commando (1986) Several levels await your super cool commando in this vertical scrolling game. Armed only with a standard rifle and a few grenades you have to take the crowd to the Nazis. Some wander around open, while others have chosen hideouts, to which you need to turn from certain corners. Trees, rivers and bridges create a diverse battle terrain and must be included in your thinking. Additional grenades can be collected and will certainly be needed, as they allow to be killed from a distance and thus avoid some enemy shots. Complete Chess System (1993) Complete chess system is a chess game that allows you to play matches against your computer. The game comes with a set of historical games played by professionals. With a skill level similar to the national champions of the game is designed for professional chess players. The chess game is played from top to bottom in 2D with icons depicting various pieces or 3D from the player Computer Circus Maximus (1984) Direct translation of Avalon Hill board game of the same name, Circus Maximus. Race your chariot around the track and try to be the winner. The strategic use of your whip on horses, another driver or other driver's horses causes accidents and other fun events when manoeuvring in the first place. Computer Diplomacy (1984) Avalon Hill classic strategy board game its first commercial adaptation. Choose a country to play as, and try world domination. Computer Edition of Scrabble. The (1989) Perhaps the earliest official version of Scrabble pc. This classic word puzzle application allows up to four players with the ability to use computer opponents who can compete at 8 different skill levels. A player can change the dictionary of 20,000 words to include words that the computer didn't initially recognize. Other features include a time clock and the ability to save and upload games. Computer Inventory & Bonds (1982) PC conversion board game. Try to make money on the stock market. Invest in shares when their exchange price is low and when the price goes up, they sell for profit. You have \$5000 in cash at the beginning of the game and 10 different securities to choose from. Computer Underground (1993) Welcome to the world of hackers. Computer Underground is a game in which you play the role of a computer hacker and work to destroy data on other people's computers, bank computers, etc. You even have the ability to fight other hackers (NPC). You have the ability to update your software and computer as you work to become the best hacker out there. As you successfully hack other computers, your skill level will increase. Prevent all your data from being destroyed while you're working to destroy data on the computers you're hacking into. Download the virus and send it to another computer to destroy the data until you protect yourself from the virus shield software. And do not forget to use backup media to restore some of these corrupted MB. Conan - Cimmerian (1991) Conan: Cimierian lived happily as a blacksmith with his wife in the village of Irskuld, Cimneria... to one fateful day. A group of riders attacked his village... Conan was knocked unconscious, waking up only to find his wife and his friends butcher afterwards. Conan discovers the architect of the slaughter was a wizard named Thoth Amon, the chief priest of the cult set. Sword in hand, revenge aflame, Conan now travels south of Hyborea land to the city of Shadizar. This is where his revenge journey begins... Conan: Cimierian is an action adventure game with some RPG elements. The game is divided into 3 areas. The first is an internal map where Conan can travel only between the identifiable city and other places. The second is a map of the city, here Conan is viewed horizontally by 3rd Person and the last is screen (or when it enters the house) where Conan is viewed vertically in the 3rd Person. Conan can also view the character status and inventory sheet at any time during the game. The game consists of exploration and fighting. The game's exploration element sets Conan to find his way around cities and hidden places, often break houses and search for hidden loot premises. Cities consist of various attractions, including temples, which usually offer guests, shops offering weapons and other items, and eateries to increase health. NPC's can be interacted with search information, while harder-looking types can be provoked into a fight. Combat is a real-time, one-on-one with Conan's left and right opponent, consisting only of movement left or right and attacking. There are no defensive manoeuvres. Both now have to continue to attack until both sides of the health bar fall to zero. If Conan wins, he can search for the remains and may find the loot. At the beginning of the game, Conan can use only one sword style (swing) of the three available sword styles. Additional sword styles can be trained by the master of the sword. Conflagration (1993) MS-DOS: Conflagration by (1993) Conflict (1990) Conflict is a political/strategy simulator inspired by predicting how events in the Middle East could unfold in the 1990s. In this 1997 The Israeli Prime Minister is dying (either murder or bomb blast), and you're appointed the new prime minister. In the game, you have to make and follow the political policies of other countries in the Middle East, control intelligence and buy weapons, try to beat other countries in the nuclear race and keep the peace with the Palestinians and, of course, fight other countries. Conflict - Korea's First Year 1950-1951. (1992) Conflict: Korea is a comprehensive wargame/simulation that focuses on the first year of the Korean War. Three historical scenarios allow you to become General MacArthur or commander of North Korean forces. A hypothetical scenario for 1995 is also included. Game mechanics are similar to other games in this series of strategic simulation games, such as Conflict: Middle East. Second Front and Western Front. Conflict in Vietnam (1986) The third and final installment of Microprose's Command Series war games simulates five major battles in Vietnam, starting with the defeat of the French colonial army in 1954 and culminating in the 1972 victory over Viet Cong against South Vietnamese forces. The conflict in Vietnam adapts the well-tested real-time gaming system of its predecessors in the jungle combat situation in Indo-China, with its strange balance of power, specific technologies (such mass use of helicopters) and unique strategic challenges. Impressively complex simulations of your time calculate the day-night cycle, weather, terrain, supply lines, formations, unit organization and experience, to identify only the most important factors. Two players can compete head-to-head on one computer, soloists can accidentally priorities additional uncertainty on the battlefield scenario. Even more so than in previous games, designer duo Sid Meier and Ed Bever highlight their well-researched aspect of historical modeling education: a guide designed as an additional reading that offers detailed basic information for five scenarios and their what-if variants. Kong Bongo (1984) Kong Bongo is an arcade platform game similar in many ways to Donkey Kong, but with an isometric perspective. The player takes control of the safari hunter, who searches for a monkey named Bongo, determined to punish him for setting the hunter's tent on fire. The game consists of four single-screen stages, each of which has the goal to jump on platforms and reach the top. Various animals will try to stop the protagonist: for example, at the first level a large gorilla throws coconuts. The hero has no offensive abilities and must jump or otherwise avoid enemy attacks. Stages can be obstacles or dangerous spots that kill the main character. Connex (1992) Starting with this game will remind you of Pipe Dream, but the game is a little different. You still make a pipe using various pieces of pipes. However, you do not get points on how long your pipe passes or how many times you overlap with the pipe. Instead, you get points on how many loops you can make. If you finish the loop, it will disappear and you will get points. There is a timer that continues to go, making the game more of a challenge. The timer can be much increased by filling the loops or inserting the pieces slightly. Conquered kingdoms (1992) Everything from war against a computer, another person or the Internet! He has EVERYTHING; people, dragons, wizards, other beings. Then you select the map you want, or you have a randomly generated map. The difference between this and other risk type games is that you have to take into account that you have to have goods to continue the growth of your army. Therefore, you have to collect as much gold, wood, etc. to keep your army going strong and continue to build. In addition, you need to conquer as many cities, castles and fortifications as possible until the turn boundary is over. Conquest (1992) Conquest is a risk clone that uses the same rules of play as the original game. The player puts his army on a certain map and must conquer most of the lands to win. Attacks can be carried out on adjacent lands and carried out in turn. When a battle-winning player can move their armies into territory they have just won. Eight people can play through a modem or a shared keyboard, or other players can be assigned to a computer AI. One version of the theme this game presents is two unique maps, one very geometric map and one map representing Australia, where the whole game is played in Australian territories. Conquest (1983) Conquest is a variant of the arcade game Joust. The player starts with four lives and controls Bird prehistoric age battle pterodactyl warriors. A giant bird has the ability to ride and fly constantly cutting wings. The defeat of pterodaktils is carried out by inserting into the pterodaktilus (which are visually incapable of actual pterodactyls) from a higher height: lower height will lead to death, while vertical height will lead to the player and pterodactyl bouncing off each other. Successfully clogged from a higher height, the pterodaktail will become eggs that can bounce, as well as reward the player with points. Additional points can be collected by collecting these eggs. The game is divided into different rounds, which will introduce more challenges: additional pterodactyls, which spawn in any of the eight green spawning areas; The lower ground will disappear and enter the wind current to affect the gravitational speed of all moving objects in the game; the default six platforms may also change to fewer platforms; and sometimes an unexploded dragon may appear, which can lead to immediate death in the face. The Conquest of Japan (1992) The Conquest of Japan is the name of a strategy in which a player must conquer the cities of his opponents on the island of Honshu in 16th century Japan. Ten cities must be occupied to win, which can be done by forming armies to defend their five cities and attack the cities of opponents. When the city is taken, any mobile army that comes from that city is automatically disbanded. In this way, potentially overwhelming forces can be directed to conquer their cities - but only if the player can conquer the city until his troops reach the goal. Depending on how cities are at the beginning of the game, players may find this to be a key part of their campaign strategy. When the army battles, the game switches from a strategic map to a tactical one. Formations, unit orders and morality are factors of tactical warfare. Conquest of Longbow - The Legend of Robin Hood (1991) The Year is 1193, and the Third Crusade has just ended. Richard The Lionheart, King of England, returns to Europe from the Holy Land. Along the way, he was attacked and kidnapped by soldiers of the Austrian Duke Leopold. The Duke insists that a large ransom be paid in exchange for the king's freedom. However, the king's brother Prince John is satisfied with the situation and is plotting to take the throne for himself. It is then that the legendary Robin Hood, who plunders the rich and gives it to the poor, decides to raise the money needed to free the king with the help of his fellow Sherwood Forest bans. Conquest of Longbow is an adventure game and the subsequent action conquest of Camelot. It uses an icon-based interface common to most modern Sierra adventures. Like its spiritual predecessor, it differs from most other genre games, reducing traditional inventory-based puzzles that are conducive to exploration and various tasks dictated by the situation at hand. These Chat with characters, collect information, make decisions, solve riddles, or participate in mini-games such as fight, archery contest, and nine men morris (with adjustable difficulty). The game is divided into days; every day when certain tasks are fulfilled. However, some of these tasks may not be possible and the plot is still being brought forward. Several situations can be dealt with in different ways. The player's decisions affect Robin Hood's rating at the end of the game. The number of points, the amount of money collected for the ransom and the fate of robin's colleagues' bans are considered for ranking. Depending on these factors the player reaches one of the four possible limbs, from Robin to getting hanged happy conclusion about his love life. Construction Bob Bouncing Factory (1993) User controls trampoline. This trampoline can be moved through the bottom of the screen horizontally. Bob jumps on this trampoline, and every time Bob hit the trampoline, he jumps higher than the last time. At the top of the screen there are some items that can be assembled. When Bob hit the edge of the trampoline, he jumps to the side: next time you have to move the trampoline to catch him, because he will fall and die differently. The goal is to collect several items at the top of the screen. When you do this, the level is complete, and you proceed to the next level. If Bob falls to the ground (without a trampoline), he dies. Bob has many lives; Every time the level is completed, one extra life is added. If Bob doesn't have life left, the game's over. Continuum (1990) Continuum is a 3D game viewed from a third-person perspective. Player pilots mobile, crafts that bounce off platforms that fill rooms. The player can rotate the craft left and right, thrust it forward, and move the camera up and down for optimal viewing. The game has 256 rooms that the player explores in search of 16 crystals and 16 cubes. Mobile bounces from platform to platform, making your way around the room to the door that leads to other rooms. Along the way the player encounters many other creatures and vehicles, as well as surprises, such as rooms with reverse gravity. There are two ways of playing: Emotions and action. * In action, players start in the central room and work their way with a time limit. Players gain time when going into a room they haven't been in before, and some crystals or cube power-ups are picked up. When time runs out, Mobile explodes and the game ends. * Emotions, players can choose to start in any of the 12 regions into which 256 rooms are grouped. Regions are located in the context of various areas of the human brain. Although there is no timer, players also can not explore outside the selected region. Conway's Game of Life (1996) Some programs generally considered to be games are simulators that have been as software toys, such as The Little Computer People or Will Wright Sim franchise iterations, relating to the life cycles of simulated entities; In Sims, this life and death of people is simulated, and in Conway's Game of Life, it's the life and deaths of single-right subjects (or cell machines). These subjects live in cells of a flat, 2D binary kart grid, and their life and reproduction are dictated by several demanding conditions. From step to step, the number of their adjacent neighbors is measured (above, below, on the sides and diagonal): less than two or more than three, and the cell inhabitant will die; exactly two or three and they will remain stable; finally, any uninhabited square with three neighbors will spawn a new entity. The player is newton's watchmaker god, arranging the initial conditions of the cell sites grid and then setting the system into a grid of movement to continue, untouched and undiminished as the game plays itself, evolving, and generational ticks celling together and producing kaleidoscopic patterns, flickering oscillators and stubborn, stable little clumps and lumps (or still in life). The game was originally prepared slowly, by hand, on grid paper, boards or using tiles on the Go board, after being popularized in Martin Gardner's Mathematical Games column at Scientific American in October 1970, but increasing availability of computers greatly expanded the possibilities (and greatly reduced the time and work required) for cell model scientists. Cool Spot (1994) Cool Spot is a colorful 2D platform game featuring a 7-Up mascot as the main character. The object of the game is quite simple and simple. The character of the player must score enough great points in each level to find and save his recorded uncoded Spot buddies and finish the game. Cool World (1992) A licensed game based on the live action/animation film Cool World. You play Frank Harris and your task is to stop Holli Do go into the real world. You perform levels by shooting doodles and collecting coins. The game is set in 4 world with 4 levels each. The same as the movie, the game is based on cartoon graphics. Cornco 3-D The Other Worlds Campaign (1992) Cornco 3-D: The Other Worlds Campaign is an alternative version of the original Cornco 3-D that can be purchased directly from the manufacturer. After successfully leaving the alien invasion to the original game, aliens hid on other planets of the Solar System! They are certainly planning a comeback, but the governments of the world have once again joined forces, this time they will drive them out of our solar system! Part sequel, part development, the game is now set on six different alien planets. It also has the following new features: * 130 new missions * Mission and audio editor * Extended documentation and wide-ranging development lesson * Game score and Reports cornco deluxe (1994) Cornco Deluxe takes place in an alternative story where World War II never happened. But everything is not good. Instead of fighting the Nazis, the world has to deal with an even more deadly enemy... Aliens. You take control of Corsair Cornco and fight the attackers in this sci-fi air combat simulation. Corsarios (1989) As the name suggests, Corsarios is a game focused on maritime affairs, consisting of two independent parts. First, you will be on a wild island where we will have to face endless hordes of pirates whose only obsession will kill us. Some of them benefit all kinds of lethal weapons, such as the famous saber or blunderbuss. Fortunately for us and unfortunately for them, our protagonist is quite capable when it comes to dealing with punches and kicks. So, if everything goes well, you will find a small ship that is waiting for you at the other extreme of the island. The second part, to which we can get without the first decoration, takes place in the galloene of pirates. There we will have to once again represent the role of hero and try to save the beautiful dam. Now the game system is quite different from the first part, because we will no longer be able to directly blow our enemies, but we have to use the sword to finish with all of them. The goal is to climb the pirate flags, which are located on different stems of the ship, and eventually arrive where the girl is before she runs out of food for sharks. The Space Crusader (1982) Space Crusader is Galaxian as a space strike (the same developer) was space invaders. The alien space fleet discovered the location of Earth, and - there is a fleet of alien space - immediately determined the attack. The only thing standing between the enemy and the whole Terra termination is you - a player with his shiny gunship that is stuck at the bottom of the screen and can only move left and right. Each stage pits you against a contingent of alien ships hovering ominously over you. Sometimes the enemy will break the formation and go out to the sortie, diving into you while taking pictures - only to reappear at the top of the screen. Different types of ships have different offensive manoeuvres. Shooting them in the middle of diving will score more points than picking them into formation; Some will bring your buddies together and go out in the triads, which will net you a special bonus if destroyed in the right order. Another bonus is for removing a team that comes once a level, shoots at you and runs off. You can temporarily protect yourself by activating the shields (the cost of your ability to shoot) - knock down the occasional floating disc to get an extra. You start with three ships, and gain a new one for every 2,000 points. There are 9 difficulty levels. Space Sheriff (1989) Space Sheriff is shooting 'm up game and you control Peter Jones, the Cosmic Sheriff who has from the rebel remote moon and off the pumps. In 2023, the element cobalt became an element of high strategic importance for the human race. The last contribution to the galaxy is IO, Jupiter's third moon. The mining plant was installed, but was sabotaged by the rebels. The rebels have put pumps that will explode if their request is not agreed. Orbital station TERRA-1 sends Peter Jones, the Space Sheriff - a controlled player - who is the best laser sniper in the galaxy. His mission is to turn off the pumps and complete the saboteurs. There are three zones at the station: Zone 1. Warehouses Zone 2. Area of computer and control systems 3. Surface zone 1 consists of three levels and there are two pumps, zone 2 consists of 5 different levels and it is necessary to turn off four pumps. Zone 3 consists of 9 levels and has 6 pumps to be switched off. The pumps are always hidden behind the door, and Peter has to find them on and off until time runs out. Locked doors can be opened by firing at them and have a digital indicator on which you can read how many times you need to shoot. Beware, the base station is filled with all kinds of enemies. Aliens called Maiketrans and cause panic in attackers who carry laser guns. Androids called Tee. Tanks equipped with rotating turrets. Mercenary soldiers from the planet Zorak are called Lagarrtons. They're fighting for the rebels. Space Soldier - Mental War (1989) A parody of the century is a powerful warship on its way to the shopping station Samar. Shooting from the KGD Star system in years 3656 and in the Quila system you descend to a mysterious shopping station and together with your Android companion Kayla reveal ancient secrets. Space Soldier: Mental Warfare is a continuation of the space soldier. Like the first game, this is an underworld crawling RPG where you control your character as he explores many levels of Samar, encounters mental soldiers and fights mental battles. Unlike the first game, the battles here are based on actions that require a quick reaction and time. When facing an enemy character you can shoot him or her with a radius of his mind and hopefully beat them. You will find clues and objects for your adventures which you can question Kayla with. You can use various mental powers to fight, explore and defend yourself. Along the way you can also find allies who want to join your quest and you will be able to use these symbols as well as your battles. Countdown (1990) Mason Powers, a former CIA agent, awakens a Turkish asylum with many of his memories erased. Gradually recovering from his amnesia, Mason realizes that he was locked up for allegedly killing his manager. Convinced that he is innocent, Mason eventually escapes from the mental hospital. But this brings him back to an old job, where he entangled in a global conspiracy of espionage, terrorism and murder. Countdown is an adventure game Focus on travel and conversation, although inventory-based puzzles are as well. During the game the protagonist travels to many different places around the world, although the areas themselves are quite small. Interaction is performed by selecting verb commands, such as Appearance, Get, Taste, etc. There are no hot spots indicating that an object can be interacted. Most of the game is dedicated to conversations, which include, among other things, special teams such as manual, hassle, pleasant and Bluff. Sometimes if you choose the wrong action, the game may end prematurely. Multiple segments include top-down labyrinths. It is possible to die in different ways and also irrevocably get stuck. The game sets a ninety-six-game time limit for the player. Certain actions, such as more money and air travel rather than a train, can help a player not to exceed this limit well. The game is noticeable using digital photography along with hand-painted graphics; character portraits are all scanned photos. It also uses digitized examples of music and language that can be heard even with a computer speaker for special software. Countdown to Doom (1987) After landing on Doom's unwelcoming surface, you rise from the wreckage to realize that if you can find the necessary spare parts your ship will damage away in just 400 time units. Explore an exotic new world in this classic text adventure. Cover Girl Strip Poker (1991) Another strip poker game. What about this? Well, here you can play with up to three players against one of the eight digitized women. Every time you make a girl lose all her money, she takes off some of her clothes (4 out of 8 girls feature videos of stripes consisting of half a dozen shots). At the beginning of the game, you can choose the language at the beginning and you can also choose to turn the girl's comments on or off. Finally, the game has a zoom feature that you can get even larger pixels with. Crack Down (1990) Crack Down is a limited-length action game. Two heroes, Ben and Andy, must get through the levels as soon as possible to deliver bomb X signs scattered around the levels. While levels are highly defended, the player has an array of weapons, including a cannon, machine gun, and superbombs. The game can be played as a game of one or two players. Crack of Doom, The (1989) Go to Mordor, where the dull red sky is filled with dust and heat on Mount Doom. Brave ash-covered Gorgoroth wastelands, blood-splashed courtyards in cirith ungol tower and a horrible torture chamber, guarded by grinning, brutal orcs. In this adventure you will play as Sam Gamagee and will begin inside the Cirith Ungol Gate. Dare to enter the tower and try to save your beloved master, Frodo? Should you somehow try to complete the quest alone, and hurl the power ring into from Mount Doom? CRASH (1996) Crash is a Tron-like game distributed by freeware (for dos version) and shareware concepts (Windows version). Depending on these versions, human players can be up to two (DOS) or four (Windows) before up to ten (DOS ∓ Windows) computer-managed players. The year is 2234 and the government invented an accident race to control people, according to the history of the game. Futuristic cars are equipped with rockets and turbines, and all you have to do is stay alive until the end of the race, because there will be only one winner that will take all the money offered by the United Planetary Federation (UPF). Crazy Cars (1987) Starting with the Titus racing series with a third-person perspective on racing games, Crazy Cars includes the American Cross Country Prestige Cars Race. It takes several parts of the US, several powerful cars. You first have a Porsche 911 Turbo in your hands, but later it can be upgraded to a Lamborghini, and later to a Ferrari. There are other cars on the road with which you must avoid contact. Bumps and divots on the road throw the car off course, as does contact with any of the road barriers. Each race must be completed within the time limit. Crazy Cow (1998) Crazy Cow is a strategy game much like turn-based fighting modes introduced by games like Jagged Alliance or X-Com, albeit less challenging. The game itself consists of one large battle in which two teams - grey cows and brown cows - fight each other. Each team must fight each other for victory until the last cow wins. Each team has a number of cows who will fight for a reason. Teams have no advantages or disadvantages and differ only in color, for example, chess. The map of the battle ground, except for two herds, also consists of scattered weapons: katana sword or shotgun and various terrain. But the battle map also introduced a fog of war, where both players of the team have to look in gray areas to reach the line of sight. When they have a gray area being explored, it stays that way. The game is divided into two main modes of movement and combat. The movement consists of moving the cow according to the movement points (MU). When moving, the cow can usually search and explore the battlefield to find enemies and weapons, as well as pick up weapons, which is done automatically, by moving to the square where the weapon is given. The cow picked up by Katana (melee) automatically becomes a ninja cow ninja outfit. The cow picked up the shotgun because of The Average Cow Punk with black shades (ranged). Cows can also go to strategic defense or crime pitches. The fight depends on which weapon the cow owns. If the cow is a ninja, eventually it must come through a range of enemy cows, i.e. adjacent square. Gun cows can attack enemy cows in the line of vision. Crazy Eights (1988) This classic card game adaptation was in the Big Blue Disk #21. In the player player Computer opponent using the keyboard to choose which card to play next. As in the card game, the player's goal is to get rid of all his cards as quickly as possible. The player must match the value or suit of the previous card played, and the eight cards are wild. If the card cannot be played legally, the player must draw, thus going further away from the victory. Crazy Shoot (1989) This pretty simple shooting range game mimics what you can find in the amusement park. You can select from six different shooting events, such as shooting in moving ducks or shooting balloons. When you run out of time or bullets you will be awarded a prize that matches how well you did for the event, such as the key ring, if your goal was really bad. Reptiles (1992) Put your worm change into a butterfly, getting past obstacles. You will use a lot of tools and your intelligence. The game is similar to Lemmings, but now with bugs. Crime & Punishment (1984) Crime and punishment are courtroom simulations where you play judge. The focus is on the decision of the sentence, not whether the person is guilty or not - it has already been decided. The goal is to get as many Gavels as possible (out of ten) by choosing the same sentence as the referee. Cases range from perjury and theft to murder and rape. You can get information about the crime to make a decision. This includes the damage caused by the crime, the origin and personal circumstances of the villain and its motive. Remember that the more information you ask, the less gavels you get. AI can sometimes lead to surprising sentence choices. Crime Does Not Pay (1990) Crime does not pay is officially approved by the mafia. In this game the player can play as godfather, femme fatale, or killer. The player can use mobsters in order to bribe, blackmail, or fight. Play as either Chinese or Italian gangs to get money and power. The player will be against punks, cops, murderers, and rival gangs. Crime Fighter (1993) In the near future, gang crime has been rampant. And you and up to three other friends are fighting to become the boss of a criminal underworld in a small town. You have to commit various crimes such as burglary, pickpocketing, robbery, kidnapping, murder, and smuggling to climb through the ranks. Each type of crime has a minigame attached to it, be it tactical fighting, pushing puzzles, breaking the code, dropping past guards or running through the halls, trying to stay away from the cops. Eventually you will command up to 9 other gangsters to help you rise to power. A crime fighter can play up to four people in the same car, although single-player mode is also available. Crime Time (1990) Crime Time is more or less a classic 3rd person to point and click adventures, with major that you do not click on the graphics, but control the graphics below. Actions Actions Make by clicking on words like the movement. The story is a classic mystery setting: two friends go hitchhiking, and since it rains so bad, they rest in a small hotel. One of the two begins to drink until it is completely out of control. He stumbles into the wrong room, knocks out and wakes up next to the corpse. Now you have to prove if you didn't do anything. Crisis in the Kremlin (1992) One of the few political sympathies available takes over the Kremlin as one of russia's three leaders (Ligachov, Yeltsin or Gorbachev), defines your foreign and domestic policies and responds to ongoing crises (e.g. the Chernobyl crisis). Keep your post holding both nationalists and reformists in line. Can you do better than Gorbachev himself? Crosscountry Canada (1991) Another part of the geographical education crosscountry series is the map of Canada. Players drive an 18-wheel truck across the country, taking and delivering various goods with the commands entered (turn on the engine, LOOK AT THE MAP, REST, REPAIR, GO TO THE GAS STATION, etc.). As players travel between cities, they learn valuable skills such as problem solving, reading maps and making decisions. They will learn time management, decide when to eat and sleep, monitor the conditions of the road. The game is available to 1-2 players. Crossfire (1983) In this adaptation of the arcade game Targ your job is to defend your city from marauding alien beasts. You can simultaneously maneuver your craft and shoot in four directions while patrolling a regular grid of streets - the enemy has surrounded your city block, and the attacks come from all sides as aliens swarm with all guns blazing. To survive, you will have to blow your way out by darning to both the line of fire and removing the attackers with your volleys: when they are all removed, you go to the next level to face another wave. Ammo is limited, and from time to time you will have to replenish by picking up fresh supplies. In each level there are four bonus crystals: over time, they appear one by one to be taken, and each is worth twice as much as the last. The game starts with you with three ships, although you get a new score for every 5000 points you score. Cruel World (1993) Made by israeli company Makh-Shevet, Cruel World is a tribute to the famous game Prince of Persia, having an identical game and looking very much like a classic platformer. The hero is an innocent citizen who was thrown into the deep dungeon without trial and explanation. The goal is to escape from prison. Like the prince, the hero must perform various rides and jumps, fight enemies (skeletons and others) in real time to fight and sometimes solve environmental puzzles. Crusade (1995) Despite the name, this game is not about historical crusades. The crusade scenarios are completely invented, and in the campaign you spend time conquering hostile castles. There is a standard look of round tactical games: map with hexagonal fields. You can use 15 different units, from combat soldiers to magicians and spies. Other options are ships or even dragons that have a better offensive range than conventional warriors. In the fight, it is important not only to attack well and defend values - mass alone is also important. That's why you can group up to 50 soldiers. Without a fight, you need to secure a supply chain with corn, conquering villages and farms, or your soldiers will die of starvation, not a sword. In options, you can change multiple settings to diversify your game. There are two editors in the game to change the missions you're presented and create your own. Crusade in Europe (1985) The first series of tactical war weapons commanders issued by MicroProse in the mid-1980s, the crusade in Europe, is the descendant of the first Meier War, a NATO commander. Sid Meier and Ed Bever, Ph.D., collaborated on crusade design, which (along with the game guide) shows tremendous research and focus on historical details. As the title suggests, the game focuses on the European Theatre of The Second World War between 1944 and 1945 and especially the Normandy invasion. Although there are only five scenarios, each can be applied in several variants (with different initial installations and reinforcement schedules) and difficulty levels. Another nice feature is the ability to play using traditional boardgame characters or unit icons. Both sides (allies and axes) can be played, and two players can play head-to-head in hotseat mode. Crusher (1991) Crusher is an action puzzle game where you have to perform several tasks in order to win. You are in the dungeon and must score 10,000 points before getting your first goal. To collect points, you must collect diamonds and crush your enemies. In doing so, you need to avoid oxygen by collecting oxygen tanks, and you need to break through the walls using TNT, which you will find along the way. The game is played on a 25-room map. When you get 10,000 points and you get your first goal, you'll find out why you're actually here: a maiden in a disaster named Eve. But there is more - play the game to find out all the various goals you have to complete in order to win it. Crystal Maze, The (1994) The game is based on the successful UK TV show (1990 - 1995) of the same name. You have a team of six that you lead around the maze. There are four zones: the ocean, the Aztecs, the Middle Ages and the futuristic. There are four types of game, physical, mental, skill and mystery. Every game you win earns you a time crystal worth 5 seconds at your final destination, crystal dome. Crystal Pixels (1997) Crystal Pixels is a 3D simulation from the mid-1990s, created by Alessandro Ghignola, who went on to create such works as Noctis, which is a comprehensive fancy space modeling project. The game was originally written in Italian, and was recently converted to It uses a blue contoured graphics at a resolution of 320x200. Crystal Pixels does not fit directly into any genres. Rooms and platforms sit in the void of space, surrounded by lone stars. These small rooms, called pixels, can have objects or be completely empty. When a researcher descends on one, they can move objects around, and can add and remove objects as well. This program does not have a pre-formed plot or purpose in it, but instead allows the user to do with it what they like. Arborea Crystals (1990) Mogroth, a deity of chaos, was infuriated by the gods' decision to exile him from the pantheon. Drawing revenge, he began to poison the minds of the peoples of the world. Black elves and orcs became his minions. The gods flooded the earth in response, dissolving from the kingdom of the Island of Arborea as the last fortress against mogrotho forces. Jarel, the last prince elf as a race sham-nirs, must find allies who would help him in his quest to get four elemental crystals, restore the power of temples, and defeat Mogroth. Crystals Arborea is an RPG that is a precursor to Ishar games. A six-character party roams the world (on a 2D map or exploring 3D individual locations), defeat Mogroth's minions, collect experience points and become stronger. Unlike the later Ishar games, combat in this game is based on turn, and takes place on separate screens. Players must manually navigate party members on the battlefield. Archers and spellcasters can use ranged attacks, while melee fighters must stand close to the enemy in order to strike. Cubulus (1991) How to make an interesting computer game from the concept of a venerable Rubik's Cube? According to cult programmer Tobias Richter, you watch it from above with all the sides displayed and allow the player to choose the number of sides from 4 to 25. Many different initial agreements are proposed, grouped by difficulty. Instead of having a level-based progression, you can choose any of them from the beginning. There are various tunes, written by Team 17 cohort Bjo 'rn Lynne. Unlenn Football (1991) Put your inventive strategies into good use of cunning football. However, your participation does not end there. If you are on offense you control a player with the ball and then after the beak you control qb, then the player passed, etc. in defense you will control the middle linebacker. Players, seen from top to bottom and represented in letters outside their position (L linebacker), can take over, tackle, pass to put. Before any game you get to choose from the menu, what strategy you want your team to try and then see a menu that will show you what you need to try to do under that game. the same menu will show you the positions your key players will take. The keyboard, mouse or joystick can be used for your winning moves on the field and choose plays. Cuntlet (1992) Cuntlet by (1992) Curse of Azure Bonds (1989) outside the tiverton town, heroes of the country were attacked, caught and cursed with five azure signs called bonds. These connections have dangerous magical powers that can take control of heroes at the most inappropriate time. Now they have to look for the source of the bond and get away from the curse. The second gold box game series in the Azure Bonds course is a sequel to radiance basin. The game is almost identical to the game of the predecessor and other Gold Box games. By Role Game AD&D Rules the player creates a party of characters (no more than six). Two new character classes (Paladin and Ranger) are added to the four main AD&D Classes Fighter, Thief, Mage and Cleric, which were available in Pool of Radiance. Reconnaissance takes place in a pseudo-3D environment, from the view of the first person. Battles (random as well as pre-set) take the player-controlled and enemy party from top to bottom battle screen. Commands are issued in turn, and player-controlled symbols are free to navigate on the battlefield. There is also an overview of the world map, which allows you to travel quickly between cities. Cyber Police (1996) Cyber Police is the ultimate combat inspired arcade game set for the future. As a member of the cyber police, your mission is to keep the laws and order of the evil henchmen of the Blue Scorpion gang who are trying to sow chaos wherever they go. To do this, you will have to make your way through the different scenarios that make up the city to try to find Jemiah, the ruthless leader of the criminal gang. There are several characters with which to accomplish their purpose (two robots: Perseus and Ishral and one man: Duncan Dahoh), each of them has its own characteristics. Like others beat em up's, you usually fight fist in a fist (or in the future), but when you defeat your enemies you will be able to carry your weapons until you get the impact. With one button you attack and with others you jump, Cyberchess (1992) Chess game with cyber-tron as a theme. The layout of the board has been changed to allow the pieces to rest at intersections, not squares, but the game is identical to chess. Cybercon III (1991) Cybercon III computer was built with intent to search the world, but something wrong - a computer killed people instead, and now the world lies in chaos. The player assumes the role of one of the few survivors in order to destroy the Cybercon III computer. Cybercon III revolves around exploration and puzzle solving, as the player works his way through the complex where the computer is stored, and the player is tasked with destroying or disabling the computer and its defense and bypassing the computer message, facilitated by a secret entrance to the complex. Cybergenic Ranger - 7th Planet Mystery (1990) Cybergenic Ranger is Shoot'em up arcade game in which you have to shoot your way to success. You have to explore 7 different planets to collect several pods and discover the secrets of the 7th planet. CyberStrike (1994) (The back of a box): I didn't kill or be killed. Move or die. Match wits against real players cybercity. Collect Power up modules to increase performance on your personal Cyberpod. The longer you stay alive, the more powerful you will become. Four teams of four players compete for control of expensive city squares. Work together or play head to head as you try to blast your enemies out of their pods. Talk to your teammates or tame your opponents. Strategy, skills and lightning reflexes are the only things that will keep you alive in this deadly world. Cyberstrike (tm) is the best in multiplayer virtual reality. The goal is to stomp around blasting your enemies with lasers, bombs, missiles, etc. while fighting for city blocks. Cybervers (1992) A top-down shooter in which you have to save the world, go from the arena to the arena shooting at another guy. Cyril Cyberpunk (1996) In Futuristic Manhattan, a normal child called Kirill scans air waves and receives some information about an alien invasion planned to soon occur on planet earth. So he decides to take his flying skateboard and his gun and go hunting those aliens. This is a platform game in which you shot your enemies and find keycards to open your way through 32 different levels (including 3 secrets). The game also has a level editor. Cyrus (1985) One of the world's first chess games dedicated to experts, Cyrus is also, unfortunately, one of the least known due to limited distribution. The IBM version can be played with an isometric 3-D approach or a traditional boring 2-D snap-in. There is a clock that can be turned on or off. You can view analysis mode, examine the game, or monitor how your computer plays itself. The game has 16 difficulty levels! D-Day (1992) This multi-genre game is famous for historical events of World War II called D-Day and deals with Operation Overlord, where the Allies attack the axis en masse in France. The game offers to be a general, leading a group of allies and optionally performing certain actions. Such actions include: 1. piloting an aeroplane over French territory with a view to bombing strategically important sites; 2. Landing in hostile territory as a paratrooper; 3. Break through enemy lines as an infantry soldier; 4. Driving a tank and fighting like a tank team with a village in front of the French. All kinds of gameplay differ in appearance from the perspective of 1 or 3 in simulator-type missions (tank and airplane respectively) to isometric (infantry) and platform (paratrooper) with appropriate actions performed in all of them. All such military actions may be played as part of a single mission or and strategically managed on the map through the real-time method of the Overlord campaign. The game progress can be saved to be restored later. Multiple options options disable participation in certain or all military actions, as well as adjust the actions of the enemy, including even an event such as Hitler does not wake up. D-Day - America Invades (1995) A strategic wargame set in the American VII Corps campaign on the Cotentin Peninsula... Okay, D-Day, Spiritual Heir V Victory: Utah Beach. You can play either the Allied or German side as you play pre-scripted or full campaign mode using Avalon Hill's Worlds at War Rules and a series of game mechanics. Also includes historical variations that can be turned on or off for each scenario. The graphics are 2d svga and the game includes modem support for two players in head-to-head action. D-Generation (1991) Something went horribly wrong in Genoa Biolabs, Singapore. You are the only courier sent to the building to deliver the package. Now you're trapped inside, the security system is crazy, genetically engineered organisms are on a rampage and it looks like they can get worse... Make your way through 10 storey isometric actions and puzzles, trying to stay alive and discover what's going on. Talk to and rescue survivors, take your weaponry and join computer terminals. What caused the Genoa disaster? What's inside the vital package you have to deliver? What is DiGeneration? And what really awaits you on the top floor of the building? Dalek Attack (1992) In this game you play the role of the BBC science fiction programme Doctor Who. History sees that you are trying to stop the Daleks from invading the earth with help from your friends. The game starts with flying a London sewer on a hover platform blasting monsters with a laser. At later levels the game turns into a foot platform jumping and shooting Daleks and Robomen with their sonic screwdriver and grenades. There are three different incarnations of the doctor you play, as well as three different companions for a second player to play together. Daleks (1985) After an early UNIX game in the footsteps of robots (and perhaps from there even earlier in the MAIN game case?), this game puts the player in charge of the little protagonist, often claimed to be a doctor, occupying a position from the top down grid, which is otherwise strewn, not with mines, but with those killer cyborgs who are his personal nemesis in the Daleks. They don't have long-range weapons, but if they touch it, it will turn itself ex-ter-min-ated! Fortunately for him, contact with them is as deadly to each other as him. Every time he takes a step, they all bring one square closer to him; The doctor's cunning strategy is to maneuver himself so that their knees intersect and the Dalex eventually collide, leaving a pile of rubble dangerous for both him and the later Daleks - a strategy not always possible within narrow grid boundaries. Fortunately, a good doctor, where this game outdoes its predecessors he also has his own reliable Sonic Screwdriver in hand, whose offensive use destroys all daleks through a ominous one-square radius from him. In addition, this allows him to teleport from the path of damage to a random place on the map - hopefully one for a bunch of Dalek ruins, not one in one step dalek currently on the map. In many versions both Sonic Screwdriver and Teleport usage is limited. If the doctor survives this attack, he brought to the new grid map, usually one populated with even further Daleks. Other features, especially some versions and no other are the use of graphic tiles compared to only

roguelike textmode character representation, and sometimes conversions will be used (universally unlicensed) sound effects, taken from canonical Doctor Who sources; More often these games also offer the Last Stand team to be used, such as drop to Tetris, where the player is convinced of the safety of their location, and they are ready to sit tight and give the Daleks as much moves as necessary to either reach the doctor or be given down to scrap during unforeseen collisions. Successful use of the last stand often leads to a scoring bonus; its unsuccessful use, of course, leads to the death of the Doctor. (Don't worry, chances are it will regenerate into a new incarnation - not in this game, however). Some versions include keyboard direction control (which sometimes gives the player access to diagonal motion, such as a particle, and sometimes not), while others provide a doctor with a hall of directional arrow hall around it to move it one step in the right direction if the arrow is clicked. As a rule, it also has the ability to stand in place and pass the turn. DanDolme.zip Dan's girlfriend disappears when he least expects, and now he's trapped in the video game world! You control Dan, a naked man who has to navigate through a platform-filled world to find her and have sex with her, sometimes picking up some gold along the way. There are no enemies, but there are other dangers, such as water or abyss pits. Dan can also destroy certain walls and floors by urinating on them if he finds a beer. Dangerous Dave in the Abandoned Pirate Hideout (1990) Guide Dave through ten frightening levels as he tries to recover his trophy from an abandoned pirate hideout! This is the standard platform to run and jump the game, although in up to 10 levels it is designed to be harder than usual. This game is in 16 colors in double res mode for Apple II and is basically the same as the original Apple II hi-res version titled Dangerous Dave in an abandoned pirate hideout. Dangerous Dave in The Haunted Mansion (1991) Dangerous Dave in a Haunted Mansion (aka Dave 2) is a sequel to Dangerous Dave. In this side scroll action game you walked through a huge mansion with many different levels, fighting all the monsters and collecting items (mostly bonus) Everyone so and so points you get extra life, and every way and so exactly you fight the boss. One of the things that makes this game unique is that instead of having only a limited amount of ammunition, you have a shotgun and can shoot 8 bullets at any time. However, you have to wait for Dave to reload his gun. Another thing that sets the game apart is the ability to reach your weapon at several angles (usually: up, down or straight forward). Dangerous Streets (1994) Dangerous Streets is a gorgeous sprite-based fighting game in the vein of Street Fighter II. Her eight characters are diverse, starting with fashion models and a strange monster custodian. In addition to the two-player mode, the game also has one match against processors and tournament mode. The control diagram consists of standard weak, medium and strong punches/strokes supported by both keyboard and joystick controls. Dark Castle (1987) The Black Knight brought misery to the ground, and the final way to complete this is to get into his obsessed house to kill him. You are a brave adventurer taking this quest through 14 increasingly difficult zones. Most of the game is viewed sideways, including single screens with ropes, cages and trapsdoors. There are enemies walking, flying and swinging through this, and many of them respawn. Unusually your weapon to take them (rocks) can be thrown over 360 degrees, aiming to make the game more realistic and methodical. The screens are linked by hub screens, which the player passes by simply clicking on the door. Dark Convergence, (1993) The Dark Convergence is a very rare horror adventure game since the early 90's. The plot is simple: one night the player and some friends have a car accident on an almost abandoned road. The player is sent to seek help and stumbles in an abandoned house. Bloody bodies are found inside, and unknown threats from other worlds and other dimensions try to kill the player. Will you survive the night and save the day? The game is programmed by QBasic (the game folder contains even a .bas file), and the engine is similar to the one used in the Hugo horror home series. The player controls the character with the arrow keys and uses the desired action using the analyzer. The game focuses on a sick atmosphere and violence with many ugly and gory situations. The plot and atmosphere are reminiscent of Dark Seed for some ideas. Dark Designs I - Grellminars Workers (1990) In this fantasy role-playing game, an army of evil non-dimensional creatures builds over the Gandolan mountains, threatening civilized regions to the south. There is no army to defend the lands, but if several harsh adventurers can find miraculous personnel in a long-dead mage called Grelminar, in the castle, the gates can be closed and the invasion avoided. The player owns a four-character party, each with several standard problem attributes: Strength, Constitution, intelligence, piety, body points and magic points. The game also has three usual classes of characters (fighters, magicians and priests), and there are different spelling lists for each spelling class. Players can create their own characters or use game characters; in any case, progress is automatically saved from time to time (although there is a reset button that allows the player to start again from the start). The game begins in the city (which is depicted simply by text menu system) and then moves to a multi-level dungeon. When exploring dungeons, different screen locations show different information. There is a first-person ninety-degree turn view, an automatic map and, in some areas, a text description. They are complemented by random third-party, in turn based combat collisions that take place in a window that usually displays an image of a 3-D underworld. Typical role-playing game styles, combat yield rewards of gold and experience (and sometimes equipment), and characters gain abilities as they enhance the experience. Dark Designs II - Closing The Gate (1991) Recovered Grelminar's Staff in Dark Designs I: Grelminar's Staff, an adventure group now having to travel to Mount Delkeina, cross dangerous tunnels there, defeat the evil warlord, and close the dimensional gates he uses to build an army of monsters. This sequel features the same game as its predecessor, although some minor improvements have been made, such as giving clearer titles to spells and pooling gold for the whole country, rather than giving it to individual characters. You can import a country from a previous game or start again with new characters. Dark Side (1988) In Driller, Ketas tried to blow up the moon Mitral, but you stopped them. They now have energy capture devices, collectively known as EGO, and hope to stock them up so that they can be used for the Zephyr One device, and direct their energy to the Evath planet, resulting in catastrophic radiation overload. Your mission is to be beaming on their base on the moon tricuspid, and destroying ego. Destroy one will buy you more for your limited time. The problem is that many are related to at least 2 others, and they can immediately renew, so you need to solve them in such a order, so that those who have only 1 connection are attacked first. You are inside a space suit powered by a jet pack with limited fuel, and have lasers and shields. The energy of the shield is limited, but it can be charged through the pentagons and rods. In a world viewed through the Freescape 3D system, you wander the boiling planet of trees, buildings and underground tunnels. Game Dark Side has more action than its predecessor, Driller. The freescape world has a third dimension - on the jetpack you can leave the ground and look down at the image. You can also turn the corner and quickly turn U. You must leave the ground to shoot the active part of the ECD, jetpack uses energy faster, so use this feature sparingly. You must avoid plexus that weakens your panel and deflector devices that can imprison you. Dark Woods 2 (2002) The sequel to Dark Woods begins at the ruined castle where the original ended. You, Eduin's fearless adventurer, must find your village, which is dark woods. You're not alone. Evil creatures will try to stop you, and you will have to use your strength and mind to be successful. Dark Woods 2 is a top-down adventure game with graphics full of ASCII characters. The game world is divided into levels that contain items that are needed to complete them, and enemies that must be avoided or outsmarted. The game has 11 levels and the ability to make/play custom levels. DarkSpyre (1990) The gods of war, intelligence and magic created darkspyre, and a terrifying tower full of riddles and monsters. The player takes over the aspiring champion, whose goal is to explore maze-like levels of the tower, get five powerful runes hidden there, and eventually save the world from destruction. DarkSpyre top-down dungeon-crawling role-playing game. The player creates a protagonist, choosing a specialization (healing or insult) of gender and magic, as well as adapting his fighting parameters. The game consists of navigating the tower on a challenging level (39 of them must be crossed to complete the game, although there are 50 overall), fight monster action based combat. The protagonist can install various weapons and armor; weapons can break after excessive use, and armor will deteriorate if worn for a long time. Spells are learned from the scrolls found in the tower. The hero acquires a weapon and magic qualification by repeatedly using the same weapon and/or spelling. Darts (1991) This simulation allows players to throw darts into a virtual board, hitting the spacemar three times at critical moments. The first blow determines where the darts are directed to the horizontal plane, the second determines the angle of the drop, and the third - the strength of the throw. The goal of the game is to run out of points; Points loses by successfully hitting the darts board. Players can't score until they double hitting double points on the field, and they have to double the field of hitting double points worth exactly the right amount of points to reduce their score to zero. You can adjust the value and speed of the app start point. Das Boot German U-Boat Simulation (1990) Das Boot (literally Boat) mimics control of the Type VII U-Boat Nazi, exactly the rest of the underwater war circa 1941. Both internal and external images ar provided, all provided in full 3D. Allied submarines and surface ships are attacking you from all sides - use your Hydrophone to know about future themes, and use water as protection against enemy planes. You have to torpedo styles on board - Contacts, Acoustic, Terry and Magnetic. All orders are sent in code so that sensitive information does not reach allied forces, with an Enigma code cracker installed to decrypt them. There are three skill levels to play with. Dave Goes Nutz (1993) Dave Goes Nutz is the fourth installation in the Dangerous Dave series. Dave must save his little brother Delbert from the evil Doctor Nemesis, who hid him in a mental hospital. Blast through levels of zombies using your shotgun. David Leadbetter's Greens (1991) MicroProse made a change in military simulations by restoring golf's fine details. It was the first golf game to act true in 3D. This means that the player's position and swing technique can be adjusted and have a significant impact on the outcome of the shot. While the manager's lesson helps, it's harder to master than competitors such as pga tour golf. There are six courses, an unprecedented number of computer simulations and tons of game modes. David's Kong (1984) David's Kong is a clone of Donkey Kong. The game consists of two parts, both played in the same level of layout. First, you need to climb up to save your girl, and the gorilla throws barrels that lower the ramps. When you get to the top, the gorilla throws one barrel down the middle of the platforms. This creates additional gaps on the platforms that you will have to jump. In addition, at the bottom of the screen appears the house. In the second part, you have to carry your girlfriend down to the house. This time, the flaming barrels move through the ramps, and the gorilla throws a flaming barrel pointing directly at you in a straight line. The player can move left and right or up and down the ladder with the cursor keys and jump by pressing F1. However, holding the cursor key does not move smoothly in the player symbol, so you must constantly tap the cursor keys to maneuver fast enough to avoid barrels. Also, if you jump while standing on a ladder, it's an instant death. The game was programmed by GW-BASIC unknown author, and distributed as a collected executable. Davidic Matchup (1994) Davidic Matchup is a concentration game focusing on David's teaching, from the Bible. The game is similar to concentration, where you will find matching pairs of cards that are face-down. The cards relate to David's stories. 1-3 players can play and the winner is the one who matches the most cards. Dawn Raider (1990) In this top-down vertical scroll arcade, the shooter player controls an attack plane en route through mechanized army forces over Chinese territory. The plane is armed with rockets, a machine gun or a laser. The machine gun is converted into a powerful laser, holding the machine gun key down. Progressing from scene to scene, the player should keep the pilot alive to remove the enemies. Each blow will reduce the plane's oil reserve and the plane will crash after it is fully exhausted. Some enemies drop out of missiles, oil And laser power elements, and the player can collect or shoot them to switch between resources to collect. The game is available to 1 or 2 players trying to complete their mission on the same screen in collaboration mode. Day of viper (1989) The Solar League has been trying to fight back against the corrupt and oppressive Gar computer for many years. Now they attacked the defense base. The only hope is for the viper V droid to be sent under his control to reactivate the defense of the planet. To do this, you need to find floppy disks that are everywhere on the station to reboot that bad computer! To complete this task, you need to fight 33 types of small robots that attack you. The action is viewed in first-person 3D, with targeted arrows on the screen to move and rotate. There are 25 levels, each of which is automatically linked as you investigate it. Use turbohits to get to them. Each object is controlled by the game, and the notebook function is provided to be able to monitor vital information. The Daily Thunder (1990) Tom Cruise film brought NASCAR racing to the masses, and Mindscape did the same for game players with this license. If you mentally change the names of drivers, this can be considered a real NASCAR racing recreation rather than a direct recreation film. You play Cruise's Cole Trickle character (his name, like many others, is a little different from the real NASCAR racer of the day) against his rivals on 8 tracks, based on real-life counterparts. Races are oval, although precise lengths, types of corners and gradiers are diverse. This means that the ideal race line on one track can help you to the wall in another. Qualification is included along with the races themselves. Sometimes you will have to pull into the pit staging area. In doing so, you control five pit crew members. Losing time in the pit will allow you to lose positions in the race. Other racers, however, never pit. The NES version has only a 3-person perspective. In Deadly Racer (1994) In the game you can choose one of the best rally cars, such as the Toyota Cerica (real Cerica) and The Mancía (real Lancia) Delta to test your driving skills on one of the four types of road. The tracks have many obstacles to avoid, and your goal now is to win the race with less damage. The game has the same engine as the Rally Championship, but now you don't have involved control and it's a trick race. Death Bringer (1988) Mezron Land is a turbulence. The evil wizard Azazael was resurrected and is now looking for five gems that will give him the greatest power. You are an adventurer who has the task to stop the wizard. Along the way you will face honey, evil priest cults and many enemies of the undead. The game has a 3D view of the world that can be explored step by step, as in many RPG of that time, such as the Baro Tale or Dungeon Master. Death Knights of Krynn (1991) Death Knights of Krynn is the 2nd Dragonlance epic volume is a sequel sequel The champions of The Rynn. The characters in this game can be imported into this game. This time the party faces an undead threat that turns former friends into fierce enemies and infects Krynn with hordes collapsing monsters. The country must find the origins of these nightmarish undead creatures and remove it in order to save Krynn from turning into an undead land. Like Krynn Champions, Death Knights of Krynn presents a different and unique selection of characters with the availability of knight class, unavailable ad& not Dragonation RPG. The characters of this game can be at a higher level and acquire new skills, as well as more powerful spells. Experienced knights can eventually choose one of the 3 clans to pay more attention to a different type of fighting style. Adventuring consists of either an overland map of travel or a standard 1st person city adventure. The player's party consists of 6 characters (one of which must be a knight), as well as available NPC characters to join your country. Wandering monsters, of course, attack the party sometimes so gear up and prepare for an undead monster-bashing fight! Death Sword (1988) Evil magician Drax terrorizes the bejeweled city and cast a spell over the beautiful Princess Marina, who is forced to obey him. From the lands to the north is sent a hero, who helps the city and frees the princess. He is Gort, the strongest of the Barbarian warriors. With his sword in his hand he has to beat the eight best Drax warriors and finally the magician himself. He's fighting them in the woods, on the top of the mountain, in the dungeons... finally reach the Drax Palace itself. This is basically a one or two-player fighting game in which you control a big barbarian and you fight another player or computer AI. There are several types of hits, and some hits take off at half a point, while others take off the entire point. Each player has six of these power points. They also have a special difficulty carrying the death sword, which decapitates their opponent, killing him with one fallen swoop. Solution wilderness (1985) The desert decision was the second part of tactical war games co-created by Sid Meier and Ed Bever and published by MicroProse in the mid-1980s. The game includes the North African Theater during World War II. The design is basically the same as in the first team game crusade in Europe. You can play five different scenarios with several options. This, combined with multi-level difficulties, gives the game a great replay value. Battles take place in real time, although orders can be issued until the game is paused. Dedale (1986) How much can you make it in this maze game? The object of the game is to move your character through the maze from start to finish until your points (time) run out. If you do this too, you will get extra points (time) to the next level. Mazes start very easy where you can see the way instantly and progress to increasingly difficult mazes. Even if in the complete the maze, or will you be able to do it in the remaining time? Deep II - Earth Center (1993) Aliens: Go Figure! Many years ago, the Zbyonians installed a control center in the middle of the earth's planet so that many years later they could reel the planet out of its orbit and move it into their home system. (As the introduction notes: Why do they want that? We don't know, but why let that get a way to enjoy the game?) A sequel to their abyss pit game Deep, written by Turbo Basic 1, Turbo Pascal 4 gives Deep II a more subtle structure and nuance. Both games correspond to the same basic premise - as stated in the documentation: It's the same idea as Deep: you get into a very deep pit. (Nothing is as simple as it sounds: the computer randomly draws the winding walls of the cave and you have to direct the tethered stickman descent so as not to face them at the price of shields.) 50 levels later, after picking up money and shield bonuses, avoiding mines, blasting through more than a little rock, and getting boosted with power-ups at automated pit stops, you'll also come to the center of the earth and discover the secrets for the Zbyonian Control Center. Deep Sea Diver (1991) MS-DOS: Deep Sea Diver by (1991) Deep Space Operation Copernicus (1987) This is 2123 years old. Genetically programmed Andromedan hegemony warriors are taking the first steps to fulfill their government's greatest desire: the takeover of The Asteroid Belt by United Planets of Solaria's fantastically rich new mines. On Earth, at the Capital of the United Planets, military and political leaders are beginning frantic efforts to marshal human and material resources to combat alien attacks. There is knocking on the front entrance to your dwelling. You open the door, only half-surprised that your visitor is a courier robot painted in the exclusive colors of the blue and white sun armed forces. It registers your palm print on the signature pad, then passes to you in a sealed file container. You know, without opening up the ile, that it contains draft report and briefing materials. In a few hours, you'll be in Katana's one-seat successor booth, perhaps fighting for his life against the invading Andromedans.... So the stage is set in Deep Space - Operation Copernicus. As a Katana warship pilot, you will have your choice of four missions to test your skills and tactics by flying and fighting-between damaging wrecks of an asteroid cluster known as the Trojan Group. Survival depends on you! Defending the Alamo (1994) Defending the Alamo is a tactical simulation battle of the Alamo (February 23 - March 6, 1836), a turning point for the Texas Revolution. The player takes command of Texian Defenders' Alamo Mission (only a handful of rifles and cannons), trying to fend off General Santa Anna of the Mexican Army while preserving precious ammunition and men. The game offers optional alternative formations for battle (give you more options condemned defenders). Messengers can be sent with requests for reinforcements. You are not only top-down in terms of mission, but also approaches to four cardinal directions from the borders where you can spot the progress of troops or artillery units and respond accordingly. Boston Defender - The Rock Island Mystery (1992) Boston Defender: The Secret of Rock Island is a role-playing game in which a player takes on the role of a private investigator based in Boston in 1921. His task is to go to an island called Rock Island to solve the mysterious disappearance of one Fred Black and a dangerous artifact described in the task briefly as the Thing, which has terrible powers to control any mere mortal. The game begins with a lot of character development skills where you have to dedicate points for these skills. There are many different skills from the standard issue, such as strength, dexterity, more complex skills such as chemistry and ninjutsu. The interface is similar to the most interactive fiction with graphic games with some additional features, such as character statistics, clock and several buttons for skills and other purposes. The additional feature uses multiple objects and combines them into a new item. The object's components are automatically available in the skills menu, so keep the right ingredients during your trip. The fight takes place in real time, as well as when traveling in the open air. Deja Vu 2 - Lost in Las Vegas (1988) DeJa Vu II: Lost in Las Vegas is the sequel to DeJa Vu: Nightmare Comes True. This time you wake up in Las Vegas with a big headache and realize that you're Ace Harding, who has found \$112,000 recently killed Chicago racketeer Joey Siegel by his boss and Las Vegas mobster Tony Malone. You have a choice to find money in one week either classical or else. Just the formality you're watching malone's thug Stogie Martin. During the Neo style study, you can collect and use things, chat with symbols and make some decisions. The game has several windows interface, what size and position you can change. Deluxe Ski Jump (2000) Deluxe Ski Jump is a shareware ski jumping simulation with full 3D graphics and simulated physics. The game has 32 different hills that differ in size from the small K50 in England to the huge K250 in Slovenia. DSJ also allows up to 16 players (computer or human controlled) to compete for the World Cup trophy simultaneously using the same computer. Actual jumping is performed using mouse buttons (jumping and landing) and moving the mouse up and down (angle of your jumper flight), a system that takes practice to master. There are several factors that influence the results of the jump, the most important of which is time. Poor timing take-off will likely drag you down and force you to come down too early. Other factors include wind strength and direction, as well as some knowledge of the hills you're jumping from. Deluxe Trivial Pursuit (1992) Deluxe Trivial Pursuit is an improved new version of Trivial Pursuit, featuring, among other things, 3,000 new questions, VGA 256 color graphics, music and sound effects, and a fully animated quizmaster. Demon Blue (1992) In the game, you are a small hairy blue demon finds himself in a dungeon full of fallen angels, gargoyles, leaves, etc. walking through them loses you the energy that is your life. So you have to run and jump to avoid them, collecting gems, drops of blood, energy bottles and certain demons of friends, such as eyes and tongues. In each level you have to find the keys to open the door to the magical boiler protected by a beautiful elf. Exactly decorated with statues of beautiful women, old men, dragons, swords or walls of eyes. Demon Stalkers (1988) Demon Stalkers is basically a gauntlet clone. You have to travel through 99 mazes before meeting the ultimate demon. The game features various enemies as you progress through mazes, with clues to progression built. There is a 2-player collaboration mode. The built-in level editor uses a drop-down menu and offers a high level of flexibility. In addition to creating actual levels, you can create an integrated storyline and a gaming world because scroll text can be edited. Demon Forge (1987) For the murder of four palace guards, the king drove you into the caves of Demon Forge. Now you have to fight to stay alive and find an exit with your life! No prisoner has ever found an exit or gone for a demon forged being the greatest gladiator ever to serve the king, you may just be able to escape. Gal. The Tomb of the Demon - Awakening (1989) A famous archaeologist named Edward Lynton mysteriously disappears. Richard, his teenage son Richard, finds out what happened to his father. Unfamiliar to him, the evil god Darsuggotha tries to rise from his dimension and incarnated into a heathen priest called Tzen. Richard has to stop him because the demon is bent on destroying the world. Demon Tomb: Awakening is a text adventure set in England these days. The game begins with a prologue in the rest of the game, where the player controls the main character's father while he fights for his life. After this brief prelude, the story jumps to the 16-year-old Richard and his search for his father's British moors. The analyzer is equal to the analyzer created by Infocom. It supports chain commands and adverbs recognition and exceeds mouse input and interface customization support. These features are enabled in the menu that appears when you right-click the screen. Custom verb menu allows complete sentence construction with mouse. The interface can be changed to several different ways of displaying text, from Zorkish's traditional full-screen output to the scroll window. Some places have a picture associated with them that can be displayed when you press a key. Supported macros in the game game for example, the inventory abbreviation IN can be set by entering DEFINE IN=INVENTORY). The game has an online hint system. The player gets clues using think about the team with something in the game. The game supports disk saving and loading, as well as memory saving and loading (with RAM SAVE and RAM LOAD commands, respectively). Demons Winter (1988) Ymos land is first encountered in the Shard of Spring, and it returns to this follow-up, which is viewed from above, but the game world is 32 times the size of its predecessor. Your characters can be people, elves, dwarves and trolls, each with different skills, as well as generated and different statistics, and one of 10 different character classes - such as barbarian, wizard and scientist. You will need to choose the right balance for these in your mission, which involves tracking down Malifon and avenging the damage he has done to Ymos. The fight takes place too close to quarters of combat and spell casting, depending on the abilities of the characters. Cities can be visited to buy guns, and you can return to your camp to worship one of the various Gods and receive their gifts, such as resurrection and protection. It also contains a menu skill/item where items can be used to solve problems in other items. Denarius Avaricus Sextus (1992) Denarius Avaricus Sextus is a text analyzer adventure game similar to adventure games such as King's Quest. The game is set in the Roman city of Pompeii at 79, where the player takes over the role of a wealthy Roman citizen Avaricus, a.k.a. Avvy. The object of the game is to escape Pompeii before the (historic) volcanic eruption destroys the city. To do this, the player must explore the city of Pompeii to escape the route and overcome puzzles and obstacles on the road. A built-in command menu is also available as a substitute for entering commands for text parsers. Denomino (1997) Denomino is a single player in shareware, a word-making game dos. In this game the player uses dominoes as tiles to create words. Each tile contains two pairs of letters. The player makes words by positioning the tile next to the existing tile to make one or more four-letter words. The game takes place twelve to twelve grid. Points are scores based on domino values and whether tiles include a bonus square. The game is completely mouse controlled. Tiles are towed and dropped into the play area. The right mouse button moves the tile vertically, and the left rotates the tile at an angle of 90 degrees so that it can be dropped in a horizontal position. There are three types of game. * A solo game where the player plays himself put a set number of tiles on the board. * Play against the computer to put a fixed number of tiles on the board * Play against the computer without tile limit. In this game the player can choose from three levels of intelligence computer opponent All players moves to be Term. The game has top sixty players scores for each type of game. Other features of the game include its music soundtrack Peek button, which shows the player a possible next step, although it costs points when used), and pass this turn button. The registered version of the game promises unlimited access to all features of the game and head-to-head mode with the computer and other options. Desert Rats - North African Campaign (1988) Desert Rats is the second entry in R. T. Smith's World War II trilogy, including Arnhem and Vulcan. It mimics the North African campaign from 1941 to 1942, starting with Rommel's arrival in Tripoli and culminating in the Battle of El Alamein. The bitter campaign includes Operations Battleaxe and Crusader and The Battle of Gazala. The game is named after the 7th Armored Division of Men, who were known as desert rats after making gerbil as their insignia. Several versions, such as the DOS and ZX Spectrum 128K, contain two additional scenarios: Operation Compass and Battle of Beda Fomm (December 1940-February 1941). The game is shown in scrolling map turns. Players select units and give them orders to have a position, move, anchor, or attack. Units move in a grid of rectangular cells. The balance of battles can be adjusted according to the status of Malta (historical, Operation Hercules, not also used as a base). Historically, Montgomery has defeated Rommel el Alamein, and this is a player's ability to change history, so sooner or vice versa. The game is accompanied by a detailed instruction booklet, including historical campaign backgrounds with maps and photos. Two players representing Allied and Axis can be a computer or a human being. Design your train (1989) MS-DOS: Design Your Own Train by (1989) Designasaurus II (1990) Designasaurus II is an educational simulation game with action elements to play in the distant future. This allows you to create your own dinosaurs and then teleport them at different geological periods in search of hidden dinosaur geneprints. Background history: In 2501, renegade scientist Dr. Max von Fusion stole the Designasaurus Research Foundation's prized Gigantodon geneprints and hidden them in different geological periods, leaving only a poem with some clues about their location. You play a scientist who goes to hidden prints in search of recreating the fabulous Gigantodon, getting millions of credits and getting promoted to chief scientist. The game consists of two parts. First, you can choose a dinosaur to go exploring. You can choose a predetermined or create your own dinosaur, combining the head, body, hands and tails of existing dinosaurs. The combination of parts affects dinosaur attributes, such as fighting skills or speed. By creating a dinosaur and giving it a fancy name, you will get the opportunity to pick it up before you go exploring it. Now you are ready Choose the geological era and climate and teleport your creature. Now you are starting an overhead action adventure part where you have to try to find Gigantodon's geneprints. Of course, there are other dinosaurs - depending on the period and climate. After meeting you can eat them (if they are small enough), mate with them (if they are your species and the opposite sex) or fight them. As in real life, successful mating is the most difficult, because after that you have to defend the eggs and then feed the youth. You also need to monitor your hunger, thirst and fatigue, so be sure to eat, drink and rest from time to time. At any time, you can save your game or teleport back to the foundation. This also happens automatically if your dinosaur is badly injured, so you can not lose in this game. Finally, you will also get dinosaur facts displayed from time to time while exploring. You get points for a successful game, especially by finding parts of geneprints. Once you find all the parts, you are promoted to chief scientist and won the game. Desperado 2 (1991) Desperado 2, the sequel to Gun.Smoke, the player being Marshall James, the sheriff sent by the state of Texas to restore order to the corrupt and violent city of Devil Stone. The game is divided into two parts. The first is a side scroll run'n gun game in sunset riders style. The second part is set in a sedan, and is a first-person shooting game like lethal enforcers games. Destroyer (1987) Destroyer is a 2D navy simulation. Players take on the role of captain controlling the United States Navy destroyer class ship. During World War II, a player must direct several Destroyer operations: * Subhunter Mission * Rescue Missions * Blockade Runs * Bombing Missions * Scout Operations * Convoy Escort Detroit (1993) Detroit puts you in 1908, and you are the president of an upstart car company. You will create and build cutting-edge cars, take care of finances, and promote your products through marketing campaigns. Vintage car lovers will definitely enjoy the game because it includes many classic car designs, all of which you can change the contents of your heart. Over time, new technologies will become available and the industry will develop faster and safer. Competition will, of course, become more difficult because your competitors will catch up with your technological advantages. Then you have to think all over the world - open new factories abroad, and think about how to segment your market with different car models that don't cannibalize each other's sales. Diamaze (1990) Diamaze is a shareware graphic maze game in which you play ASCII-style X-characters. You are traveling in a mine collecting as many diamonds as possible and you have to return to the entrance before your lamp goes out. Each game begins with a randomly generated labyrinth. Some diamonds are easy but others require the use of dynamite sticks, depending on the level at the beginning of the blast explosion To use dynamite, press the letter on the keyboard to show which direction the explosion should be in. When you run out of time, you have the opportunity to see the whole maze and find what you missed. Diamond Ball III (1992) Diamond Ball III player controls colored ball that bounces up and down, and the player can only move it to the side. The game is very similar to the Commodore 64 game Crillion. Move the ball around the maze, which contains colored blocks that disappear when the ball touches them. The ball can remove only blocks of the same color, and it can change color when touching certain special blocks. Dangers arise in the form of death blocks, barriers and barrier switches. When the levels are cleared, the diamonds are unlocked and played need to remove them as well as go to the next level. Diamond Digger (1986) While treasure hunting you discover a huge shaft leading deep underground. Bloody tags on the walls warn you of the ghost of greed that haunts an abandoned mine. You can dig tunnels, but it takes longer than moving through the corridors. You have to collect the key before you can climb down the mine shaft to the next lower level. When collecting points, you also have to take into account the ghost, because one touch from it kills. Die Hard (1989) This game is based on the movie Die Hard. The terrorist group took control of the high-rise tower in an attempt to seize \$600 million. Your job is to save your wife who is trapped in the building and stop the terrorists. The game is played with a 3-D approach, allowing you to look for useful items in the building and fight terrorists with various weapons or hands. Cut out the scenes to inform about the plot as it progresses. Die Hard 2 - Die Harder (1992) Die Hard 2: Die Harder is a 2D shooting gallery. In the early 90's, two things just wouldn't die: Bruce Willis in the Die Hard trilogy movies, and, well, 2D Point and Click Shooters. Renowned software executive Grandslam was happily ready to dig the grave a few inches deeper than both. Shovel: A game called Die Hard 2: Die Harder. Based on the 1990 film Die Hard 2, the program sends you through five stages modeled after the main scenes of the film. Like N.Y. cop John McClane, you have to shoot a terrorist invading Washington Dulles airport quickly aimed at crossing the crossroads to them. You take turns cleaning the baggage center, airport annex and runway, then chase after the bad guys on the snowmobile and finally shoot it on the wing of the terrorist plane. Each stage consists of three screens; A few heavier bosses will appear on the last. Occasionally, civilians cross the room and pray not to kill them. Most dying terrorists drop power-ups, i.e. med kits, armor, grenades and weapons that are more powerful or fire faster. You collect these items by shooting them in time. If you don't aim fast enough, terrorist bullets hurt your health; you can die three times, but after that John John once and for all bitten dust. Until you do it again, that is. For more information about the movie Die Hard 2, see the details and links sections. Dig Dug (1983) Dig Dug is a 1-2 player arcade game in which you have to use your shovel to dig your way through the ground. To stop you from doing this are two monsters called Pooka and Fygar who will constantly chase you around. The only weapon you carry is an air pump that you can use to inflate monsters to the point where they explode. (if you start inflating them, but stop doing it, the monsters will get turned back to their normal selves). In addition, the rocks are scattered throughout the earth, and you can use these rocks to crush them. If monsters don't find you for a few seconds, they will eventually turn into ghosts who can walk through the ground. They are invincible and cannot be killed. From time to time, vegetables will appear in the center, and you can get them to the points. Digger (1992) Digger is a classic digger remake, your task is to collect diamonds, try to stay alive from falling diamonds/rocks and avoid ghosts. The game offers 32 levels, once you have completed the level, you will get a level code next, so you can skip the levels the next time you play. Once you have started the level, you need 3 minutes time to collect the amount of diamonds needed to complete the level. At the time you did this, the exit is available and you can leave the level, but you can still collect the remaining diamonds. You get 10 points for a diamond, but only 1 point per second from time from 3 minutes you're spared when you leave fast enough. So for high-quality purpose it is good to collect most (or all) diamonds. After you get a certain amount of points, you will get an extra life. When you have finished level 32, all remaining lives will be included in your score. Make sure you don't block the exit with the rock or that you're not trapped. If so, your only way to complete the level is to commit suicide and repeat it again. To make your diamond collection tricky, there's rock balls in the game. You can stand right under them, but when you move only one square down, the rock will fall, and when you get there, you're dead. It happens and falling diamonds. So if you have to go down, move fast, and move then left or right to avoid the effects. If it's just one rock, you can move them horizontally, as soon as there is more than one rock, it is impossible to move them further. Sometimes there are not enough diamonds in the game, in this case there are several sieves where you have to put a stone on it, and if there is space under the sieve, the rock will fall through it and turn into a diamond. But, of course, it's also a good idea to do this when you already have a certain amount of diamonds to collect. And a little more challenging, there are ghosts on some levels that you have to avoid, or they kill you. The good news is, They don't hunt you, they're just following the patrol. The bad news is who knows their route because most of the time their route is blocked by a diamond or rock when it is removed, they come... But you can kill them if it is good enough to fall on the head a rock or diamond, then they explode and destroy all 8 squares around them, so make sure you are not in one of them. But be careful, the explosion will destroy anything, including solid walls, and this can lead to more fallen rocks/diamonds. If you're once tired of the levels, make your own, with an included level editor. Digger (1983) Take control of the mechanical excavation machine as you tunnel your way through the ground, looking for valuable gems and even more valuable bags of gold! But watch out for Nobbins and Hobbins, and don't be careless enough to let the gold bags crush you! Digger is an arcade game combining elements of popular arcade games Dig Dug and Mr. Do!. Players control the titular Digger, who can tunnel through the dirt easily. The goal of each level is to collect each of the gems, which allows you to go to the next stage. But Nobbins and Hobbins also lie within levels - Nobbins is quite slow but transformed into Hobbins, which are much faster. Enemies can chase Digger only through the tunnels he creates - they can't dig through the dirt themselves. Digger's defense consists of being able to shoot one, a rechargeable shot in the direction he encounters in F1 (which bootes after about thirty seconds), crush his enemies by digging under a gold bag and allow him to crash down, crush anything in his path, or collect bonus cherries that sometimes appear, causing Digger to become temporarily irresistible. Dimo's Quest (1993) In order to marry Princess Dori, Dimo the frog must collect all the sweets her father King Greenfoot wants across the kingdom! This means more than 50 levels; So help Dimo on his quest in this cute puzzle game... Dino Hunt (1993) Dino Hunt is a single-player shareware game. The goal is to get Nicky Neanderthal back in his cave after first hunting many dinosaurs that live in the area. Points are scores for every dinosaur killed. Nicky is controlled by arrow keys on the keyboard. It can move through the ground and through the grass, but can not pass through bushes or water. The spare is discarded by pressing the SPACEBAR. The entrance to Nicky Cave ends at the current level and begins next. Five levels are becoming more difficult as dinosaurs become faster and more abundant. Dino Wars (1990) Dino Wars is a strategy board game with certain similarities to chess, with the fight decided by the action scene. If you've ever played Archon you know the idea behind this game. Chess as a board (9x10 pieces in this game) you can move different kinds of dinosaurs. If you hit the square on which the opponent dinosaur stands, the game changes to action mode. It's played as a beat-em-up in which you Beat the rival dinosaur to win the pitch. Each dinosaur has its own strategies, movement restrictions and different combat skills , which are roughly based on the historical characteristics of real dinosaurs. Therefore, it is very important for the strategy to know which dinosaurs can win the fight. Action scenes can be played regardless of the basic strategic game. A dino-sorcerer (1990) mix-and-match program for kids, Dino-Sorcerer is probably best remembered as one of the first games coded by John Romero after he started working for SoftDisk. Dino-Sorcerer allows you to create fancy dinosaurs from different parts Then you can save the resulting dinosaur to disk or print. One of the most creative features of the game is that when you change the body part, the name of the dinosaur will also change accordingly. All the names sound semi-authentic, and some are quite funny. Dinosaur Predators (1996) Dinosaur Predators is a shareware educational game for all ages. In this game players get to play as prehistoric creatures and venture out to catch their prey. The game is divided into four games: Jurassic Dinosaurs, Terror in the Swamp, Oviprator Egg Thief and Ice Age Mammals. During the game, players advance their scores by answering questions about geological life. Disc (1990) Disc is a fast reflex and clever thinking game. Control one player in front of your COMPUTER or another person. The goal is to finish opponents by knocking it off platforms or making the platform disappear by hitting the walls behind your opponents. Your weapon is a drive that you can throw at your opponent or at the walls. The drive will rebound from the walls, opening up a wide range of corners and attacks. You can also try directly hitting your opponents, because enough of them will also remove it, but be careful - because this gives him the opportunity to block the drive, thus gaining control of it! As you progress through levels, from a rookie, through an apprentice, to a grand guide, your competitors become harder, platforms take longer hits to disappear, and there are more drives on the playing field. Discovery america (1994) This is an educational history game based on Spanish exploration of America. You are on the shoes of a conglmer when he explores the southeastern Region of North America, selecting the regions you want to explore from the map, and taking any gold and knowledge you will find on the road. The game uses the main adventure game with trade and interaction as the main goal and along the way you will be treated to delicate history lessons about early native and colonial life through continuous exploration. Discovery - the Steps of Columbus (1992) Discovery: The Steps in Columbus is a real-time strategy game of conquest and exploration. The player assumes the role of conquistador as he sends his settler fleet to different locations in any of the 6 accessible new worlds. Depending on the resources found, they will start advanced settlements and cities that can be used to start trade efforts between the homeland and the new empire. There are five other nations with their colonies in each area, though, so the competition is fierce enough to require the game to feature a combat module. It also comes into play when negotiations with locals fail, and at sea when confronted by pirates or enemy warships. The game has a detailed mouse interface, as well as a choice of original homeland. Disney's Aladdin (1994) A game of The Virgin based on the 1992 animated Disney film is a side scroll platformer. The player controls Aladdin, who has made his way through several levels based on locations from the film: from the streets and roofs of Agrabah, the miracle cave and the sultan's dungeon to the final confrontation of grand vizier jafar palace. Sultan's guards and desert animals want to interfere with Aladdin on his way. He can defend himself with his sword or throw apples. In addition to apples, Aladdin can also collect gems that can be traded for a lifetime and continue with a travel trader. Finding Genie or Both icons allows bonus rounds. Genie Bonus Round is a game of success played for apples, gems or extra life. Both bonus round players control a small monkey, which must catch bonus items that fall from the sky, but without touching any unwanted objects such as rocks and pots. The game's humorous animation was created by Walt Disney Feature Animation. Disney's Beauty and the Beast - Be Our Guest (1992) Disney's Beauty and the Beast: Be Our Guest is a translation of disney movie Beauty and the Beast. Players solve simple puzzles to play as side characters in order to arrange beauty and beast ball. The game is presented with colorful graphics and animations with a midi soundtrack. The game is designed for children with simple puzzles such as memory, sorting fabric parts and creating a ringtone. Since there is no way to fail the puzzle (the player can always try again), the player can not do anything wrong. Disney's Duck Tales - The Quest for Gold (1990) This game follows the adventures of Scrooge McDuck and his three nephews, Huey, Dewey and Louie. The goal of the game is shown in the introduction. Flintheart Glomgold challenges Scrooge in the contest to see who the richest duck in the world is. They each have 30 days to get to see who can get the most money together and eventually their dispute will be resolved. Scrooge's office is your headquarters. Here you have three options - you can go exploring the treasure, play in the stock market or plunge into your money box, sometimes find a rare coin that adds you a total of treasure. You need to get some money first before you can play on the stock market though. You're the main source of income comes from the exploration map that hangs on the wall. From here, you can choose the destination you can travel to. When travelling to various World. These levels are the most fun. You can choose to go for rock climbing, jungle bashing, look for a cave, or take pictures of some rare animals depending on your location. The screen shows what the scenario is, how long the trip will take, and how much the treasure is worth. In the Indian Ocean there is also an island that you can visit to see who wins between you and Glomgold. You have to fly to every place and your transport is launchpad McQuack! You have to take off at the airport and fly to your destination. There are obstacles along the way though, beware of powerlines (it's really funny to run into them and boing! Bounce back); hot air balloons lowered refrigerators, anvils, 10 tons of weight and pianos; cumulo nimbus clouds shooting lightning and fluffy clouds; whales blowing water from their rains; high mountains, rocky outcrops, fireworks, hay sheds, among others. Landing on the other side requires special skills... Launchpads! You have to crash into the airport to land! Crash the plane though and it takes two days for your valuable time limit for Gyro Gearloose to fix it. Using Huey, Dewey and Louie, each is one of your three lives at the alpine level, you have to get from the base of the mountain to the top to get your treasure. Using boys, you can hop from the outcrop to the edge, or when the going becomes difficult, use your grappling hook! It's great fun and requires accuracy. On the side of the mountain there are also caves that can transport you up or down. But watch out for

bears in caves. Other obstacles include falling rocks, Beagle Boys dropping objects from above, mountain goats, magica de spell and more. In the jungle, again there are nephews of Scrooges. Here you need to use swing vines, branches and even hippo backs to get to the treasure. Sleeping pumas, snakes, macaws and monkeys prevent you from progressing. Search the cave involves Scrooge, his nephews and niece, browsing the maze using a map at the bottom of the screen to get to the treasure, avoiding doing to track them down. The photograph, with Webbigail, Scrooge's niece, includes her taking snaps of rare animals in the forest. Some animals give you more money for your snaps than others. When a thirty-day marker is reached, who has the most gold between Scrooge and Glomgold is the winner. Vertigo - Prince of Yolkfolk (1993) Rockwart Troll rained a spell on Daisy, leaving her awake for 100 years. Vertigo shuts down to put this right on a compact and concise arcade adventure after the Dizzy series of conventions. You start the game trapped underground because of the wrong spelling results, but you can find your way out to explore the castle and find Daisy. There are stars gathering along the way, as well as food to replenish energy lost in contact with many hazards. Good luck and you and Daisy will ride off into the sunset together. DJ Puff Volcanic Capers (1992) The player is dj puff fire breathing dragon, set to bake all his enemies in one puff. The object of the game is to collect certain discs scattered in the game. These drives are either placed in hard-to-reach places or displayed after you defeat certain types of monsters. Basically you have to blast your way through or fly (jump) through treacherous terrain: water and bamboo sticks are one of the many types of terrain that can kill your character. Blow up monsters turn into bonus fruits (yes, fruits) that you can get for extra points. The unique attribute of DJ Puff is that you can change the speed to a very wide range, so the current processor speed can be changed to suit the player (from Zzzzz speed to lightning speed). Don't Go Alone (1989) Don't Go Alone is a horror role-playing game. The player can choose his country from various 16 paranormal characters. With their party, they will explore an obsessed house on a hill. The house is huge and players will face more than 100 terrible opponents and solve various puzzles to learn the secrets of the ghost house. The auto map feature helps prevent a player from losing track in huge game dungeons. Donal Duck's Playground (1986) Donald Duck's Playground won several awards from educational software magazines as the best educational game of the year. In it you are a Donald working to earn the money you then spend to buy gaming equipment for your nephews Huey, Dewey and Louie. The first job is to guide the Amquack Express around the top-down map with 8 stations, setting intersections so that packages are delivered to the right stations. His job in producing involves catching fruits because they are thrown at him and put them in the correct basket. In the store, he must sort things according to the shape and color and be careful with the protection switch. His final job is an internal U.S. airport, so the products are based on their location delivery code. The equipment of the playground must then be purchased and arranged, helping young minds to assess the management of money and cash management. Donald's Alphabet Chase (1988) Donald's Alphabet Chase is an educational game for kids ages 2-5 featuring Donald Duck. Donald's alphabet letters have escaped and are now hiding all over the house! You need to help Donald find all 26 letters and put them back in place. When you press a letter on the keyboard, an animation appears in which Donald finds and catches that message. There are six different screens on which a letter can be hidden, and each letter contains a different animation. Once all the letters have been collected, the game will be finished and the bonus screen will appear. Donkey Kong (1983) Released in Arcades in 1981, Donkey Kong was not only Nintendo's first real smash hit company, but marked the introduction of two of their most popular mascots: Mario (originally Jumpman) and Donkey Kong. Donkey Kong is a platform for action that Mario scaled four different industrial hours (construction zone, cement plant, lift-themed level, and removed rivets from girders) in an attempt to save the disaster dam, Pauline, from the large monkey until the timer runs out. When rivets are removed from the final level, Donkey Kong falls off, and the two amateurs are reunited. From there, the levels begin with greater difficulties. Along the way, Mario has to dodge a steady stream of barrels, living fires, and spring weeds. Although not as powerful as other future games, Mario may find a hammer that allows him to destroy barrels and fire for a limited time. In addition, Mario can also find Pauline hat, wallet and umbrella for extra extra points. Donkey Kong is also notable for being one of the first full stories in the form of video games, told through a simple cut scene to advance the story. It should also be noted that in many conversions of the original coin-op game in the early 1980's consoles and computer systems, Donkey Kong only used two or three original levels, with the cement plant mostly missed. Doofus (1994) Doofus is like a reverse sleepwalker – you play simpleton (hence the name) and must get through a series of platform levels to ensure that neither you nor your pet dog get hurt. The game unusually scrolls from right to left, and the dog just follows you. Platforms are often located at different levels, providing multiple routes per game. Most hazards in the game can be shot, but others can be avoided by jumping. Several additional weapons and other improvements are proposed. Doom - Roguelike (2005) This game is a mixture of two classic games: Rogue, the only text dungeon crawling role-playing game that spawned the entire genre of games, and DOOM, one of the breakthrough games of the 1st person shooter genre. The story is the same as Doom: You are when a soldier performs his monotonous duties at the cob base phobos - when suddenly your base is attacked. The only way out is too. Equipped with only a pistol, you will start shooting your way through the mazes. The early versions were just text: instead of the DOOM 3D environment, the game world is provided as a 2D grid of ASCII graphics (audio effects were borrowed from the original game). A later update added a custom graphics mode using tile-based clip art and a soundtrack and original material for the REMIXED DOOM ringtones. In style, this game is a straight rogue as an underworld scanner. The game is based on its turn, and each action for a while. Like the role-playing game, the character has different stats that grow with its experience - it can reboot faster, do more damage, shoot more accurately, etc. during the game you will find different weapons and power-ups, all well-known doom players (blue sphere power-ups, green armor, etc.). The game is free and was written by FreePascal using the Valkyrie Library the same developer. DOOM 2D (1996) DOOM 2D is, as the name suggests, 2D game, style after DOOM. Most graphics and sounds are copied directly from the original commanders and used to create a 2D platformer. The storyline is probably much the same (and even less often) to shoot hell to spawn and save the world. The gameplay goes much like many other platform shooters, shooting bad guys, pushing buttons, collecting different weapons and powerups. It's DOOM, but not as we know it. Dork's Dreams (1991) Dork dinosaur settles for a nap beneath a triassic tree when a thunderstorm bag scares it. The lightning bolt strikes the tree, which it closes underneath, lowering the branch on his head and knocking it cold. While he's unconscious, he dreams... That he is an eight-level platform game character. Each level has a fixed goal - to reach the exit without touching enemies - and on some levels there will clearly be no help from prehistoric objects (springs, harpoons, bombs, balloons) to achieve this goal. Otherwise all the dork going for him is a little dino shuffle and a little tecondot hop that unfortunately can't be used along with the shuffle. Dotso (1995) Based on a pen and paper game often called Squares, your goal for Dotso is to create squares by filling lines between points. The game creates a random scoreboard of points and lines from which you can start. In turn, you can create one line between two points vertically or horizontally. If you can finish the square with that line, then you will get to put another row. Every time you create a square, you put another row. When you can't create another square, your opponent takes turns. At first, you're usually just placing lines here and where you think it's best. When you can no longer place as many lines without giving your opponent the chance to create a square, then the game becomes challenging as you have to learn how to let your opponent get as few squares as possible while getting as many squares as you can yourself. Double Dare (1988) Double Dare is a computerized version of the game show originally hosted by Marc Summers. As a TV show, the game is basically a trivia game with additional reinforcement that could answer the question, or dare. Dares forms a toss-up challenge, a physical challenge, and the last round of the Obstacle Course. The questions are varied, and enough to avoid excessive repetition even within a few games worth playing. Double Dragon (1988) Set in a post-apocalyptic New York, Double Dragon is the story of Billy and Jimmy Lee, twin brothers trained in fighting style by Sou-Setzu-Ken. Together, they run a small martial arts training school, teaching their students in self-defense. One day Billy's girlfriend, Marian, is kidnapped from the street by Black Warriors, a wild street gang run by a man named Willy. Black Warriors claim brothers reveal the secrets of their martial arts in exchange for Marian's freedom. The Lee brothers arranged a rescue mission to crush the Black Warriors and save Marian. Using any methods they have at their disposal, from key punches and blows to an inviolable elbow strike, as well as any weapon that falls into their hands, the Lee brothers must seek to gang through the city's slum, industrial zone and forest before reaching their hideout to face big boss Willy. Nes version of this game also has an additional VS. combat mode for one or two players. Players select from six different characters in the field (Billy and 5 enemy characters) and get into a one-on-one fight match. Players need to punch, kick, jumpkick, and even use a gun against their opponents until someone's health bar is completely drained. The winner is the last one standing. Double Dragon II - Revenge (1989) The great Marian was saved from the Black Warriors gang by crushing Billy & Jimmy Lee in the first Double Dragon game, but now the gang killed her in revenge for their early defeat. The Dragons must embark on a mission to avenge their death and defeat the Black Warriors for the second and last time. The original arcade version of Double Dragon II was basically an improved version of the first game. In addition to offering updated audio and video as well as new traps, moves and enemy characters, Double Dragon II throws out traditional punch and kick buttons in favor of a direction-oriented attacking system similar to the original Technos beat-em-up Renegade. The NES version offered new stages, new moves and illustrated necklines, as well as a new final boss and a new ending. Unlike the first NES game, he offered a 2-player Co-Op game with the ability to turn off a friendly shot. Game Boy's version of Double Dragon II is an English localization of kunio-kun game (a Japanese franchise that inspired Renegade and River City Ransom and has nothing to do with arcade and NES versions. Double Dragon III - Holy Stones (1992) The final game of the trilogy. Billy and Jimmy Lee return from martial arts training when their paths cross the storyteller of fate. She tells them about the great evil in Egypt, their strongest opponent yet, and how the Rosetta Stones can help them. This game features weapons stores where Billy and Jimmy can buy power-ups, tricks, energy and extra lives to help them on their quest. Power-ups make Billy and Jimmy double their size, increasing their damage and range attack. The graphics of the characters have changed, moving from cartoon-style graphics to more realistic-looking characters. Double Dribble (1990) Double Dribble is a basketball action game for one or two players. You can choose different game terms, choose teams and start playing! The game is a complete action, so you don't have to spend time applying commands or statistics. You control player in the team one by one (a player with or shortly won the ball will be controlled by a man, and the computer will temporarily take over other players.) Some versions have a small amount of digitized sound effects and close-up slam dunks. Downhill Challenge (1989) This ski game is viewed from behind the player's 3D. There are four different events – Slalom, Giant Slalom, Downhill and Ski Jump. This can be practiced in training mode or 2 of them in competition mode. You have to pass through the gate pairs and hit the singles, stay on course, and avoid the trees and spectators. Such crimes will cause you to accumulate penalty points that will detract your score. Up to 5 players can try them out, and their results are compared at the end. Dr Thorp's Mini Blackjack (1992) Game offers 1-6 players to play a blackjack card game, betting money and trying to beat the dealer. All participants play on the same table in a hot seat. Casino home rules can be changed. An in-game lecturer can teach players the basics of blackjack strategy and card counting based on statistically derivative tables originally created by Dr. Edward Thorp in the early 1960s by Dr. Wong's Jacks & Video Poker (1992) This title only jacks or better version of Stanford Wong Video Poker is included. The game is a gambling 5-card draw poker integrated teacher and Stanford Wong as a Video Poker Analyzer. So it is possible to set a bet, behave by hand, ask the teacher about the most successful action, analyze the hand, hold certain cards and win as much money as possible. Dracula london (1988) Dracula london is a board game/adventure game based on the classic horror novel Bram Stoker. Tired of his ancient and barren homeland in Romania, Dracula arrived in London in search of fresh blood. He has already bitten and transformed Lucy Westerna into a vampire, forcing the six remaining main characters to destroy her. Players take control of six survivors and must track down and destroy an evil figure before he can claim another victim. Dracula in London can be played as a board game with several players controlling different hunters, or as an adventure game with a single player controlling all six characters. Each character has its own special abilities, for example, John Harker is the only character capable of following the clues, and Dr. The stewardess is the only character who can choose locks, as well as soothe the asylum prisoner Reinfield if the madman had to get out of control and attack your hunters. To find vampire lairs, you need to investigate the presence of a number of local developments in London for signs. After finding the letter, you can equip your hunters with things and sacred weapons and explore the infected mansions for the earl and his resting places. If you can't track Dracula down, he'll run to his family's castle in Transylvania, and you can Chase for the final battle. But if you fail to destroy all its resting places, chances are that the number will escape and all your suffering will be naughty. The very casual nature of the game ensures a different experience each time. Five or six places in London are randomly generated and may contain clues to be observed, coffins that need to be destroyed, pests to fight, and even face the number of evils. In addition, many different random events often occur, which can affect the course of the game. Hunters can be struck by illness, forced to visit a relative, or arrested by police for burglary and entry. The mad Reinfield can slaughter your hunters by order of Dracula, or he can become an unlikely hero who appears in the final battle and sends you a earl. One of your characters, Mina, can be directed at the number, and if you fail to protect your Dracula will turn it into a blood thirsty vampire. Dragon Force - Day 3 (1993) MS-DOS: Dragon Force - Day 3 (1993) Dragon History (1995) Bert is a young dragon who lives with his parents Berta and Herbert in a magical land where dragons got civilized, began wearing clothes and living peacefully with people. One day, Herbert suddenly disappears, with rumors saying that he left his wife and son in search of a lost treasure. Meanwhile, a magic wand called Eveline decides to rule the world out of boredom, using Bert to throw a petrified spell on a traveling puppeteer puppet and cause other misfortunes of the local population. Now Bert has to solve all the troubles caused by Eveline and look for his missing father. Draci Historie is a Czech point and click adventure game, originally the first Czech CD game ever to be published in 1995 and later released as the original creator of open source freeware in 2006. It meets the standards of the genre, where the main purpose is to collect several landscape objects and use them to solve puzzles. The inventory shows the inside of the brown bag and can be accessed by placing the cursor at the top of the screen. A map showing a snap-in image of the earth can be called to place the cursor at the bottom. New locations are automatically added to the map when the player explores the surrounding area, so you can instantly travel to any of the places you've visited before. The dialog with other characters uses a branching tree system that is implemented by several other games, where several questions and answers are presented as options at the bottom and the player must select one of them. There is no menu with verbs, instead all actions are performed by right-clicking, and the left is used to get descriptions of objects and landscape parts. Dragon Lord (1990) Play one of the three evil wizards all competing to find a magical mascot. To do this, the player must rain, lift, breed the dragon, and use them to spread the terror and across the world Use these dragons and spells to conquer or help many villages and cities across the land while devastating other wizards are also looking to control the land. Dragon Lord presents various levels of the game, which can be classified as follows: * Alchemy Game presents a complex process of alchemy. Different ingredients have positive and negative results along with different types of Magick equipment. Use alchemy to strengthen (or even weaken) your dragons or use them for spells in surrounding villages and towns (as well as for some alchemical spells for the benefit of the player). Creating a powerful spell in magick's lab can cause an unpleasant explosion in the laboratory. Ingredients can be obtained through a tribute to villagers or purchased from traveling traders. Note: The game is almost impossible to play without alchemical table ingredients. * Dragon Breeding Player can breed several individual dragons in the castle. Everyone requires nurturing and patience before they can hatch and even more so after they hatch! Use alchemy spells to help strengthen dragon eggs (or they may not hatch at all). * Dragon Mission and Political Map This feature provides a top-down perspective for a political map around the earth. Send dragons to wreak havoc and terror surrounding villages and towns, or use them to explore the region and even protect villages and cities from enemy dragons! Attacking villages and cities can encourage them to succumb under player control if the damage done is enough. Here, the player can also control the taxation of villages and cities (under the control of players), as well as any other information related to them. * Dragon Combat Although optional, the player can enter a manual combat (as an automatic fight) and enter from top to bottom, side scrolling (vertical) arcade combat when attacking villages or cities. Here the player basically uses a dragon to burn everything that remotely looks like a structure. Note: If there is an enemy dragon near the area, the enemy dragon will come to the defense of that village or city! Dragon Wars (1990) Dragon Wars takes place on the magical land of Dilmun, a salvation island perverted into the horror world of Nantar (as you might expect - the bad guy). The player starts with a four-party purgatory in the city, equipped with nothing more than... well- nothing. The worst of all your magic users won't help you either, because magic has been banned (correcting this unpleasant situation is one of your main goals). Other main goals are to survive, get out of Purgatory and topple Nantar (maybe get some decent clothes, one or two shiny swords and how your exit is). The game instantly resembles the Bard's Tale series. Step by step in the 3D of the first person, opponents materialize from the air. The system of struggle is reasonable. Unlike its (spiritual?) predecessors the game features skills system, automatic tying and many places to actually use all these options. The intelligent distribution of your skill points is quite important. Dragon's Lair (1993) Dirk Daring was a heroic if clumsy knight. When Princess Daphne was kidnapped by a dragon, Singe, and taken to her castle, Dirk set out to save her. Due to restrictions on computers at the moment, this coin-op arcade game conversion, Dragon's Lair only features in the first half of the game, consisting of entering Singe Castle and facing a dragon. Adventures continue in the second part, which completes the conversion of arcade games. Dirk The Daring is run by a player who watches Dirk's actions on screen from a third person visually. The game is reactive and players must press the correct direction of the controller or action button at the right time to avoid traps, defeat monsters and otherwise stay alive. DragonStrike (1990) Dragon Flight Simulator set to AD&D world dragonance. Fly the dragon during the Lance War. Once you successfully complete the mission, you can advance the rank, gain magical items and hit points or get a better dragon. 20 missions include interception of enemy dragons, destruction of enemy ships and protection of good forces. Dragonworld (1984) You received word from the messenger that the last dragon was kidnapped. You hold the scroll in your hand and read that you have to travel with a special companion named Hawkwind. Only with him and yourself can you save the last dragon, so that you never see the light of day again. Drake (1995) Another Tetris clone. In the fantasy world reconstructed after decodating, the favorite game was Drak - a game in which you have to remove lines of blocks flying from above. This game allows you to practice or complete the conquest, the ultimate goal of Drak, consisting of 100 stages. You need to remove the lines until the indicator turns yellow. Also bombs fly from above. Sometimes flying objects can cause obstacles and other difficulties. Drake Snake and Secret Crypt (1994) Drake Snake and Secret Crypt is a platform game in which a player controls a name named Drake, who came to Africa in hopes of finding treasure. His plane crashes in the middle of the jungle and Drake finds himself inside the cave complex. Drake explores 13 levels of underground caves and tries to find an exit, avoiding or killing enemies inside. Enemy creatures include human-eating plants, spiders, birds and scorpions. Some enemies kill Drake instantly, while others simply drain their health (not to mention the fact that Drake's health is steadily declining slowly). Drake's main asset is: his jetpack, which allows him to fly (but has limited fuel), a gun (with limited rounds) and bombs that can be laid on the ground. Some walls can be blown up by bombs. Drakken (1989) Prophecy was fulfilled. The world will be ruled by dragons. On a remote island, the rulers are preparing for the conquest of the lands. There is only one hope for mankind. The emperor sends four heroes - soldiers and magicians - to solve the puzzle of tears and prevent the invasion of Drakken. Drakken is a role-playing game with visual presentation that combines 3D landscapes with 2D interiors. The player's party will travel above the ground in flat terrain, consisting of vectors on which 2D objects are zoomed in (the same type of engine was later used in Ethernam). The player will face monsters and fight them in real time to fight and discover the palace of dragon rulers. Inside the player must find a way through the maze of cameras, solve puzzles and defeat drakken minions. Party members are represented in four status windows on the left side of the screen, allowing them to see their current status and equipment at the same time. Dream Warrior (1989) The future world is controlled by corporations, not governments, and wars are fighting in a dream world, not reality. Corporations can control the demons of dreams to defeat their enemies, but resistance fighters still ignore them. The player is one of these resistance fighters hoping to save a few friends from eye control, the most powerful of all dream demons. The game is somewhat reminiscent of xenophobia, as the player moves through the side scroll, to a space station-like environment, shooting at the endless attack of strange creatures. After having thoroughly exhausted power-ups and getting access to new levels, the player can eventually find an eye that can only be defeated if all six of his eyes are shot closed. Droids (1982) Droids is a strategic game for one to four players. Mercury has four droids that are used to obtain minerals. The game board is a 15x10 grid that represents the surface of the planets. Each grid location begins with a mineral that the droids can get. During the game, players take turns choosing one of the droids and giving it direction to move. The droid will continue to move in the chosen direction until it can obtain minerals. The game ends when all four droids become trapped (i.e. no more moves available), and whoever regained the most mineral wins! Drug Wars (1984) MS-DOS: Drug Wars by (1984) Druglord (1991) A small financial game- something like the old Lemonade Stand games, except for drug sales, robberies, shootings with police. No graphics - everything happens on the text screen. You start with \$500 in one of 8 cities (Chicago, Detroit, Las Vegas, Los Angeles, Miami, New York, San Diego and Washington). Buy and sell 8 different types of drugs (Ludes, Speed, Grass, Crystal, Acid, Heroin, Crack, Cocaine- that range from the lowest to the highest street value.) Socks some money in the bank so that you do not lose it due to robbery; Visit loan sharks (and try to pay them before they beat you); Buy coats to increase your farm potential, and more. You Try to build your reputation, but the higher your reputation, the more cops on the tail. You can try to run or fight with cops (and if you have rap, bring friends)- but fighting with a lot of cops can quickly kill you, and trying to run from a large number of cops can be almost impossible. Drug prices fluctuate seem to be random (but around the base point) when going from city to city, although large-scale events such as street raids, factory explosions, etc. can lead to temporary price increases or falling in one round while in the same city. Dstroy (1995) Dstroy is a Bomberman-like game. There are several game modes. This includes one player, collaboration and deathmatch. Up to four players can play on the same computer with a split screen. Dstroy does not have network support. Singleplayer (called story mode) and collaboration, the player(s) must defeat all monsters to advance to the next level. The levels consist of hard blocks and broken blocks. Players can break the block by dropping a bomb nearby. The bomb explodes only in vertical and horizontal directions, and any solid block will stop the explosion in that direction. Initially, the bomb has a very limited range, and only one bomb can be placed at the same time. However, power-ups may occur when destroying broken blocks. The most common power-ups are to expand their bomb range, and increase bomb supply. Other power-ups include freezing all monsters, gaining higher speeds, becoming invisible. Most of them are only temporary. Deathmatch has similar rules, except that no monster is there. The goal is to kill all other people's players. Duck Hunt (1993) Loosely inspired duck hunt for nes because of the lack of a light gun in this game instead requires itching to cause a finger to spacebar. You play a slightly armed ASCII-man in the lower center of the screen: A series of rough birds will fly over you, and you have to shoot your shot so that the trajectory of the bullets takes over the trajectory of the bird. It's too late, and the duck's going to insult you. Since you can only shoot straight up, it's tantamount to mentally predicting how fast the duck will fly directly over your head, and take away the time it takes for your shot to reach the height of the ducks. The game continues until the hunter runs out of bullets. Ducks (1998) Ducks are a former shareware, now a freeware Lemmings clone of DOS. Instead of clearing the way to the green creature portal, the player controls the green duck, the leader of the orange duck, which must be controlled by a rocket ship. By clicking and holding the right mouse button anywhere in the playing field, the leader moves toward it. When the green duck is close enough to the orange duck, they begin to follow. When you move the mouse by holding down the button, the green duck changes direction accordingly. The rocket ship at the top has a number indicating the number of ducks needed for it to take off. Scattered numerous dangers Levels kill duck. Instead of Lemmings' more aseptic approach to violence, deaths on ducks are quite bloody, animals explode, and their blood is splattering on nearby surfaces. A delicate monster wanders at certain levels and swallows birds, they can also be killed by spikes, fans, electric bolts and long falls. The switches turn off and turn on the electrical arcs, but they can only be activated by the leader and only once per level. The ESC button allows them to commit suicide, useful to throw at a level that has become unsolvable by the wrong actions. Several tools help clear the way to the rocket. They appear as icons at the bottom of the screen and can be replaced with an arrow key and left-click installed. The bomb explodes in the landscape, removing the pieces every time. Horizontal bridges and diagonal ladders help ducks to safely cross chassis and dangerous environments. The balloon acts like a bomb, but it goes upwards and does not shrink. Stop signs allow orange ducks to stop their march rather than walking toward mortal devices and places. Bricks can be placed on top of each other to manually build bridges. Teleporter transports the leader anywhere. Seagulls and flying plates replace the leader, guide the birds and automatically move from side to side (the plate also goes up and down). The Developer site has a level editor that is a custom download. Duke 3D Mania (1997) CD contains more than 700 single-player, co-op and Dukematch levels duke nukem 3D. Features remote ridicule, configuration files and utilities. Includes FAQs, cheats, tips, guides, editor tutorials, and demos. Duke it out in D.C. (1997) This is an add-on episode of Duke Nukem 3D. Aliens took over the president! Duke gets the news that a foreigner scum landed in Washington. C., laid him down to waste and imprisoned a leader of the free world. Always for heroic deeds, the Duke directs D.C. to rid the city of enemy dirtbags and return the president to power! Includes 9 new levels plus one stealth level. Works with Duke 3D v1.3d newer and Duke Atomic. Prince Nukem - Episode 1 - Shrapnel City (1991) 1997 maniacal dr. Proton developed mechanical creatures known as Techbots. Under the leadership of the Techbots army, a crazy scientist is going to conquer the whole world. On earth there is only one hero who can stop him with his guns and attitude: Prince Nukem. Based on the same game engine as Crystal Caves, Duke Nukem, Episode 1: Shrapnel City is a side scroll shooter with platform elements. Most of the game consists of shooting enemies and exploring the environment, trying to reach the exit and advance to the next stage. Part of the environment is destroyed: obstacles can be removed by shooting. Defeated enemies give points to the player. Duke can also collect power-ups to boost his health or upgrade his gun as well as pick up inventory with specific abilities. At the End of The End Most levels of the player can get extra points depending on his performance and achievements unlocked during the game (e.g. destroying all security cameras). The game is the first episode of the trilogy; Each episode was released separately and also as a complete game. In this episode, Duke hunts Dr. Protone in ruined Los Angeles, repelling techbots who are trying to stop him. Prince Nukem - Episode 2 - Mission - Moonbase (1991) 1997 maniacal dr. Proton developed mechanical creatures known as Techbots. Under the leadership of the Techbots army, a crazy scientist is going to conquer the whole world. On earth there is only one hero who can stop him with his guns and attitude: Prince Nukem. Based on the same game engine as Crystal Caves, Duke Nukem, Episode 2: Mission: Moonbase is a side scroll shooter with platform elements. Most of the game consists of shooting enemies and exploring the environment, trying to reach the exit and advance to the next stage. Part of the environment is destroyed: obstacles can be removed by shooting. Defeated enemies give points to the player. Duke can also collect power-ups to boost his health or upgrade his weapon, as well as pick up inventory items with special abilities. At the end of most levels, a player can get extra points depending on his appearance and achievements unlocked during the game (e.g. by destroying all security cameras). The game is the second episode of the trilogy; Each episode was released separately and also as a complete game. In this episode, the Duke follows Dr. Pron to the base of his moon, after an evil scientist in a previous episode escaped the wrath of the hero. Prince Nukem - Episode 3 - Trapped in the Future (1991) 1997 maniacal dr. Proton developed mechanical creatures known as Techbots. Under the leadership of the Techbots army, a crazy scientist is going to conquer the whole world. On earth there is only one hero who can stop him with his guns and attitude: Prince Nukem. Based on the same game engine as Crystal Caves, Duke Nukem, Episode 3: Trapped in the Future is a side scroll shooter with platform elements. Most of the game consists of shooting enemies and exploring the environment, trying to reach the exit and advance to the next stage. Part of the environment is destroyed: obstacles can be removed by shooting. Defeated enemies give points to the player. Duke can also collect power-ups to boost his health or upgrade his weapon, as well as pick up inventory items with special abilities. At the end of most levels, a player can get extra points depending on his appearance and achievements unlocked during the game (e.g. by destroying all security cameras). The game is the third episode of the trilogy, followed by Duke Nukem, Episode 2: Mission: Moonbase; Each episode was released separately and also as a complete game. In this last episode, Dr. Proton created his own in which its power cannot be combined: The Duke is thrown into the future is almost unprotected, and must figure out how to escape and defeat the mind doctor once and for all. Duke Nukem 3D (1996) Atomic Edition Duke Nukem 3D is the development of three original episodes of the main game, Plutonium Pak, and many additional features such as Windows themes, wallpapers, puzzles and video carousel. Prince Nukem II (1993) Duke Nukem II is a platform game and sequel to Duke Nukem. In a television interview, the famous duke of muscle heroes, Nukema, is captured by the evil Rigelatins, who intends to use his brain to conquer the Earth. The Duke easily escapes from his prison cell. Now he has to make his way through four episodes, each of which consists of an equal range with varying degrees of graphic design. Along the way, the Duke must destroy many obstacles and enemies - both rigelatin forces and obvious local wildlife. At first, the Duke has only a weak laser rifle, but he can also find a flame (which allows him to shoot himself to launch himself in the air), a rocket launcher or a much more powerful laser cannon. But these stronger weapons have limited rounds. There are also many items to collect: health items such as soda powers or amoean power-ups, Duke Nukem merchandise that provide score, keys and access cards that allow him to pass through locked doors or electrical barriers. Duke can also find a rapid fire power that allows him to shoot faster, a cloak that allows him to go through the force fields, and a globe that will give the player a hint when he will be brought to a special pedestal. Many items are hidden boxes of different colors, which must be opened for shooting. Beware, because some boxes do not contain items, and a malicious bomb! On some levels, the duke can find a small spaceship. He can get to it and fly around the level using a powerful ship's cannon to cut everything in his way. However, the ship does not fit everywhere, so the Duke will eventually have to get out of it. Dunes (1992) Based on the legendary Frank Herbert novel of the same name and visually inspired by the 1984 David Lynch film, Dunes is a hybrid of strategy adventure where a player takes the role of young Paul Atreides, Duke Leto's son. Emperor Shadam Corrino IV gave the houses of Atreides the rights to manage the extraction of the most expensive material throughout the universe - melange, commonly known as spice in the desert Arrakis (Dunes), the only place in the universe capable of producing material. While everything indicates that the proposal is a trap organized by their enemies Harkonnen, the Atreides family agrees to move because the one who controls the spices controls the universe. The player arrives in Arrakis to contact and persuade the Fremem tribes living in sietches (desert settlements) near Atreides Palace for a vintage spice mission. Harvesting is the most important part of the game, it is necessary to buy equipment from smugglers and soothe To speed up the speeding up in the harvesting process, the player can equip the tribes with harvesters to increase production and onries to protect them from gigantic guards on the planet. Shaï-Hulud - sandworms. However, the spice does not last forever and new sietches must be scouted before the mining crew is appointed, but the player can not forever run south, because harkonnen enemy controls the north of the planet, dangerously close to the Atreides Palace. Shortly after the initial battles are sent to the Emperor, the player will have to actively deal with Harkonnen, who will try to take control of the player Sietches. For those, the Tribes of Fremantle can be assigned to military training with Gurney Halleck, but before doing such work Paul must have some reputation acquired under Arrakis' control. As the game progresses, the player will untap Paul's latent powers, as well as meet other characters from the dune universe, such as Duke Leto, Jessica, Thufir Hawat, Duncan Idaho, Harah, Chani, Stilgar and Liet Kynes, the mastermind behind the ecological plans of the dune - the ultimate goal. Dunes 2 - Dynasty Building (1992) Planet Arrakis (also known as dunes in its sandy landscape) is the only place known in the universe where Melange (more commonly known as Spice) can be found. Spice is the basis of interstellar travel, and hence the standard of the empire economy. To increase productivity, the Emperor of Padishah invited three powerful houses (Harkonnen, Atreides and Ordos) to compete with each other economically and bring spice production. Competition between these houses begins peacefully, but soon turns ugly as they fight each other armed soldiers, advanced weapons and spies. The planet itself is also hostile, with dangerous sand worms living in the spice fields. Dunes II is often considered the first major modern real-time strategic game and has created many genre conventions. While set in Frank Herbert's famous dune universe, the game is only freely connected to any book or film plot of them. Controlling one of the three houses, the player must fight many fights against the other home. In the early levels, the goal is simply to earn a certain number of credits, and in subsequent missions all enemies must be destroyed. One of the resources of the game is the spice, which must be collected by harvesters. Spice is converted into credits at the refinery, which are then released for the construction of additional buildings and units. There are two types of relief: buildings can be built only on stone, and spices are found only on the sand. However, sand-moving units attract large dune sand worms, which are almost non-destroyable and can swallow even large pieces. As the level progresses, new and smarter buildings and units are available, including structures such as a radar station, a repair facility or defense turrets and, units, various land troops, light and tanks. Each house can build one unique special unit, and building an improvement in the palace can reveal a unique effect of the palace. After completing the mission, the player can choose another mission on the Dune map. This selection determines the layout of the next map to play, but does not affect the overall campaign. Dungeon of Shalan (1988) MS-DOS: Dungeon of Shalan by (1988) Dungeon Quest (1985) Dungeon Quest is a top-down underworld scanning role-playing game written in BASIC that is most similar to the Ras series of early computer RPG Warriors. As usual, you will begin to create your own character with seven standard classes. Bad throws are not allowed here, but you may be able to move attribute points. You can create up to nine characters. The last thing you need to do before you start your quest is to visit the store, buy armor, guns, light sources and other useful things. Now you're ready to hit the level of the dungeon. You can manage a party of up to 9 characters. The whole current level is displayed from top to bottom, and you can start doing the usual timeless underground scanning routine: slay monsters, open doors, open treasure chests with traps or with traps, everything with a slightly eye-catching red and green background, full of simple graphics and sophisticated user interfaces. But it's interesting how a multi-character lot is managed: the focus is on one character, which is controlled one by one, each has several actions before handing over control to another. This allows for some hot seat multiplayer scanning. As for background history... What's the background story? This game is not related to these little things. Death Dungeons (1994) MS-DOS: The Dungeons of Death (1994) Dunjin Dungeon Dungeons, (1991) Save hamlin's kingdom from Mad Mage Inshasin, identifying recovering artifacts hidden across vast land in Cairn. Recruit new adventures from different professions and level them up as you get experience, slay monsters and explore dungeons. Mad Mage has all the artifacts to save three. So you have to recover, then trip to mad mage island and use them to defeat it. The shareware version covers only the first underworld; the registered copy adds the other 3. Duracell - Run the Bunny (1996) MS-DOS: Duracell - Run the Bunny by (1996) Duma Gods (1991) Ragnarok time is approaching. In the last battle between the Gods and the Giants, the dead will rise from the sphere of HeLa's torture and rally under the flag of Loke, the God of Mischiev, who will turn all midgard on the battlefield against his brother Odin, the father of the one-eyed Asgard gods. As Thor drops Mjollnir, his hammer lightning as Freya falls on his Golden Cart and Heimdal is pierced by loke horns, fire giant Surt must steer his ensorcelled sword and clear the earth in flames that a new human dynasty may emerge later. So the wise men mimmer saw him in the Thesm. It's the gods' thematics. Can fate be turned? Odin shouts at the champion, who died out on the battlefields and follows asgardu valkyries. This champion must find the six elements needed to create a chain that can tie the hound of hell fenris, the giant's best ally in the upcoming pandemonium. In addition, the champion must stop the quarrels of the gods. Thor lost his hammer head. Odin's son Vidar is seeking to kill Hodur, who is said to have killed Baldur. Freya, the goddess of love and beauty, craves the necklace of four dwarfs. Frey is madly in love with Giant Gerd, Surt's daughter, who demands all the mighty Victory sword in exchange for Gerd's hand. Immersed in the whirlwind of intrigue, deception and greed in the sphere of the Viking gods, you travel on the lands of the living and the dead, visit the underwater sphere of Aesir and cross the oceans on a magical pocket boat and have a hand in all legends from King Beowulf's struggle against the dragon to the slaying of the lady of the mountain. The Gods of Dark are a role-playing game that focuses on exploring Viking legends and chatting with various characters in a large, seamless game world with a day and night cycle. The role-playing game system in the game is quite simple: the main character has only two main statisticians (warrior and sage abilities), and action-oriented fights are based on uncomplicated interaction of points and clicks. The magic system is based on the use of runes to throw spells. Dylan Dog - Gli Uccisori (1992) Based on Italian comic character Dylan Dog, a London nightmare detective, Gli Uccisori (Killers) is another volume created by Tiziano Sclavi himself and is a side-view action platform game with puzzle elements. After the nightmare Dylan saw his dream, he received an invitation from one mysterious person to visit the mansion along with many other people. Accepting the invitation, Dylan (dressed in his signature red shirt, black jacket and blue jeans) entered the house and attended the luxurious celebration. But the wine was poisoned, and some of the guests were killers. Dylan, remembering the nightmare, only if he took a revolver with him. And here it all starts... You, like Dylan, should move home, fight killers with bare hands, with a revolver, or with weapons found in the house, such as a knife, screwdriver, sword, or maul. You should find certain keys to open certain doors. Also after killing certain killers, you will be given certain secrets given to you by the surviving guests. The main parts of the story are told in the style of comic art without any literary material. Problems for you in the manor along the killers are: 1) the flow of time, so you should act quickly; 2) the energy of your life, so you should keep it as high as possible by blocking the opponent's hits; 3) Number of bullets revolver, so you should use them wisely; 4) no chance to save the game, so you should break through to the finish during one séance game; 5) the owner of the manor, whose identity you will understand at the very end. E.S.S. Mega (1991) E.S.S. Mega (European Space Simulator Mega) is a space shuttle simulation using 3D model graphics. The game has one long campaign that emphasizes micro-level solutions (e.g. how much fuel to transfer) through macro-level space program policies. First you will install a space bus with cargo, crew and energy. Then you run the pilot, and land it in the shuttle carrier. When your shuttle safely orbits Earth, you send and maintain satellites, build and operate the space station. The game location database contains information. E.T. - No More Mr. Nice Alien (1997) For a three-hour Blender competition minigame (#19) requires works, including three things E.T., is terrified of Stonehenge, this name adeptly strings them together, allowing a player to play E.T., a baking tourist who is afraid of Stonehend... er, with destructive rays released from the end of his glowing finger. Plot niceties, such as why E.T., friendly at terrestrial, has such an anger at tourists - or since his finger began to pack such a payload - is largely unexplored here. As for the game, it can be said: tourists ride at different speeds and can be shot only when the finger is fully charged - without these factors, the rule of the day is if it moves, shoot! Eagle Eye Mysteries (1993) Eagle Eye Mysteries is an educational game that includes some unique game ideas not seen in many other games. A little like law and order for children, the game has more than 50 different mysteries to solve, ranging from missing items dug up by skeletons of mysterious sea monster sightings of sculptures of fakes. With the help of Jake and Jennifer Eagle, you must interview the suspects, gather information, and then decide on the perpetrator. While aiming to help improve reading understanding and problem solving skills, Eagle Eye Mysteries can be a challenge for adults as well. Eagle Eye Mysteries london (1994) Eagle Eye Detective Agency is back and this time they solve the secrets in London! Help Jake and Jennifer Eagle solve more than 50 mysteries while enjoying some sight to see and learn about London landmarks. Collect the clues and view them on your mini palm-top-like computer, T.R.A.V.I.S. (Text Search and Image Input System). When you're done solving the mystery, you will be rewarded with a special page in your own scrapbook. Eamon (1988) Eamon was one of the first role-playing games apple II. It was also perhaps the first set of adventure games. The game was public, so it was mainly distributed to Apple user groups and trading with friends. The main game consists of eamon master disc, which has the main hall adventure called Beginner's Cave. You start the game in the main hall, where you create a new character or choose an old character. You can buy weapons, spells, and armor and go on your adventures. Guns come in five different types: Axe, Bow, Mace, Spear, and Sword. There are three types of armor: leather, chain and plate. There are also several spells: Blast, injury spell; The power that has a random effect, heal, which heals you, and speed that increases your chance of hitting. The development of characters is quite simple. Your character starts with random statistics in three categories: Hardness (how much you can carry and how much damage you can do), Agility (How well you are in combat) and Charisma (Running merchandise store costs and monster friendliness). You also have percentage ratings for each type of weapon that determines, along with armor punishment, whether you can hit or not. These percentage ratings have the ability to go every time you hit a monster with this type of weapon. The game is completely textual, although the construction allows you to add graphics. You interact with the environment by entering simple one- or two-word game commands, such as ATTACK RAT, INVENTORY, or NORTH. There is no way to save your game, so death is often fast, sudden, and final. Eardis - Revolutionary Forces (1994) MS-DOS: Eardis - Revolutionary Forces under (1994) Earl Weaver Baseball (1987) Game with teams of the era as well with Baby Ruth and Willie Mays. The game is very up to date game time. Camera angles and TV style presentations. Earl Weaver Baseball II (1991) Earl Weaver Baseball II is a real baseball game in 3D. Graphics are full-screen SVGA, and feature fully animated players and various camera positions. Compared to the original, physics is improved, and the possibilities of true and fantasy playgrounds help to get an authentic atmospheric ingame. The game has four different skill levels. Various statistics can help you improve your game. Accumulated full game stats with more than 50 stats, ratings for hitter and fielders, and more than 30 pitcher stats. Ratings will be useful for you when choosing the right tactics, for example, against powerful hitters. Statistics for all major leagues of the day are included, as well as manager statistics. The package includes Commissioner's Drive II, which includes a Manager Construction Set, designed to create its own guides, a complete Fantasy League development module, the ability to create your own parks and fields, and even print baseball cards. Multiplayer options allow you to challenge Earl Weaver himself or play against friends. Earth Invasion (1993) Yanchooz

with its leader Xyful Plasfoc is a universe of bad guys. They are trying to destroy and enslave all other races and you are one of them. To be more specific, you are their worst fighter who screwed up the last 18 missions. As a result your leader is quite pissed off from you and wants you Your task task It's head to Earth, the only race that could successfully defend against yanchozu until now, and open the way for their capital ships. The problem is that you are completely alone. No one is following you and now you have to carry out this suicide mission. Earth Invasion is a shareware space arcade shooter with 10 missions. In each of the 10 missions you have to defeat five waves of human ships that differ from each other in their type and quantity. To clean up each system, it is necessary to destroy the capital ship. After that you will return to your home destroyer, but your ship will not be repaired (remember they want you dead) and you will carry your defects to another system. But your space fighter is equipped with HIJKE shield transducers. From time to time the HIJKE capsule prowls through the system and when you catch it your shield renews. Unfortunately, you only have 30 panel converters, i.e. you should ration these capsules. Shareware version is limited to the first five missions and you can not record your game. Earthly Pleasures (1984) Your favorite uncle, from whom you have not heard in many years, has just died. He left you a kind of uncritical: a beautiful woman's painting. The next night, the painting is stolen, sending you on a world trip to find out who and why you have a picture. Earthrise (1990) Is a sci-fi adventure in which a player tries to save the Earth from colliding with a mechanically controlled asteroid. Exploring the space trip and the abandoned mining colony. Eco Phantoms (1990) After six years on Earth, your delivery contract finally expired, you were paid a fat cheque and you can't wait to get home. As your ship gets closer and closer to the old beloved blue planet, the anticipation mounts. But wait! What is it? The earth is an unfamiliar, gray shell! Above it hangs a huge alien motherhood, ruthlessly pumping out all its natural resources. While you were away, the eco phantoms arrived, and did it! Now you managed to steal eco zepplin craft and went to Earth to try to change the planet's draining process before it's too late. Eco Phantoms on the planet's surface build several domes containing their buildings and equipment. You will have to navigate through three of these domes, learn to operate and keep your alien craft, collect resources, collect data spheres, rescue prisoners and participate in confrontations with the Ecological Force. After all, if you survive long enough, you will be able to get into the motherhood of strangers, where you will have to reprogram the host, change the process and restore the life of the Earth. Eco Phantoms is a hybrid game that includes reconnaissance with aircraft in pseudo-3D underworld environments, action-based combat, arcade sequences, and puzzle solving elements. EcoQuest 2 - Lost Secret of the Rainforest (1993) In Lost Secret of the Rainforest player controls a boy named Adam Greene who along with his father ecology doctor, traveling to the city of Iquitos in South America, to meet with the ecological emergency network. The two are going on an expedition up the Amazon River and try to reach out to a native tribe known as the Grove People. Separated from his father, Adam must venture into the rainforests, discover the secret of the mysterious heart of the Forest and find the lost City of Gold in order to correct the Grove People. This sequel to EcoQuest: The Search for Cetus is similar to its predecessor in the presentation and game, which is an adventure game with educational elements. Like the first game, it has an icon-based interface and prevents the player from getting stuck irrevocably in the game or letting the player's character die. A specific feature of this part is the so-called Ecoder, a device that Adam uses to record the flora and fauna of the area he explores. Ed Chess (1994) A very simple chess game. Play against AI, another person, or start your computer. Eddy & Co. (1995) Eddy & Co. is a commercial game that advertises Eismann, a German distributor of deep freeze food. The game stars named Eddy and his three friends Trixi, Johnny, and Bonny (company mascots during game development) who must save Eismann's world from evil monsters. The game itself is a classic side scroll platformer. The player goes through the level and must defeat the boss at the end of his order to open the exit. The player can control all four characters. The player starts to control Eddy, but at every level of the savings point they can move to any other character as often as they like. Eddy and his friends each have different characteristics in terms of speed, health points. And how high they can jump. Enemies defeat by jumping on them, but the power-up allows the character to throw snow balls in a short time. Eden Blues (1987) In this real-time adventure you are a prison inmate protected by droids. And you know your list of duties, some of them are beat the day when at night. The other one is like dogs that beat them all the time. But you need to find a way out of the labyrinth, using your legs and bag to throw out the door. With time your health decreases and you have to find bottles to recover. When bashing the door, your physical stamina decreases and you have to find food to restore it. In the game you will also find coins coffee dosing machines, but beware of talking portraits and other traps ... Egaint (1989) EGAint is not Tetris ... Realized? In fact, it's a free Tetris-style game, one of the first such editions on an IBM computer. Being so small (under 100kb, easily 2,400 fine downloads), Egaint lacked background pictures tetris players liked, but it sports high-resolution graphics and some custom game settings, including several exotically named block styles, and shapes not seen in many Tetris clones. The game featured a tournament with a fixed, not random set of falling blocks, but without the support of several players. The package also contained a separate version of the text mode, simply called AINT. EGATrek (1992) Published by Sofsource, Inc. Developed by Arcanum Computing Released 1992 Platform DOS ESRB Rating for Kids adults in genre modeling, strategy theme Sci-Fi/Futuristic/From Mobygames.com. Original entry Eight Ball Deluxe (1993) This pinball simulator was the first to simulate a real pinball machine. With support for high resolution (1024x768) it includes only one pinball game. As a special features the player can change the voltage level and un-common magnet ball option, which allows you to point the ball and discover various combos for the best score. Electronoid (1995) Electronoid is an Arkanoid style arcade game that contains the same basic game as its inspiration, with additional enemies though. Like Arkanoid, the player's goal is to break all the bricks level and go to the next level. Along the way, the player must also fight enemy fighters like menacers to launch balls of different colors (and corresponding effects) in an attempt to confuse him/her and destroyers who will try to destroy the player by launching killer balls. Any player can gain an advantage by grabbing power-ups like lasers and multi-balls. In total, the registered user of this game can play up to 100 levels. Electric Crayon 3.0 - Inspector Gadget - Safety Patrol (1991) Inspector Gadget: Safety Patrol is another name for the Electric Crayon series. The game is a coloring book with 30 illustrations, with the famous TV cartoon Inspector gadget characters that include safety education messages. There are 16 colors on the screen coloring pictures, but the user has a mix option that can get 256 colors. Later, photos can be printed with a message, a monthly calendar, and so on. Electric Crayon 3.1 - Zoo (1992) This computer coloring book is another part of the Electric Crayon series and it has 30 photos of various zoo residents of color. Pictures can be colored from a 16-color palette. The Mix button would mix the current color with 15 other colors and give a total of 256 colors. After you select a color, and then click the picture, click the area where you click, fill the color. Finished or running shading was automatically burned to the disk. The player can also remove all colors applied earlier to start coloring from the beginning. Each picture has a learning description. Pictures can be printed with or without monthly calendar, description, message, banners, etc. Friends - When I Grew Up (1992) This computer coloring book is another part of the Electric Crayon series and it has 29 pictures of various Super Mario Bros. and their friends' professions of color. Pictures can be colored from a 16-color palette. Mixing would mix the current color with 15 other colors give a total of 256 colors. After you select a color, and then click the picture, click the area where you click, fill the color. Finished or running shading was automatically burned to the disk. The player can also remove all colors applied earlier to start coloring from the beginning. Each photo has an educational description of occupation, such as what a waitress, a scientist, a lawyer, or a racer, etc., must choose when the player grows. Multiple pictures have animation sequences. Pictures can be printed with or without a monthly calendar, description, message, banners, etc. electric Crayon Deluxe - Teenage Mutant Ninja Turtles - World Tour (1990) This computer coloring book is another part of the Electric Crayon series and it has 30 pictures from various parts of the world such as the Kremlin, Redwood, Taj Mahal, Fuji, Alps, etc., with teenage mutant ninja turtles colors. Pictures can be colored from a 16-color palette. After you select a color, and then click the picture, click the area where you click, fill the color. Finished or running shading was automatically burned to the disk. The player can also remove all colors applied earlier to start coloring from the beginning. Each picture has an educational description and can be printed. Elements (1994) Items are a puzzle game where you use arrow keys to guide a small green ball (called element) through mazes without running out of energy. You will lose energy by moving in any direction. The power is displayed as an orange stripe at the bottom of the screen along with your result, keys, and number of stacks collected. You will start with three lives (shown in the lower right corner). If you run out of energy or fall into holes, you will lose life and return to the first maze at the current level. At the end of each level there is a square marked with an X, which gives you a password that will allow you to start at the next level the next time you play. Elevator (1986) The Elevator game is similar to Spy's Demise. The goal is to reach the top of the screen while collecting all the jackpots. You begin at the bottom left walk to the right. When you reach the right side, you move one row up. Then you have to go all the way to the left and you go to one row again and so you have to avoid elevators that keep moving up and down. As levels go up, the lifts get faster and the game gets much harder. Elevators from Hell (1992) The purpose of elevators from hell is to collect all seven chips (one on each floor) and then escape from the building ... Alive! The building consists of seven floors, each floor has two elevators (left and right), an elevator panel (centre) and a token (between the left lift and the panel). The panel will call the nearest elevator, regardless of the left or right. Sounds easy? It would be if the player were alone in the building. Unfortunately, robo's guard is patrolling the building. If a player comes too close to Robo Guard, he Fire his red red Radius kill the player. Elite (1987) Elite is a free-form space trade and combat simulation, generally considered a descendant of this sub-genre. The player initially controls a character called Commander Jameson, starting at Lake Station with 100 credits and the lightly armed merchant ship Cobra Mark III. Most of the game consists of trips to various star systems, trading with their inhabitants, acquiring money and reputation. Money can also be obtained by other means near trading; This includes military missions, bounty hunting, asteroid mining and even piracy. Since the character of the player earns money, he can upgrade his ships with improvements such as better weapons, shields, increased cargo capacity, automated connection system, etc. its world is viewed from a first-person perspective. It does not have an overarching history, although the race, known as Thargoids, plays the role of antagonists: their ships will often attack a ship operated by players, forcing the player to engage in a fight in space. The fight is focused on actions taking place in the same environment as exploration. The player must use various weapons the ship is equipped with, as well as maneuver the ship, trying to dodge enemy attacks. The player can also choose to attack neutral ships; this will reduce the reputation of the protagonist, eventually attracting the attention of the galactic police. The elite stands out in its vast gaming world, consisting of eight galaxies and 256 planets. The player is free to travel to any of these planets if his ship has enough fuel for the trip (the ship's fuel capacity is limited for travel up to seven light-years away). Elvira - Arcade Game (1991) Platform game starring a well-known mistress in the dark popularized Horror Soft's RPG, Elvira: Arcade game consists of two worlds: fire and ice. Two huge levels have a lot in common. There are many weapons and power-ups that Elvira can pick up. Elvira will have to kill many different enemies. Elvira 2 - Cerberus Jaws (1991) Elvira - horror movie star, witch and your girlfriend - is in trouble. The demon Cerberus kidnapped her to kill her and gain power. To save Elvir, you come to the studios of the Works of the Black Widow, where it takes place. Unfortunately, the whole studio is filled with monsters, because horror movie sets have become real. Elvira II: Cerberus Jaws is an adventure/RPG first person game. You start by choosing one of the four classes of your character (which determines your initial characteristics, such as strength, intelligence, etc.). To move, click the arrows in the lower-right corner of the screen. Item collection can be done by clicking them in the first person view window and dragging them to your inventory. (You can also click the room icon to see all the items you've found in the room so far.) Should you Monsters, you fight by clicking on them. You can choose one of four tactics (Normal, Defense, Fierce, Berserk) in combat, and there are various weapons that you can find in the game. If you meet someone who does not want to kill you (very rare), you can talk to him, although the conversations are quite simple and mainly consist of short phrases. As you defeat monsters, explore the world of the game and throw spells (see below), you will get the experience. Once you have enough experience, you will get a level, and your attributes improve. Thanks to Elvira's spelling she gave you, you have the opportunity to create and throw spells. Some spells can be used to heal yourself, protect you from fighting or spoiling your enemies, others are necessary to solve certain puzzles and make progress in the game. When creating a spelling you need to be at a high enough level and have the right ingredients different for each spelling. Ingredients are usually gone forever when spelling is ready, so watch out and don't use any items vital to complete the game! Spell casting requires the use of a certain amount of energy points (PP) that regenerates automatically but slowly. In addition, you will receive only a limited number of lei when preparing the spelling, so do not waste them. Emmanuelle (1989) This adventure is licensed from the rather sordid life of Maryat Rollet-Andriane's autobiography. He centers on a man's efforts to attract her - suffice it to say he doesn't help it by offering her a can of pepsi, and the game is not for young or prudent people. Most of the game involves using a multi-choice dialog to achieve the correct result. You will visit bars, beaches and many colorful cities. There are also some sub-games as you visit the casino, fend off love rivals, and face smugglers. Empire - Wargame of the Century (1987) The object of the game is simple - gaining control around the world using your armies to crush your opponents. You will start with a city that has to produce armies that are used to conquer more cities. The array of units is limited to eight, including various ships, fighter jets, ground units and submarines. This more than consists of the significantly different abilities each unit has, and the game can usually appeal to the world of chess and risk player. Empire Deluxe (1993) An updated version of the White Wolf's previous Empire game, which was based on a wargame dating back to the early days of mainframe. One to six players (human or computer with three levels of intelligence) compete to conquer the world using their land, air and sea units. There are three versions of the game: basic, standard and advanced. The main game provides minimal types of units, a completely picturesque map and basic production rules. The standard game adds a few new pieces, forces you to explore the map to view it, and slightly changes the production rules. Finally game (true true adds even more types of units, the impact of relief on movement and observation, and somewhat complex production rules. In order to allow one or more people on your entire computer, you can also play e-mail (by publishing drives back and forth), e-mail, modem, network, or live serial link. The game also came with some predefined scenarios and maps for players to use. In addition, there was an editor that allows players to create their own maps and scripts. The copy protection was a compromise between security and player comfort. Instead of looking for a word guide every time the game was released, it was required only when running a separate executable that set the game's capabilities. (Screen resolution, audio options, etc.) Naturally, you always had to run it before playing for the first time. White Wolf and New World Computing also released a game script disc, and later released a version of Windows with additional scripts on cd. Empire Soccer 94 (1994) Instead of copying Sensible Soccer or Kick Off, this football game features a number of comic and unrealistic touches. Although the view is from top to bottom, the lot is small and square, and the players on it look huge. Various movements can be mastered, including overhead strokes, ball catching and quick 1-2 passes. Before each match your team can choose special movements assigned to each player - power shots with absurd curves, super dribbling (so the ball stick to the feet), and barge power to push players out of the way. A full World Cup tournament is offered, with up to 8 people's players, as well as one exhibition match. Action replays have a VCR-style control. Encounter (1984) Somewhat similar to space invaders, you pilot a craft that flies through space, avoiding pieces of your destroyed planet and being shot by alien spacecraft that destroyed your planet. You have to destroy those ships before running out of fuel. Rather than all screen enemies destroyed, you start the game just to be combated by two spaceships ... but this is just the beginning. Encyclopedia of War - Ancient Battles (1988) This game is actually much like chess! These are games designed to simulate pitched battles in the ancient world. There is a set of armies available from the earliest times to the fall of the Western Roman Empire, in 475 years. You can design terrain and/or units, set up soldiers on each side and then it's just in battle. You're not doing anything, you're just fighting the battle you've created. There are also some pre-designed scripts and maps for your pleasure. England Championship Special (1991) Featuring england's national squad to top down a football game, the English Championship Special represents the British publisher of a grand slam attempt to cash in on both England's venerable semi-final record in 1990. The World Cup and Anco recognized the popularity of the Kick Off series. With your In the release of 2010, the English Championship Special is a somewhat uncomfortable set to set The 1990 World Cup (England made the semi-finals, its best result since 1966, then lost to Germany and Italy in third place) and in 1992. European Championship, which is covered in the Championship Special title section. The squad's composition is based on the 1991 status quo, which means you go to the Euro tournament with World Cup veterans such as Waddie, Beardsley and Wright, but in addition to 1992 players such as Alan Shearer or Alan Smith, the infamous substitute Gary Lineker in Sweden. Although the Grand Slam got the England team and the manager to officially confirm the game (thus having the names and photos of 20 squad members from Robson to Gascoigne), they did not buy a Euro Championship licence. You will play seven of the 22 European nations for the European Champions Title in an unwritten international tournament, from group matches to finals. Simulating kick off style and perspective, the European Championship Special is focused on the complexity of high-speed play at the bottom level, with only one action key strokes and slides and heads. No cards and hardly any penalties, primitive AI and a simple game makes goals in the galore, and the weather system appears only wind speed, which turns out not to affect the ball. Subject (1994) Entity is a side scroll platform game in which you control a woman (her bald antics) trying to save the planet from an evil creature (entity) who does not work to lose out of its crushed state and is about to wreak havoc. The elder informs her that she is the chosen one, which we see in the introduction. Eoijeonji Joheun II- Saenggil Geot Gateun Jeonyeok (1997) Eoijeonji Joheun II- Saenggil Geot Gateun Jeonyeok (who roughly translates to the Night Where Good Things Happen) is a Korean-made beat-em-up based on comic Myung Ji Lee. The protagonist of the game is a rebellious teenager named Namgong Gun. On the way to his new school, where he hopes to forget his rather violent past, he notices a beautiful girl, and immediately after that his wallet will be stolen. After the thief, Gun is involved in a fight against a powerful criminal syndicate. The main system of the game includes a standard combination of punches, kicks and jumps in the final fight. But the game also has an RPG element, because it gives the protagonist experience points for defeating enemies or even simply injuring them. The level screen player can choose to upgrade Gunn's tech, which allows him to learn new movements such as dash, grabs enemies, get faster, and so on. The player can also choose to upgrade the protagonist's health bar, attack power and speed. Epic Baseball (1995) Epic Baseball is a baseball management and coaching simulator. The game allows exhibition play, as well as league play. In the exhibition game you will select both playing teams and where they play. League Play will lead one team through Great. There are also opportunities to change schedules and game books. When the game starts, you, as a coach, can choose who will play and how they will play. The field action is automatic, but for example you will determine whether the hitter will play aggressively, whether there will be a bunt and whether the pitcher throws curves or the ball player into the base. The game's graphic representations of baseball are optional and the coach can simply give up on them and see the final scores. Shareware edition game contains only five historical teams, exhibition games only and no changes to game books or schedules. Deluxe edition game: all officially licensed MLBPA players and teams, league play, league utilities allow you to manage leagues and teams, reports that you can generate, view and print, schedule editor that allows you to compile your schedules. The mega-pack edition game includes all of the above plus all National League & American League stadiums, as well as a GENERAL MANAGER/OWNER drive that allows you to create your manager profile. In addition, this drive allows you to trade players and rearrange teams as suited to you. Eracha (1996) Eracha is a platform game in which you play caveman. You go around killing ghosts and other creatures to get to the end of each level. You have a club to kill monsters, and you can also pick up the various weapons you throw. Control is very simple. You use cursor keys to move, up to jump, control use your hip, all throw element and space to switch your throw items. There are eight levels to play in total. Escape From Delirium (1996) Amateur made, shareware imitation monkey island 2 / Simon the Sorcerer. But don't let that turn you off - this is a quality game in your own right. You are adventurer Paul Cole, the year is 1948, and you have been lowered down the pit to investigate the discovery of a corpse. Then you will see that you can not leave. Everything else depends on you! The main difference between this and the next LucasArts SCUMM engine game is the apparent lack of humor. She seems to be taking herself very seriously. Escape from Hell (1990) For an inexplicable reason, an ordinary guy named Richard was thrown to hell. Apparently there was some mistake, but it doesn't seem that anyone is about to fix it - Richard's guardian angel left him out of the phone booth, so it's clear that Richard can rely on nothing but himself. The first thing he has to do is to find companions (fortunately, hell seems like a fairly densely populated place) that would help him on his perilous journey through this very unpleasant place.. Escape From Hell is a role playing game that uses the Wasteland engine. Richard's party navigates from a top-down environment, colliding and interacting with characters, friendly and otherwise. Compared to Wasteland, the role system is simpler, more traditional smoothing and a greater focus on combat capabilities. system is, its skills need to be acquired or learned from teachers, rather than enhancing by re-use. Most skills are combat-oriented, although some (e.g. hacking, swimming, etc.) are not applied to combat activities. Despite the horror premise, Escape from Hell contains many elements of comedy. Many weapons and other accessories have funny names, much of the dialogue is humorous, and the characters joining Richard's party are popular historical or fictional figures such as Stalin, Genghis Khan, Hamlet, Mozart and others. Escape from Markana (1994) Escape from Markana is a single player escape maze type game. The player takes on the role of a hero who was captured prisoner in the people of Markana. After a long and intense interrogation, Markana leaves you alone in her labyrinth. They are so sure that their obstacle, trap and puzzle-laden maze are impenetrable that they leave no guards around that all the player has to do is escape. More evidence of their pride in their maze security is that they also use it to store treasure and the odd weapon. Points are collected for each object collected. The game is divided into parts. The program Markana1 includes levels 1, 2 and 3, while the program Markana2 includes levels 4, 5 and 6 and so on. When loading the game, he tries to adjust to the speed of the host. This test lasts from one to ten minutes, but according to the game documentation, it can take up to twenty minutes. There is a on-screen guide that describes the game in detail, it is available in a separate program. The game has one to save the nest. Shareware version has six levels. The full registered version has 12 levels and more than 1000 screens. Escape From Robot Monster Planet (1990) Escape from a robot monster planet player sent on a rescue mission to Planet X. This planet has been taken over by robots and the player must find and evacuate the remaining humans. It's a shooter, similar to Gauntlet, only with an isometric point of view. The protagonist runs around levels shooting robots, rescuing people and picking up items. Eternal Adventure, (1995) Like Var!Tale before it, the IEA has BBS doors to automate the infrastructure allowing you to play choose-your-own-adventure type plot forking games - all you need is the stories provided by your BBS userbase (or, optionally, include a sample pack of 65 rooms!) It starts you with one room (not coincidentally for the program's home BBS ad) and from there users can write descriptions of new rooms (hypothetically unlimited amount, but only 100 unregistered versions) with multiple options (not necessarily just binary choices) and a complete hypertext ability to connect to any other written page, regardless of whether it corresponds to chronology or sequence. Euro Soccer (1992) Is europe's most powerful team in the 1992 season. England, Germany, Scotland, the Netherlands, Italy, Spain, France and offer the best teams in their premier divisions such as Bayern Muenchen, Manchester United, Celtic, Ajax, AC Milan, Real Madrid, FC Barcelona, Monaco, IFK Goeteborg etc. player of the choice. The game flows in a side view, where football players are controlled by a man or CPU. There are two ways of playing. The first is a friendly match for 2 players (play only if the joystick is installed with the keyboard). The second is the Euro Cup tournament for 1 player. Various variants can be adjusted, such as match length (2/4/6/8 minutes), weather conditions (wet/dry), team formation (4-4-2/4-3-2-4) and national anthems (on/off). Player team action simulation is as follows. When the ball is near your team player, this player is selected as active and becomes controlled. As this player you need to run into the player of the opposite team and take the ball, after that you can run with the ball, which is stuck at the feet, give a pass to another player on your team, or strike the ball. Your player can be moved in 8 directions. Your goalkeeper keeps his gate himself. The camera tracks the ball, but with a certain delay, so the ball is often not in the center of the game screen, as well as the nearest player in your team is not visible. There is no way to keep going in the game. So the tournament should be played from the very beginning till the end of one game session. The European Championship 1992 (1992) Tecmo's World Cup '90 arcade game was reconstructed on the basis of 1992. European Championship for the release of your home computers. The structure of the tournament of that time is restored (2 groups of 4 play each other once, the top 2 goes to the semi-finals followed by the final), and any of the nations of European football can be chosen as those 8, and 1 or 2 human players choose their team, playing on the keyboard or at the joystick. Matches are played from the perspective of the lateral scroll. The ball sticks to the player's leg and can be kicked or transmitted at the touch of a fire button. The referee is quite forgiving when it comes to heavy sliding sliding accidents, although furious contact will give a free kick. Evasive Action (1993) An interesting flight sim that will take you through four world wars. This sim allows you to fly historically accurate planes from WW1 and WW2, modern fighters from these days to WW3, and spacecraft WW4. Evets - Ultimate Adventure (1988) Evets is a relatively rare roguelike game that has some unusual features like controlling characters at a party rather than a solo character, and a group of monsters instead of a single monster. In addition to a slightly unusual menu based on user interface, the game is quite typical of the traditional. The game starts on the main menu, where you first have to collect the party. You can create a character by selecting a race (six races are available), class (one of four classes, but there are four more classes in the game) and alignment (D&D plus immoral alignment) and then distribute some points on some class-determined stats. Each character is already quite well equipped, so you can immediately start exploring the dungeons, but you can also spend some money buying better things. Dungeons are displayed in the usual rogue way - top-down image of ASCII graphics. You move through rooms and corridors, sometimes meeting groups of monsters, which leads to a reasonable struggle in turn. During the fight you have opportunities to fight, throw spelling, use item, parry or run. You can stumble upon several groups of monsters at once, such as 4 skeletons and 2 gromes, in which case you have to choose what to attack first, which gives the fight a tactical touch. When you win the fight, you get experience and gold. Dungeons also have several special places, such as traps, shops and a view board, the latter revealing another speciality of Evets, which switches character classes during the game. Despite the unusual and promising features, the game has a rather complex and non-standard interface, which makes it difficult to manage. For example, the spelling you want to give away must be entered by first and last name, which is a bit complicated because the spelling name has been truncated (Miraculous omission), but at least the last spelling you entered is the default. Evolution (1983) Evolution is an arcade style action game with six levels where you need to evolve from ameur to man. Each level is a different stage of evolution with its own unique goals. The first level is the stage of amoeba, when you need to eat all the DNA on the screen, avoiding spores, microbes and antibodies that try to stop you. The second level is the tadpole stage. The jaw must eat three flies to move to the next stage, avoiding very hungry fish. Next is the stage of rodents, in which you need to eat five blocks of cheese, avoiding the snake. At level four you need to guide the beaver across alligator-infested waters to get sticks and build a dam. The fifth level is the gorilla stage, where your gorilla must use coconuts to fight monkeys that try to steal their orange stash. And finally there is the human stage where you have to use a laser gun to fight mutants who are trying to take over the earth. Excelsior first stage - Lysandia (1993) Excelsior is a tile-based RPG (an intravenous of early Ultima games). It takes you to the Lysandia planet's goal to eliminate the chaotic presence of a threat to the planet. The game follows a variety of traditional RPG concepts including character creation, weapons and magic spells, skill sets (such as swimming, music and seafaring). The game provides a variety of quests and side searches to bring your character closer to the goal of Lysandia's liberation. Executive Suite (1982) After a short job interview, you hired Mighty Microcomputer Corporation. You have only one goal in your mind: to become company as soon as possible! The game provides you with situations and problems that you need to solve by selecting from multiple choices. After a series of questions, the game evaluates your performance. If you made the right choices, you get ahead of your career, but if you made the wrong decisions, you get fired from the company and the game ends. Exodus - Journey to the Promised Land (1992) In Exodus you need to guide Moses through 100 different levels in order to reach the promised land. The game features an action/strategy part similar to the Boulder Dash, and part of the question. In the action section, you need to collect five question marks and enough Manna to open the exit of labyrinth screens. There are various boulders, walls, dirt and other obstacles on the road. Some obstacles can be destroyed when Moses uses his staff to say the word of God, other obstacles can be pushed out of the way, and some have to find a way around. You have to be careful when navigating around the screens if you cause any boulders to fall off and they land you life is lost. Also wandering about are a variety of enemies that can be destroyed or avoided, but will cost you one life if you get caught. Once you find all the question marks and mine you need, an exit appears and you can go to the question phase. Here you will be asked five few choice questions about the Exodus book. By answering questions correctly, you will be rewarded with bonuses, such as extra life. Expert School of Knowledge (1992) Expert School of Knowledge is a trivia game for up to four players. There are three levels of the game: intermediate and advanced. A beginner gives one point for an answer with a thirty-second clock. Intermediate gives two points and twenty seconds. Advanced awards three points for the correct answer, but only allows ten seconds for an answer. There are ten questions by category and category there are: literature, music and arts, history, grab bag, entertainment and sports, science and computers, nature, mathematics, geography, and vocabulary. Randomly the game will ask you a bonus question, which rewards double point. After all categories are completed the game will give you the final result, the average degree and, if you deserve it, the honorary diploma that you can print. Horus Eye (1989) As a mystical shaman, go through the pyramid of ancient Egypt to get a magical eye of horus. In a cool twist, by pressing the up arrow you turn into birdy and can look through the levels. Just press the down arrow and volia! Man again. Many traps try to deceive you. Beholder's Eye (1991) Something evil lies below the city of Waterdeep. Waterdeep Lords invites a group of heroes to investigate, but someone or someone has watched the process. After the heroes fall into the sewers, the ceilings fall behind them. The only way out is the way down, to dungeons filled with monsters, traps and puzzles. Beholder's eye is slider RPG with a first-person perspective based on the 2nd edition AD&D Rules. The original country consists of four characters, and can then join up to two NPC. Fighting and magic take place in real time, much like the Dungeon Master. There are various monsters to fight and spells to throw. The game has a point-and-click interface for fighting, spelling, and object management. Eye Beholder II - The Legend of Darkmoon (1991) Archmage Khelben shouts Waterdeep heroes, slayers of the Beholder Xanathar, for another mission. Strange things happen in the woods near Waterdeep, in the center around Temple Darkmoon. People were disappearing and shallow graves containing human remains were found. Khelben teleports parties into forests near Darkmoon so they can find out what kind of evil works in the temple towers. Beholder II: The Legend of Darkmoon like its predecessor is a first-person underworld crawling role-playing game based on the second AD&D the authorisation of the rules. It uses the same point and click game mechanics and control as the first game, only minor changes. The game is set only in pseudo-3D maze-like areas; autoforum is not available. Fight flows in real time, and characters can move as one unit to seduce enemies or avoid blows. The original country consists of four characters that can be moved from the previous game or created from scratch. There are six classes (Fighter, Ranger, Paladin, Cleric, Mage and Thief). Symbols can reach a higher level and learn new spells, must encounter new and difficult monsters and solve several puzzles. Compared to the first game, many more illustrated NPC meetings and cutscenes were added. Eye of the Beholder III - Assault on Myth Drannor (1993) This is the third and last part of the eye of the Beholder trilogy. While praising its exploits in a previous game, the party appeals to a man with a tale of dangerous clichés that threaten the surrounding area. Do not hesitate the party agrees to deal with lich, and the mysterious man teleports them in yet another adventure. The game is more or less the same as predecessors, battles to play in the same way as in previous records. Characters can fight my-a-takes, or they can throw things, weapons, arrows, etc. In the game were added open space, as well as the ability for the whole country to attack at once. New high-profile monsters, spells, and equipment can be found as well. Eye of the Storm (1993) It's 2124, and alien life has been found in our own solar system. The place of this life is as astonishing as its existence: There is an entire ecosystem living in the incredibly hostile atmosphere of the gas giant Jupiter. When these findings became public, and the hostile nature of some creatures became known, Jupiter's eyes were declared a frontier zone. Of course, it wasn't long before someone thought about a great way to do from our new neighbors and the first hunters were sent from the ground. Now television around the world show night-time hunters broadcasting, engaging in a bloodthirsty battle with the inhabitants of Jupiter. Does no one care that these new forms of life are wiped out in the name of mass entertainment? Well, C.E. care. The interstellar conservation executive sent you, her latest recruit, not to Jupiter to study and document all the forms of life you can find. You make money not by killing them, but by filming their actions. Then you can use this money to upgrade your ship's engines and descend below into Jupiter's atmosphere, discovering even weird creatures. You will also find people who want you to collect rare objects for them (as well as in exchange for cash), you will find strange alien artifacts that may or may not help you in your quest and you will probably have to get involved in a few battles with hunters. It's a bit sick, but these images will be broadcast to the audience back home as well, so you'll make more money out of it. Still, it's better to kill the evil Hunter from the earth than a peaceful cosmic whale from Jupiter, right? F Godmom (1991) F.Godmom is a platform game in which he is a fairy godmother as a character. All fairy godmothers were caught, and only you were left to save them. In each level the player must collect all the chips, find the key and get to the exit. Monsters kill fairy if they come into contact with her. The only weapon of the player is a magic wand, which can be used to transform objects. The player first uses a rod on any object to acquire a stick pattern, then he can transform anything (walls, ladders, monsters...) into that object. It can be used to create ladders to travel, get rid of monsters, etc., although all transformed objects return to their original form after a while. Some levels contain gray objects that the stick can't affect. The F-14 Tomcat (1990) F-14 Tomcat is a flight simulator/action game. You get to fly an F-14 in various combat situations, one battle at a time or build a career. The graphical improvements that were new during the period include full support of 256 colors and graduated earth/sky/horizon. F40 Pursuit Simulator (1989) You have found evidence that a rogue group of police officers are involved in a stolen car racket To stop them from profiting, you must get through America as soon as possible. It's a little easier that your turbocharger Ferrari F40 can make it over 300 MPH. There are many forks on the road, and there are arrows at the top of the screen indicating which route is faster. Any quick contact causes the car to blow up, but you have an infinite supply of these, and the only real punishment is lost time. There are many road blocks to swerve around. The police are following you - pay attention to the sirens and stay away from your knees. FaceMaker (1982) Every Mother says: Don't make those faces! Faces! yes and stay! But now you have the opportunity to make the silliest looking faces anyone has ever seen! Choose from a wide range of eyes, ears, nose and mouth. Then make your newly created faces flash, wiggle your ears, wink, or razz you. You can even play Simon Says.. Type of game where your face will do some action and you have to follow along! Fahrenheit 451 (1984) Based on Ray Bradbury's classic science fiction novel Fahrenheit 451. In the not so distant future, books became illegal. Like Fireman Guy Montag, the player's role is not to save the house, but to burn them inside the books. But Guy becomes passionate about books and becomes the rebel sought by the authorities. With the help of the underground, he must survive and save the books from complete extinction. Falcon (1987) The long Falcon simulation legend of heavy simulation of an F-16 fighter jet begins here. The plane's electronic displays and radars are fully simulated, with 4 HUD styles. Not only can you use your plane barrel roll and scissors, enemy planes can also, with artificial intelligence restoring real pilot moves. It was one of the first games to offer head-to-head play linking two machines. It has a huge guide detailing all these features. Falcon 3.0 (1991) Another arduous simulation of the Falcon from spectrum holobyte update with everything that fans of the game expect while taking advantage of the latest computer technology. For better missions in this version, there is also the ability to fly 8 planes of force that you can do while connected to another computer, or dialup modem or ever a great zero modem! Falcon A.T. (1988) Significantly improved version of Spectrum Holobyte's widely popular game Falcon, with high res EDA graphics, better mission planning, and head-to-head mode. Fallen Angel (1989) Fallen Angel is a side scrolling fighting game similar to Double Dragon. You play a fallen angel sent on a mission to find a leader in the drug distribution network. Starting on the London Underground, each level will present you two tasks to complete: find a plane ticket to reach the next level, and destroy the ring leader area. To do this, you will have to fight (often well-armed) bandits found in various underground train stations and on the trains themselves. Each level consists of several stations; When all the bandits in the station are defeated, you can get on the train to go to another station. The plane ticket you are looking for can be found at any of these stations, and the level boss will be found at the last station. You are free to perform these two tasks in any order you choose, and you do not need to visit stations in any particular order. Fallen angel has the ability to perform various strokes and punches to cope with bad guys, and can sometimes pick up weapons. FallTrun (1990) Beautiful vistas of farmland, forests, mountains and deserts that greet you Arriving at Faland a little to calm your nerves about how you came to this strange land. Given how dangerous it is with all the demons, monsters, wild animals and renegades running around you, you know that you only have one thing you have to do. Go home. Farm village or gn is where your journey home begins. You and up to three players take turns trying to reach home while scoring as possible. Since the trip is dangerous, you can die, but you will have plenty of opportunities to continue your quest at the cost of merit points. You need to examine a lot of things, talk to the residents and solve side-searches. Arm yourself well and do battle with enemies lying to wait. Earn ralls, the currency of choice around these parts, finding treasure or trading goods with shop owners. Raise your status high enough and you just can find your way home. Using the rich back story FallTrun is an interactive text role playing the game played in turn or separately. The player can communicate, trade and make money in the final goal to level out his character enough to complete the quest. The player can save his game at any time to continue later or pass the game to another player. Die will cost points, but allows players to pick up where they last saved. Family Feud (1987) This is the first Family Feud computer game based on a successful television game show. A few years later Softie created The All New Family Feud with advanced graphics and music. Two families compete against each other or against a computer family, 5 people for one family. As in the television show, there are 3 rounds for the Bonus Fast-Money round. Randomly generated questions are asked, and the goal is to find out the most popular answers from 100 people. Each member of the family contributes during the rounds, and two people play in the bonus round. Fantastic Four (1986) MS-DOS: Fantastic Four by (1986) Fantasy Empires (1993) Build and Control an Empire! In fantasy empires you play the ruler of the merging kingdom; Your goal: take over the adjacent kingdoms one by one using magic, war, or strategic planning. Features a real-time combat overhead image, as well as a computer-controlled Dungeon Master that provides insight as well as comic terrain. Form alliances, recruit armies, teach heroes, send them into searches, cast spells, manage resources. All set in the enchanted world of D&D. Up to five players can take turns fighting against each other. Fantasy World Dizzy (1991) Dizzy's third adventure sees the introduction of Yolkfolk, including Daisy, who lost the fantasy world title. Dizziness shuts down to rescue her, braving dragons, rats and alligators along the way. The earth is littered with coins, and as well as completing the main task, you should aim to collect as many of them as possible. Many there are puzzles, including the collection and on doors, flames, etc. Unlike the first two games, dialogue boxes between Dizzy and various other characters are included, giving the game a bit of character and humor as well as directing you through puzzles. The farmer's daughter, (2002) The farmer's daughter is an eternal addition to a traveling salesman in American folklore and humor, practically Jungian archetypes lick their lips and carefully spin each other, trying to figure out how to avoid a wedding of guns, no country wants their hot-blooded getaway. Your car broke down near the farm in the middle of nowhere, now you are thrust into a joke and everything is much less funny when it's your ass on the line. Not only do you have to navigate through the ornery farmer and his itchy boomstick finger, but your travails are tricky elements of the hitherto untapped hairy dog telling about the joke - two inbred Hick brothers straight out of the exit and the average farm dog with an appetite for sausages. All this plus you work in front of the clock, minutes ticking away until the garage comes to tow your vehicle and remove you from this dangerous temptation den you can't quite afford to give up. Fortunately, the farm is full of jams and cranes, well equipped with all the objects you will need to use to distract or disable interfering antagonists... Unfortunately, the coordination of their movement will prove such a labyrinth process that the player of the game is guaranteed to die a dozen deaths until the convoluted path to the eternal punchline of this joke is eventually determined. Fast Break (1988) Fast Break is an action/strategy basketball game for one or two players. You play three-on-three (guard, center, and forward) all over the court with 3, 6, 9, or 12-minute quarters. At the beginning of the game, you can customize your team by selecting from different players, each of whom has their own strengths and weaknesses. Included are 14 different play books you can use during the game together with the playmaker, which allows you to create your own plays. Players can be changed or the game book can be changed by calling timeouts or waiting for the end of the quarter. Fast Food (1989) Fast food is similar to Pac-Man or Boulder Dash, but not quite. The goal is to collect all the fast food on the screen: it means food that moves fast. In doing so, you will have to avoid monsters, otherwise you will be killed. There are 30 levels, increasing difficulty from very easy to very difficult. Fast Tracker 2 (1994) FastTracker 2 is a tracker created by Fredrik M. H. Huss and Magnus Vogue Högdahl, two members of demo group Triton (who later founded Starbreeze Studios), who set about releasing their tracker after breaking into the scene in 1992 and winning several demo contests. The Source Code for FastTracker 2 is written in Pascal using Borland Pascal 7 and TASM. The program runs natively under MS-DOS. 1993 Triton FastTracker. This tracker was able to upload and save the standard 4 channel MOD files, as well as extended MOD files with six or eight channels (identical to standard MOD files, except for additional channel data and ID markers 6CHN or 8CHN). It was compatible only with the Creative Labs SoundBlaster series of sound cards, which were the most popular computer at the time. The full editor was one of 43 KiB DOS executive. During 1994 Triton's musicians released several songs in a new multi-channel XM format, along with a pre-release, standalone player. In November 1994, FastTracker 2 was released to the public in support of the Gravis Ultrasound sound card. FT2's biggest contestants on stage were Scream Tracker and, in later years, Impulse Tracker. FT2 vs IT is a general and ongoing discussion between musicians, usually involving

IT users complaining about the FT2 mouse interface, while FT2 users praise the same and point out that each mouse function also has keyboard shortcuts. VersionTracker 2 was discontinued after the release of version 2.08 in August 1997, although 2.09 beta was leaked to the public in 1999. Version 2.09 was just an unofficial bugfix by Andreas Viklund. Bugfix also has some new usage additions, such as the ability to exit previously stuck windows only using your mouse. FastTrack 2.09 does not have full support for the Gravis Ultrasonic Card, and it was not an official release, although it was available from the Starbreeze website. On May 23, 1999, Starbreeze Productions announced on its website that FT2 had been postponed indefinitely, [...] if it were an ideal world with an endless time and no need to earn a living, it would certainly be a multiplatform fasttracker3. Unfortunately, this world is nothing like, signed by Vogue. Epic Games computer games such as Unreal and Unreal Tournament or Ion Storms Deus Ex have additionally used fast tracker II XM format for others, shrouded in a UMX container supported by the Galaxy Sound Engine. Fatal Challenge (1992) Fatal Challenge is a simple fighting game that takes place on the roof of the city. Challengers Ken and Roc fight three rounds, seemingly an endless number of levels. Both fighters are identical except for the grey vest and camo pants roc wears, not Ken's skins and green pants. Two players may encounter each other or one player can play on the computer. Control is simple enough so that the player can jump, punch, move, and kick. Jumping strokes as well as throws are possible with a combination of right keys. Fatal Fumes (1997) Fatal Fumes is an overhead racing game featuring 256 color parallax scrolling similar to James Pond 2: Code name: RoboCod at speed 70 fps. This is the first draft by a small Finnish group, which later improved the game after the first release. The full version for registered users consists of 35 tracks, twelve vehicles, twelve opponents, track and 2 players, and a common multiplayer mode. There are no weapons in the game, the focus is only on racing. Destiny (1996) Fable is a classic puzzle-solving graphic adventure with hand-drawn backgrounds. The hero Quickthorpe is a young man who must leave his home village and travel through four fantasy worlds, each of which is dedicated to a certain element. The purpose of the trip is to find four mystical gems to learn about the secrets of the extinct race known as Mecubarz and help your people with this knowledge. Interaction with the environment is done by clicking the entity and selecting the available actions. Puzzles are largely on an inventory basis. Incorrect choices can lead to the death of the hero and the early end of the game. Father World (1994) Father World is an action game with adventure elements. Peace in the megalopolis is threatened by a mysterious demon and his cyborg minions. A lone hero agrees to do things that the government cannot: avoid the threat with one hand. The game is very similar to another world visually, although it contains much less platforming elements and setpieces, and focuses on exploration, making it feel more like an adventure game. The player navigates the protagonist through the side view environment, talking to the characters, getting a quest, and sometimes engaging to fight and avoid obstacles. Character animations are almost identical to other world animations; Hero can run, jump, perform running jump, and crouch. Fatman - Caped Consumer (1994) One night, when Roy Fat was at home, thugs from the evil Thindicate Corporation kidnapped Roy's old lady while she was watching television, and the only way that Roy was going to get her back is to trade her duplicator, and all the documentation that came with it. There are seven stages in the game, and there are three levels in each stage, only two rest. The object of the game is to eat all the food that is level. When all the food is eaten by Roy, the tone will sound, which means that the gates that lead Roy to the next level will be open. To stop it from it are insects and other wild animals, including rats, birds, bats and much more. Roy can solve this problem, however, using weapons like his foot, his fat belly, carrots, mushroom bombs, and my personal favorite, his burp variety. He can also jump in the air and land on his ass to get rid of enemies. If he touches the enemy, he loses one of his lives. If he loses his whole life, the game is over. When Roy has collected all the food at the stage, he has to face a boss who is usually much bigger than him. Fatman can also pass flags that allow him to continue where he left if he loses his life. In addition to enemies, you need to look for other dangers, including spike, spikeballs, water and fire. The Ring Society, The - Part 1 (1986) The Ring Fellowship is an interactive game of fiction (with graphics) based on the first tone of J. R. R. Tolkien's novel The lord of the rings, describing the efforts of the Hobbit Frodo, Pippino and Sam and their desire to bring the ring to Mount Doom. The game is divided into two parts (represented by two separate executive files: dos version). The first part begins at Frodo's home in the Shire, where eventually you with other Hobbits Pippin and Sam, as well as Aragorn and Gandalf. From meeting with Tom Bombadil, The Green Knight, Balrog and ending with the Nazgul River incident. The second part of the game begins with the formation of a scholarship, thus adding new team members: Boromir, Legolas, etc., until the end of the novel. The Ring Society, The - Part 2 (1986) The Ring Society is an interactive game of fiction (with graphics) based on the first tone of J. R. R. Tolkien's novel The Lord of the Rings, describing the efforts of Hobbit Frodo, Pippino and Sam and their desire to bring the ring to Doom Mountain. The game is divided into two parts (represented by two separate executive files: dos version). The first part begins at Frodo's home in the Shire, where eventually you will team up with other Hobbits Pippin and Sam, as well as Aragorn and Gandalf. From meeting with Tom Bombadil, The Green Knight, Balrog and ending with the Nazgul River incident. The second part of the game begins with the formation of a scholarship, thus adding new team members: Boromir, Legolas, etc., until the end of the novel. Ferrari Formula One (1989) With the full support of the Scuderia Ferrari, formula-1 racing was comprehensively restored in this simulation, and the best drivers and teams in 1986 competed for the most successful F1 team of all. Your work will not start on the racetrack: to improve the car at the Maranello plant, the set of aerodynamics in the wind tunnel and the Fiorano test track, everything is needed to get the most competitive car. You can jump straight into the race, however, either as a one-off or as a full championship season. The race can last from 18km to a total distance of 300 + km, with all practice and qualifying sessions. The car setup on the track includes the choice of wing settings, tyre compounds, fuel consumption (important turbocharger on days), etc. The action is viewed from the inside of the cab, with rear-view mirrors to avoid collisions. Finagle (1992) Finale is a collection of four games: * Ghosts 'n Goblins * Paperboy * Space Harrier * Overlander Final Frontier (1989) When mankind began to introduce events into the Earth's biosphere it could not handle, the biosphere crashed. Genetically modified organisms led to the death of all forms of life, except for androids produced in the previous war. They collected resources, built robots, sent them to fight and so on. The earth replaces the biosphere with radiation energy, not solar energy. Androids discovered that radiation storms leave a trace of nuclear material and began collecting it as a source of energy. And they began to develop. Collecting metal debris, they analyzed and redesigned robots, perfecting their evolution. As a result of this situation, the Planetary Review Commission asked the design board to halt the destruction and redistribution of the planet's surface to the design basin. And the design board adopted the recommendation on one condition. A clearly dominant android form must appear before the next review, or the planet will be split by designing the plot. Thus, the player controls the mobile Android mi-nd-camp complex, usually called the city of robots. The goal of the player is to conquer all other robotic cities on the continent and develop production and design capabilities to make it the highest model. The continent is divided into zones. In each zone there is an enemy city. The Player City is mobile and can move between zones and around the map area. The player has a central storage of metal and energy used to create robots. This player sends out of town to collect more energy and metal, fight enemy robots, and find and destroy the enemy city in each zone. The player's production line can produce only a limited number of robot models and require time, energy and metal to produce them. The player can get plans to produce better and more devastating models, defeating mutant cities in certain zones that are marked on the world map. The fighting and production opportunities of enemy cities vary from one zone to another, and the player must find a route to each mutant city that does not pass through the zone where the city is more powerful than the player, because the player must destroy the enemy city in order to pass through the zone. There are several things that complicate life. The rugged terrain of the devastated earth limits the movement of some robotic models. For example, hover-powered models can not cross hills or broken land, and observed models can not cross lava flows. Radiation storms will destroy all the robots that have caught up with them, and electromagnetic storms can destroy any flying patterns in the area. The game has three screens from which the player controls the action: * The icon screen has icons with various features around the edges, including icons to access the other two screens, and the radar map zone player is in the center. The radar map can be displayed in various details by selecting different icons. * The main map is where the action takes place. This is a scroll map of the area where the player's city, his robots, enemy and different types of terrain and other dangers the player faces. The action here is controlled through the cursor, which the player can move on the map. * The production screen is factory flooring, from which the player designs and builds robots, and monitors its metal and energy resources. Final Orbit (1990) Final Orbit is a top-down giant robot action game. You pilot an egg-shaped robot, shooting everything in sight on each in the first three levels of this game, you are a male walker. But when you get to the main complex, you are taken off to your combat armor and main weapon. More powerful weapons can be picked up along the way, and those weapons can be more powerful when another weapon is taken, hitting the trash cans on the screen. Final Soul (1995) Final Soul is a text adventure game where you are stuck at home, and through puzzles and riddles, you must find your way out. Using fun and sometimes challenging puzzles, you have to slice things together to get out of what looks like a haunted house! You will run into other homes, all friends of people who have invited everyone! Watch what you see and what you hear - there are clues everywhere! The only graphics are a map of the house, which consists of ASCII graphics. Fire & Ice (1993) Background story Fire & Ice is what to say: Coyote (you) running, throwing ice cubes over various worlds. Levels you have to jump on platforms and kill your enemies. Enemies (such as birds and penguins) can be shot with your ice cubes, as well as they're frozen, so you break them. Sometimes they leave part of the key after they are destroyed. A complete key, collected from all parts, opens the door to another world. In this jump & run you can also get some power-ups. You can find several coyote puppies; These puppies follow you, are invulnerable, as well as shoot enemies. In higher regions you will find snowflakes; Enough of these and you'll get a big snowball freezing with more enemies on the screen. Fire and forget (1988) Restore peace on earth and collect a high score while doing the first one of the fire and forget games titus. Fire and forget is a racing game in which you have to complete courses to blow up various enemies and avoid obstacles along the way. Different tracks are all over the world. There are six courses at each level of complexity. You have an infinite amount of lives, but when your car runs out of fuel it's game over. So make sure to pick up those power-ups. Fire brigade - Battle for Kiev in 1943 (1989) The fire brigade was 48 Panzer Korps, who was actively involved in the battle this wargame restores - Operation Barbarossa, a German attempted offensive in Russia during World War II. The game restores situations to 3 dates in attack, and you can play on either side. You have an assortment of units within your command, because while the battle was mostly tank-based there were also infantry and air units involved. It is possible to tell the units which positions to occupy, and whether to defend the place or to deliberately seek to attack it. Game AI covers the significance of bridges, rivers and forests as strategic points, and your units may be tired. Fire Fighter (1998) Playing a bit like piro ii reverse, this game puts the player responsible for forest fire a team fighting flare-ups in the forest and cabins using three firefighting tools: water drops, fire and backfires, all of which work with different successes depending on wind speed and direction. With each game, randomly generated layouts of flashpoints, cabins and fire-interfering lakes; High score is assigned depending on how fast the player can control the total damage caused by all fires. (1990) Stormhavan Bay City once enjoyed prosperity protected by the balance of four elements: fire, water, land and air. Each element had a cash ion that looked after and controlled it, preserving harmony on earth. But Fire Mage, the group leader, was killed by terrifying monsters. It broke the balance, and the monster began to roam the earth and attack the townspeople. Brave hero needs to defeat fiends and restore peace! The King of Fire is the next steps of demon stalkers. Like its predecessor, it is basically a Gauntlet option. The player explores the top-down world, descending into dungeons and fighting against the hord of enemies in a fast-paced, action-oriented fight. Compared to its spiritual predecessors, Fire King includes more RPG elements. The player can choose to control one of the six available characters, and specializes in one of three disciplines: Magic, Armor, and Strength. Spells and other useful items can be found in dungeons and used against enemies. Firestorm - Forest Fire Simulation Program (1995) As its subtitle states, Firestorm is a forest fire simulation - the first in a series of similar games for cricket software in which you control the ground and air force to fight forest fires in real time. When the game starts, you will see a map of the action - a view of the 180,000-acre forest coast from above to the northwest, with mountains and hills, roads and buildings, rivers and a lake. Now you will start with the determination of the situation, up to five fires and the initiation of wind direction. Both can be done randomly by computer or manually by you. Pressing the GO button starts with a real action: fires begin to spread slowly, influencing wind and terrain, and you have to control your four fire brigades and two air tankers to avoid it. Fire crews can be used to cut fire lines in forests, to prevent the spread of fire, but first you need to move them near the fire, so be sure to let your ground crew use the roads. Two air tankers at your disposal can drop lines of flame retardants, which will also stop the progression of fire. After dropping the flame retardants, the air units must return to their respective refueling base, which takes some time. You can pause modeling at any time to think about the next step. The game is highly configurable - you can change the speed of fire crews, air units and fire, and you can choose the air Retardants drop time before starting the game. Wind settings can be switched from manual to automatic at any time during the game. The game is completely controlled by the mouse. A fire storm turns out to be a simple but realistic and engaging simulation of forest fires, requiring quick solutions and strategic skills. The first expedition (1987) The first expedition is a naval simulation game. The player navigates the seas of the alien world in search of ancient artifacts. The game includes navigation, interaction with locals and struggle. Many aspects of maritimely have been modeled, including the effects of the weather. The first over Germany (1988) First Over Germany is a simulation of the B-17 bomber group in World War II. Simulations include actual events related to the formation of the 306th bomb group. Her training and transition to Thurliegh, England, and the twenty-five missions that the pilot was able to fly at that time. You'll start as a second lieutenant with only a few hours of flight experience. You have to choose your own crew, and then learn to fly training in a series of flying missions. Then you will also learn how to take off with your plane and then form a form group. Upon learning the basics, you will go out to practice bombing runs. Earning the highest effective ratings will give you the best results during the game. The first missions will begin in the US. When you have completed training missions, you will fly to England to participate in the war effort. Now your 25 mission journey to the office will begin, where you are involved in bombing raids over Germany. Before you start playing, make sure you make a copy of the game disc. You have to drop the bombs and then make your way home. Sometimes damage will be done during these missions. Aptitude, Stamina, Copilot, Bombardier, Navigator, Engineer, Radio Operator and Gunner positions all have an impact on how your mission is successful. Each of your missions will have an information screen that describes mission and goals similar to training session screens. During missions, there are thirteen possible types of damage that your aircraft may suffer. After completing each mission, you will get performance points. You will get points for the amount of enemy craft shot, complete the mission and successful formations during the mission. You will also lose efficiency points of fall secondary airfield, ditch, rescue and if you fall out of formation. First Samurai (1992) Demon King descends from his mountain domain for you, the first samurai and your master. Unprotected from the magic of the Demon, you give up his powers, leaving your Master to fight only the king of demon. Your master is in the fight, he dies. But, in the last breath, he shouts wizard Mage. Demon King fears defeat, escapes into the future. Tortured young samurai seek the wizard Mage teachings in ways of magic. Cooked for revenge and armed with a magic sword, the samurai follows the king of demon into the future and the unknown... The first Samurai is a platform action game very similar to other platform games, but medieval oriental touch to it, without various unique features. Arriving on a new unknown land, you are unprotected, resulting in your fists and strokes. But as you journey forward, you will find your trusty magic sword, as well as throwing weapons like knives and axes. With your martial art skills, your enemy is best to watch out for those sudden movements that can prove fatal! First Samurai offers a wide range of weapons, special items and other objects. Combat is usually a melee, either based on your punch or strokes or using a magical sword to slanted some pretty skillful strokes in any direction possible. Monsters are forever regenerated, but food health is plentiful. It really takes an effort to kill... Fisher-Price - Firehouse Rescue (1988) In Fisher-Price: Firehouse Rescue, a player controlled by a firefighter driving a firetruck. Both firefighter and firetruck have a familiar style of the popular Fisher-Price brand line. The object of the game is to save pets from trees and people from houses in the immediate vicinity. For this task there are 2 parts: the first part includes: surfing the labyrinthine-loving streets from an added perspective to find a turbulent residence. When the house is reached, the second part of the work is to maneuver the firetruck ladder under the person or animal who needs rescue from a side perspective and to let them safely. Although the first level covers the entire neighborhood in a single-screen maze, later levels include multiple screens, thus increasing the challenge. In addition, the subsequent addition also adds time limits and additional keys that the player must collect before attempting a rescue mission. Five-a-Side Indoor Football (1985) A very simple version of indoor football played against a computer or other player. Flagger (1992) In Flagger player must reveal the location of the mines, noting them. This is done by revealing cells that contain numbers indicating how many mines are directly adjacent (if no mine is adjacent, the cell is completely empty). If you clicked the mine, all the mines are uncovered and the game ends. If all mines are marked, the player wins the game. Unlike Windows's Minesweeper game, Flagger doesn't count empty blocks, so any number box must be clicked (left to reveal the flag on the right). In addition, the game works against the clock while playing, and not just for a high quality reason. Flame Freedom (1991) This sequel to Midwinter takes place years after the events of the first game. The world thawed and the Midwinter was disappeared under the ocean. It's a legacy the Peaceful Atlantic Federation is facing invading the slave trade of the Saharan empire. Between these two lie slave islands, a chain of islands beneath the oppressive shrapnik thumb. You are a secret the Atlantic Federation. Your mission is to carry out murders, attract rebels and sabotage Saharan operations on slave islands. Once you have carried out these indefinite missions, the islands will rebel and help your efforts when the Sahara invasion finally comes. Flame freedom uses the same engine as Midwinter land, air and sea travel (and combat), but now, you control only one adaptive nature. The strategic map allows you to identify the main islands for your causes and determine the mission goals that will sway this population for your cause. Then, it's up to you to head off and accomplish the mission as you see fit (perhaps guns first, perhaps with a big bag of money, perhaps just based on your charm). Flame freedom blends first-person action with strategy, vehicle combat and diplomacy with a unique gaming experience that carries a midwinter legacy. Fleet Cleanup (1983) Fleet Cleanup is a space shoot-em-up. There are eight different aliens, each of whom has a different pattern of attack. When you clear the screen, you move to another zone, 10 zones are called a fleet. After each fleet the game becomes more difficult. In the first zones you encounter four of the same aliens, then the types of aliens are connected. Starting from zone 30, the patterns of attack are repeated only faster and with five foreigners. You can start the game with four difficulty settings. Beginner - Start from zone 0 with 0 points. Rookie - Start from zone 10 with 2000 points. Advanced - Start zone 20 with 4000 points. Expert - Start from zone 30 with 6000 points. As an additional element of the game, you have a limited amount of fuel if it runs out for you to die. Fuel is a little re-filled every time you shoot a alien. There are also bonus ships that sometimes appear at the top of the screen, which (if shot properly) will drop the fuel ball. Catch it to replenish the fuel bar. You also have torpedoes to kill all the aliens on the screen, useful to spend harder zones. Flight Airline Assignment Airline Transport Pilot (1990) Airline Transport Pilot is an advanced subLOGIC simulator that allows flights such as boeing 737, 747, 767 or Airbus A320. The graphics engine has been upgraded, with two dozen different airports across the continental U.S., some buildings in major cities and radio beacons across the country. And for the first time in the history of flight sim, Air Traffic Control. AI ATC will actually give you instructions! Flight Instructor (1990) Join Tiger Cade and Cool Hands Grafton as you team us navy aviators over Vietnam. Take MiGs, AAA and SAM, and the unforgivable nature of carriers of aviation. Configure the load on each plane for your mission, plan your mission package, and then fly your missions. The command will be a few sections of the planes and the switch between them will be. Once this is done, you can even try your hand at landing on an aircraft carrier. Flightmare Flight vandals and punk band with your plane before they reach your city. One of the shareware games, pilot prop plane that is represented in 3D - you can see (and manipulate) your plane in both horizontal and vertical approaches. Refuel with your vesicles, but don't waste too much time... Flippy Circus Coins (1988) This educational program, included in the Big Blue Disk #26, provides several mini-games designed to teach children about change. Name That Coin and Pick the Coins just deal with matching coins and their names. Silly Seals requires the player to select coins thrown with seals to reach a certain amount of money. Cyler involves catching falling coins to help change for the dollar. Soft drinks have a player picking coins to pay for a variety of foods. High Diver asks the player to add coins and enter their total value; Each correct answer sends the diver above the ladder to his goal. All games are accompanied by animations and computer speaker music. FlixMix (1993) FlixMix is a puzzle game in which the user must collect puzzles from square pieces. But there is a catch! The puzzle game is an animated picture, so each piece is not a static part of the picture, but a small part of the large animation you have collected. You can set a number of options, such as the number of units and whether the animation is randomly playing back and forth, or just one direction, there are also four different game modes for one or more players. In this case more similar to a party game. Animation differs from optical ilusions to simple CG. Floater (1993) Floater is a Tetris clone. Instead of playing one game at a time, the player plays eight games at a time. And instead of blocks falling, the blocks float up. There are also several blocks of new forms. When the playing field is full, the player can continue to play with the remaining playing fields until all eight playing fields are full and then the game is over. Floor 13 (1992) Somewhere in London is a secret organization that builds on the 13th floor of an office building. The only purpose of this organisation is to keep the current British government in power at all costs - specifically, it means helping the current Prime Minister to keep his competition in the polls. The 13th floor is a management simulation, controlled by a menu-based system (similar to darklands) and presented in black and white for the movie noir feel. Players take on the role of CEO in this secret organization and are given a target date of 20 days to perform their duties. During this period, the results will be assessed on the basis of the results of the prime minister's elections. If the PM is doing well, the agency will be expanded and will have more equipment and services to manage the situations she will face later in the game. If the PM lags behind, the 13th floor risks reducing the number of services available or even the player's continued employment. After each successful 20 days add 20 more days to the calendar, full of new problems and goals. During the period between target dates, players will have to solve various problems both externally and internally. A few examples: save the son of a US president from terrorists, break up a drug ring controlled by a VIP, which was recently honored by the Queen, or even prevent a British space agency scientist from publicly thinking that their latest achievement was a complete deception (the film Capricorn One Shades). While you are performing these tasks there is another secret society that will pressure you to complete its goals, and this can very well hinder missions officially assigned to the 13th floor. Floor 13 organization is not benevolent and players will have to do some pretty unpleasant things to ensure a smooth running of a democratic machine. Examples include searching and looting people's homes, calling commando units for serious attack purposes, tapping the wire and rear people without bothering to go through legal channels, discreetly noticing people through the media and infiltrating established organizations. Sometimes you may even have to detain and torture citizens (bits of torture can sometimes get a rather graphic picture, even though it is via text message) or even kill troublesome proles (one of the few games of political politics, along with the shadow president and CyberJudas, to carry out such activities). However, if players become too eager to perform these black hat activities, they may pay too much attention to the agency and may summon attention to a certain p. Garcia (which is good for helping noisy CEOs fly through office windows). Flying Tigers (1994) Flying Tigers are a simple overhead shooter in the spirit of Raiden and Raptor. In 2047, the terrorist organization developed technology that allowed them to travel back in the past. They contacted Axis Powers in 1943 and began selling them weapons in an attempt to conquer the world. An elite group of fighters, known as Flying Tigers, is being sent to stop this unfair plan. Flying Tigers II (1994) It is clear that in the sequel to The Flying Tigers, this game allows us to be a high-tech ship pilot, known as the Flying Tiger. According to history, you are fighting techno terrorists who have launched an ominous conspiracy to destroy all flying tigers. Whatever, let's just shoot the planes! Similar to Raptor, Flying Tigers II is a typical vertical scroll to shoot 'em up where you have to survive to the end of the level. Planes attack you mercilessly, and each of the four levels you get to fight multiple bosses - very powerful and strong planes. You can also come to zeppelins of steel (don't ask), warships and active volcanoes. Although you will fly most of the time over the sea, you can also encounter earth patches with their ground installations; all this can be blown up. During the mission, Find weapons upgrades (which also cure you a little). Yellow bonuses change your basic weapon type (which is basically a machine gun), while blue gives you a secondary weapon - such as lasers, rockets or flaming napalm! You can shoot bonuses to replace the weapon inside them. At the end of each level you will get extra points for the planes and buildings that you destroyed. Fooblitzy (1985) Fooblitzy was Infocom's attempt to change its image in three ways: making a graphics and multiplayer strategy game. The concept was kind of a scavenger hunt where players would run around town, spend money, gather clues, and do what the four objects were to win the game. He used many non-computer components, including folding maps/laptops. Football (1986) For all armchair quarterback, subLOGIC football is a depth strategy/action football game complete with full lists of (fancy) players. When you select a game using the quick menu, the game enters action mode in which you control the player's actions. One or two player modes are available; play against a friend or computer. Football Limited (1994) For all armchair quarterback, subLOGIC football is a depth strategy/action football game complete with full lists of (fancy) players. When you select a game using the quick menu, the game enters action mode in which you control the player's actions. One or two player modes are available; play against a friend or computer. Football Management (1982) Football management game style has been one of the most durable since Kevin Tomson pioneered it in 1982. You start in division 4 with the selected team and you can play indefinitely, hoping to reach the highest division and dominate it, as well as win the cups. Players can be purchased or sold, and their transfer values vary depending on the size of any offer. Their skills and morale are different, as the season continues, and the rest of the main players in light matches is often the main step. You can take out a loan that is limited depending on your spirit, and daily bills must be covered. Matches include short sequences of key moments for animated accents (text is for C16 only). Footy Fanatic (1995) You have just been taken by the manager of the new European Super League to your choice of team. There are more than a hundred different teams to manage from all over Europe, and it is fun to take commands from minnow countries in Serie A. Forbidden Quest (1983) Your one-man spaceship crash lands on a barren planet. You have to take it upon yourself to look for remnants of any type of civilization on the planet in 103 places in this text adventure game. Ford Simulator 5.0 (1994) Highly updated version of the classic Ford Simulator with the latest Ford models. You can see tech specs or just drive. Your goal is to by Lake Wakatonka. Car performance is actually modeled; not so easy to drive at high speeds and curves. curvies. Worlds (1991) Lost Worlds features two characters known as The Nameless Ones, both of which look like Arnold Schwarzenegger, one even has a mohawk. Their job is to get rid of the planet of attacking aliens. By pointing your character around the screen when they fly with jet packages, weapons completely automatically, you control the satellite that revolves around your character in the direction in which your weapon is fired. At the end of each level there is a boss who must be killed in progress. Enemies who have been killed drop money. At the end of each level there is a store where you can buy weapons, armor, items and first aid packages. Formula 1 (1994) F1 is the official game of Formula One racing. There are two ways of playing: Arcade, Grand Prix. In both of these modes, you fill a certain number of wheels (4, 8 or 12) and choose which circuit you want to race on. The chains include San Marino, France, Britain, Germany, Italy, Portugal, Japan and Australia. Some chains are light, and some are complex. There are small differences between the two regimes. For example, Arcade allows you to choose a circuit in any desired order, and the Grand Prix allows only to align your car before starting the race. You also need to race the circuit in such an order that they appear on the circuit selection screen, but if you want, you can skip the track. F1 is a 1-2 player game, which means that if you have another player handy, you can compete with each other. Fountain of Dreams (1990) After the popularity of the wasteland, Electronic Arts released this unofficial sequel, using a modified version of the Wasteland game engine. The fountain of dreams comes a few decades after the nuclear bombardment of the state of Florida has left the mainland and become an isolated island community. War survivors have been divided into several opposing factions, and life on the island of Florida is constantly threatened both by the threat of radiation-induced mutations and by killer clowns, a group of demented and heavily armed marauders, descended from circus performers trapped on the island during the war. When clowns kill the only person with the knowledge to stop the spread of the mutation, it becomes your task to find a cure for the mutation before it outperforms your group of survivors, as well as what is left of humanity on the island. Four Card Solitaire (1989) In this solitaire game, the player has four columns to work with, and each starts with only one card in it. When two cards on the bottoms of the chimney have the same suit, the card with the lowest value can be removed. At any time, one card can also be moved from the bottom of any stack to a free column, or a new set of four cards can be moved to the bottom of the chimney. The object of the game is to have an ace at the top of each column. FourSide (1990) In this domino game, two players are each of the five square tiles in hand with numbers from both put these tiles in a seven to nine grid in turn, but the tiles can be placed side by side only if the sides they touch have the same numerical value. Fortunately, the tiles can be rotated to find the best possible fit. Every time the tiles are lowered, the player who placed it will collect the number of points equal to the number of tiles already touched on the board, multiplied by the values on those sides. Certain areas of the board are marked as BONUS or MINUS squares - the tile placed on one of these reasons the player immediately receives or loses twenty points. The game supports player vs player, player vs computer and computer vs computer play, and it also has three difficulty levels. A higher difficulty level feature more diverse tile players to cope with. The game hints are if necessary. Fourth Protocol, (1985) This interactive fictional computer game is based on the bestselling Cold War spy novel by Frederick Forsyth released in 1984 by Hutchinson Publishing. As the novel's hero John Preston, you were appointed head of C1 (A), the British Secret Intelligence Service Agency. You uncover a plot called AURORA, to take power in the Soviet Union to hatch a secret faction of high-level minds. To stop your plan, you're reading a lot of information to find Top Secret folders, identify wiretaps, monitor and interview suspects and informants, and gather facts and clues. The game has three main parts - NATO documents, a bomb and an SAS attack. To move from one to another, a passcode must be obtained. Unique icon-based graphics allow you to study even though they are not mouse clickable (you must navigate icons using spacebar). Plot twists and changes take place during the game and are transmitted to you only by text descriptions. Fox Ranger (1992) Fox Ranger is a side scroll space shooter from Korea. At the end of each stage there are 6 stages with the final boss. The game is just shoot anything that moves and there are many enemies on the screen to shoot. Press CTRL to shoot the standard weapon and ALT to use the additional weapon that appears in the box at the top of the screen. When you die and your standard weapon is powered-up you don't lose, which is powered-down, so you still have at least something. You can choose a level easy, normal or difficult to start with 7, 5 or 3 ships. And you can set the shield easy, normal or difficult to start with 9, 6 or 3 panel pieces. Framed (1995) You were framed and thrown into a foreign prison. Your ambition is to escape from prison and then prove your innocence. While this is a side scroller, the arcade game in a similar style to the Commander Ken series, has a deeper plot and more true adventure elements framed. While you have weapons and ammunition, there are ways to avoid shooting enemies altogether. Up to 16 inventory units can be held at a time, and some can be to resolve the situation Puzzle. Franko - Crazy Revenge (1996) Alex and Franco were a couple of great friends, born in a time when Poland was morphing from a communist country into something else. Having been in a world, they could not find their own in a new reality. While living in the Polish city of Szczecin, both grew up in a relatively unfriendly neighborhood. Having mastered the art of struggle, they found their lives difficult, but very interesting. Until one day a group of bandits attacked them. After a long struggle, when Franco could see and feel again, he saw his friend's body, and in his ears he still heard the laughter of the band leader Kloczek. Now it's time for revenge. Franco is a classic Double Dragon style action game. With excessive blood and violence, it is suitable only for a mature audience. The player goes directly on the streets of the Polish city (decorated with a typical décor of the Communist era). Along the way, he faces various enemies, from punks, through carvats to infamous communist law enforcement groups such as ZOMO. With enemies can be combated with various hands-to-hand strokes and movements, although some of them carry weapons. Freakin Funky Fuzzballs (1990) Freakin Funky Fuzzballs is a little puzzle game where you step into the square world to defend your fuzzball from the enemy while trying to get all the keys or cards to get to the next level. In each level (in total 15 out of five different worlds) you can get different items and good things that will help you achieve your goal... Freaks (1993) MS-DOS: Freaks by (1993) Freddy Hardest in South Manhattan (1989) Future NYC became unwealth and crazy, with thins lining every street waiting to pounce on ordinary civilians. Fortunately Freddy Hardest is on hand-to-face by baseball bats and knives, sideways scrolling beat 'em up game. As in any Dinamic name, the level of complexity is high. A few strokes and punches are available to you, and you have one life with energy that depletes when you get hit, but can be charged in search of a safe place to stand. Free DC (1991) With robots now controlling the Earth, the last remaining humans are going to the zoo. They are located next to the main American artifacts, due to the entertainment and curiosity of robotic commanders. There is a wave of massacres, and you have 12 hours to figure out who is responsible and why. Free D.C.I First of all, there is an adventure game in which conversations with other characters give most hints. The game is not puzzle-oriented in the way contemporaries such as Monkey Island and The Legend of Kyrandia are and are organized in a non-linear way. The graphics are made using Claymation figures, and the sound includes the selected speech. Freshwater Fishing Simulator (1995) This textmode BBS door game (with space to play) allows the player to toil the boat around various bodies of fresh water with arrow keys and see what appears when the fishing line is thrown into the blue deep after being located near the desired water bottom conditions and selecting the right type and size of grooming and the speed of searching the line. The elements of the strategy come into play when deciding whether to give struggling fish stiffness or not, while a calm fisherman must have quick jerk reflexes to take advantage of a fish-ide nibble. The game that allows tournament competitions, as well as idle one-off forays by the lake, keeps many records - what types are caught, where, what size, and allows players to compare their results to those that came earlier. FriendlyWare PC Introductory Kit (1983) 16 game set, 9 business tools and 4 different applications for use on IBM PCs and compatible. The whole concept of the package is to introduce new computer users to the capabilities of your home computer, from entertainment to productivity. All games and apps are available through three menus. All graphics are produced in ASCII format. The games included in the FriendlyWare PC introductory kit are: * Master Mind - a popular code breaking game version where the player deducts the final answer, eliminating all other options. * Nevada Dice - a simple craps game. * Killer Maze - a first person maze game in which the goal is, of course, to escape the maze. * Sea Battle - Battleship Clone. * Boggy Marsh - a game in which you are given a grid and guess monsters hiding within the place, deducting the answer from clues and directions, according to the computer. * Hangman - clone hangman, where the player tries to guess phrases and words. * Tic Tac Toe -- A Tic-Tac-toe game that is almost impossible to beat. * Wildcatter - take responsibility for the oil drilling operation and hope to strike oil. * Othello - Othello clone where the goal is to jump through your opponents chips and make them turn your own. * Peg jump - checkers like the game played on the plus-shaped game board. * Blackjack - blackjack version. * Dominoes - a common board or draw game involving Dominoes. * PC Golf - a top-down golf simulator where hits are set not for a graphic purpose, but for my mathematical calculations and silly success. * Head Coach - a football game in which to coach your choice of team and make game decisions for them hopefully leads the team to victory. * Match - a simple tile matching game. * Towers of Atlantis - Hanoi clone towers. Business tools include: * Business modeling * Depreciation costs * Inventory redevelopment * Current / Future value * Amortization analysis * Economic order quantity * Break Even Analysis * Inventory ratio analysis * Check book register The remaining various programs are: * Eye & Hearing Test * You Draw It * Personal Biorhythms * Sports Predicting Frigate (1989) 1,000,000 square miles of high seas, your nuclear-powered frigate and the fleet of Russian ships surrounding you. This frigate strategy battle game takes place near the end of the Cold War. Your mission is to go directly to Destroy as many enemy ships as may and try not to die. Points will be rewarded for your evasive skills as your enemies are very well armed and your hunting skills. Fortunately, your weapons are much stronger, but there are a number of strengths. At your disposal are the following tools: radar, sonar, anti-missile weapons, radio jammers, and, of course, your ordnance. The screen displays two main windows with one for the status of our ship, and one command menu where you place orders and you get notes about what's going on around you. The information is constantly updated as your ships defense and weapons, as well as the position of enemies and their missiles. The game is based on a turn and you can try to enter as many teams as you want over a period of time. As with most simulation games, there are repercussions for the damage you get from broken radar to arrays of weapons. Graphics basically don't exist and almost everything except the title screen is based on text, so creating your own written charts can help you successfully complete your mission. Frogger (1983) Your task in this arcade game is to guide the frog across treacherous roads and rivers, and safety at the top of the screen. Both of these chapters are full of different dangers, each of which will kill a frog and cost you life if contacted. The road is full of cars and trucks at variable speed. River water itself is deadly, like snakes, which fluctuate through later levels. Frogger must use logs, turtles (which are only there for a short time) and alligator layout (but stay away from their faces), and then jump into one of the open home cells, ideally one containing extra points to fly. Once all the holes have been filled, you will move to the next, harder, level. Front Page Sports Baseball '94 (1994) The first baseball game created under Dynamoi's Front Page Sports brand. This provides equally balanced team management and statistically accurate experience based on the 1994 Major league season. You can play head-to-head, or vs. computer in one game, a full season or career mode in which players age, improve, reject, retire, etc. at the beginning of each season you can perform amateur drafts drawing talents from colleges and so on. Statistically speaking the game includes enough statistics to satisfy the most eager stats of the fan, and although it comes only with the 1994 stats, the game comes with a separate program that allows you to change or create new players. Available on both floppy and CD versions. Fruit Salad (1997) Fruit Salad is a free single player game in puzzle bubble style. The player is presented with a canon, which fires fruit of different colors in a pile of fruits at the top of the screen. When three or more fruits of the same color are stacked together they explode giving extra points. Each level is timed as the top of the stack descends and the game is over if the level has not been cleared before it reaches The game has more than fifty levels and twenty backgrounds. The game-level editor was available to anyone sending developers chocolate or something funny. Full Metal Planetet (1990) Full Metal Planetet is a tie for the same name board game. Up to four players land on the planet with their motherhood, trying to collect as many easing as possible through 24 game rounds. It almost sounds like a happy, idyllic round of pick-the-flowers, if it wasn't for a load of trucks and fighter jets that every player happens to load in the area of his motherhood. So players usually spend the same time picking up the heads of the edifying and bashing their rivals. Computer game is the exact conversion board game; almost every function exists. The strategy is needed to succeed in the game. The only semi-random thing is floods (high wave, low tide and something between them), which can strand the boats and engulf tanks, but even they can be partially predicted. Funball (1995) Funball is a tester as a game for two players. The goal is for the player to get the ball to the opponent's base while stopping the opponent from doing the same. Each player controls one color of balls- either red or green. Like the screeners, the game board is an eight to eight grid. Unlike checker squares, though, funball bases don't just passively take balls. The base can change the size of the ball, teleport it, spring it further along, cause it to slide past rather than the ground, or have many other effects- there are thirteen different types of bases. The layout of different types of bases is not always the same, either. Starting a new game, the player can choose from five different predefined boards or use a board editor to create a custom board. Not only are there different types of bases, the balls themselves can be of different sizes. Relative sizes of balls determine the result of the attack and can have other effects depending on the target base. In addition to the balls, there may be a spider on the board that moves around the board at each turn, and can lay eggs that the balls can absorb to grow larger. The game can be played against the computer or against a friend in hotseat mode. Fury of the Furies (1993) Fury of the Furies, you can control a cute, round creature called Tiny, who must defeat the evil one who captured the king, and turned all the Tinies into pointless monsters. Fortunately, your Tiny has special powers. He can transform himself into a swimmer, rock eater, fireball spitter, or rope swinger during his quest. The game takes place on a huge island separated into eight regions: desert, lagoon, forest, pyramids, mountains, factory, village and finally castle. The name of the US wires has been changed to Pac-In-Time. It's exactly the same game. Only characters were replaced: the not-so-famous European cans (from Skweek, Super Skweek, Tiny Skweeks/Brains/Tinies games) were well-known known Future Classics (1990) Future Classics Collection is a collection of five clearly daredo some games that stress the action and strategy exactly. Game programmers previously worked for Cinemaware and MicroProse. The five-game game is very diverse: DiskMan: Backup computer drives; Collect as many drives as you can, avoid all dangers along the way and insert drives into the drive to open the output to the next level. Tankbattle: Work your way through the battlefield to capture the opposing coat of arms to open the exit to the next level. Avoid turrets, bombs, and other obstacles. Lost 'N Mazes: Quickly travel through the labyrinth corridors until you find the keys to the exit. Collect various power-ups and bonus points along the way. Diet Riot: Put all the fast food stores out of business, having your husband collect all the food boxes for each store and throw them into the dumpster. Beware of fast food - eating it slows you down and threatens you with a heart attack; You can work using exercise equipment to speed up backups as well as eat healthy food. Blockalanche: Isometric image of a Tetris clone, with differences that allow you to choose another creation (if you are fast enough) and to be able to rotate only your block around one axis. The possibilities of the game are also quite diverse: Each game can be played by one player individually, two players alternately, two players at a time, or one player against one of three computer personalities - including a split screen to play head-to-head competition. Fuzzy's World of Miniature Space Golf (1995) Do you want to play space golf? - Sounds really amazing. If your answer is yes, probably this game is your only option that has a miniature form of zany scripts. In each hole (a total of 18 holes of course) you try to provide the best shots, simply giving simple references to the ball with the mouse. Since you play in space, there is no air, there are no harsh wind conditions; Just swing it to your desired destination! G-Stones III (1994)

G-Stones III is a shareware game breakout option. The game area consists of a brick arrangement at the top of the screen. The player controls the paddle, which moves left/right along the bottom of the screen and must prevent the ball, and sometimes a few balls, touching at the bottom of the screen. When balls hit bricks on the screen, they destroy a brick or cause a certain function, such as releasing an additional ball or bonus element. Some bricks cannot be destroyed, while others can be turned on or off when the ball hits the switch. The registered game features random levels, selecting 20 levels out of a possible 100, making each game different. There is no option for recording the game. The game has many features including: * up to 6 players with individual difficulty settings, not all at once; * 3 difficulty levels * 43 types of gems * 11 background * up to 4 moving can be played at the same time 5 levels per game * adjustable game and mouse speed. Gadget - Lost in Time (1993) The game is a combination of two genres, platformer and quiz game. The device, the main character, invented the time machine and uses it to return to the age of dinosaurs. To return, he needs to get a crystal to use a time machine. This allows him to go ahead in time for the next major age. The crystal can only be collected after answering enough questions. Questions are scattered around each level in the form of a certain object from that era and there are several choices. The question appears in only one place at a time, and when you answer the question incorrectly, it moves to another location. The gadget can stun enemies by jumping on them, and getting rid of them by picking up and throwing them. Galacta - The Battle for Saturn (1992) Gamplay is similar to Galaxian and Galaga, Galacta gives you a top-down space shooter like arcade games. Move back and forth along the bottom of the screen as you avoid attacks from enemy ships and launch your attacks on them. You can be destroyed by any shot from the enemy or hitting the enemy ship as it swoops at you. Enemies will come to various predetermined patterns and certainly will not try to hit you ... but staying out of your way can still be a challenge. Watch out for how ships fly down to you and how they return from the bottom of the screen flying again. Get different power-ups like shields to help you survive your attacks. If you make it through a wave of enemies without death, you will get a bonus in your score. Galactic Battle (1990) This space invaders-style shooter pits a player against eleven different waves of alien opponents who repeat over infinite numbers of levels. The player can move horizontally and (to a limited extent) vertically, and the traditional pistol is accompanied by a shield that can be activated at the touch of a button. However, everything costs energy, so there is a time limit for playing. During the game, medals are earned, which can be redeemed for improvements in ships (reduced energy consumption, increased fire power or increased shot damage) if the player can successfully attach the base of the stars. The dock also fills the player's energy each wave. Galactic Conqueror (1988) As rebel forces close on the space station Gallion, you can launch strikes against enemy-controlled planets in the most sophisticated techno-toy available to mankind, space fighter Thunder Cloud II. The game is a mixture of action sequences in the Afterburner-esque pseudo-3D image. These sequences differ between ground combat, fighting air and space combat, with different motion physics and enemy crafts. There are also strategic battle choices on the galaxy map invaded in real time. The computer version uses speaker tweaks to restore the game ringtone to theoretically inferior hardware. Galactic Gladiators (1983) An early tactical fighting game about people and aliens duking it with weapons, melee weapons and special powers. Campy alien races include Viking warriors with horns, Denebian mucus devils and space mutants with a touch of killer. Most of the game would be spent watching flashing words: PLAYER TWO PLANS HOW TO DEFEAT YOU. Galactic Warrior Rats (1993) Einstein, Newton and Darwin are galactic warrior rats, mutant hybrids that come to your control in this top-down multidirectional shooter. Their plan is to save the badly polluted planet Smeaton Five by destroying a robotic defense and a computer that has been primed to explode. Many enemies must be shot along the way, but most run credits when shot - wait a few seconds for them to appear. You have three lives, with each rat representing life, which means that all updates are lost when you lose a life, and each rat's protective biosphere has the ability to withstand a few shots. Before heading into action, you can spend your initial 500 credit upgrades and weapons. Your movement is characterized by a certain degree of inertia, making it more difficult to stop. Galakix (1992) Defend the Earth from the destruction of the Xidus fleet offensive. Your state-of-the-art ship is equipped with a limitless supply of ammunition, and has omissions, bombs and a pull-out nail used to get upgrades during battle. Galaxian (1983) Galaxian is shooting 'em up, in which the player is at the bottom of the screen, with the aliens layout at the top. The player moves left and right to aim at the alien, then shoots the shot up the screen, and the alien he hits is killed. Aliens are classified as drones, emissaries, Hornets and Commanders, with those above screen points more points when destroyed. At specified intervals, the enemy will move down the screen towards you, escorting the bomber, which is a moment of high alert. Clear the wave and generate another. Galaxy Trek (1983) Take control of the USS Columbia in an attempt to stop a group of warships attacking the Federation headquarters. Galaxy Trek is a space battle game where your only goal is to destroy all warships. The game uses ASCII graphics and can be played using RGB, Mono, or Composite graphics. The control of your ship is limited to navigation between the quartet set, determining the course and speed of each jump. If you enter a sector with an enemy or enemy, you can add them to battle using phases or torpedoes. You have a limited energy supply for your phases and shields, so you need to stop at the space station so you can re-supply now and then during your battles. You have a limited time to take these warships, so get moving! Galleons of Glory (1990) This historic simulation game recreates the journey of Portuguese explorer Magellan as he tried to circumsize the world for the first time. Cope with rough seas, unreliable maps, rebellious crews, unfriendly locals, and other dangers of 16th century voyagers. Features of individuals and on the basis of the actual history. Gamma forces in the pit of a thousand screams (1988) In a dangerous world, individual superheroes are not enough. Even the best of them - a humanoid made of flame, an elves princess with an average bow and muscular water - can not do it yourself. When they come together, they are gamma forces. Can anyone stop them? Part infomatics, Gama Force Pit of a Thousand Screams is also a game template, as are other members of this series. The game consists essentially of casual decision-making, which interrupts the review of comic scenes, having improved the story in various ways, depending on the player's choices. The player can also switch between the views of different characters, gaining more insight into the narrative. Ganja Farmer (1998) You are John Parker, a Rastafarian soldier, trying to defend his grans/pot/weed/marijuana/ganja field from American soldiers. You stand on your Volkswagen bus in 1969 and fire bullets into landing soldiers. Also don't forget to destroy bombers, helicopters and later UFO as well. The game involves levels and after each level rastafarian god Jah comes to help you, upgrade your weed plants and give you a little more power. Gapper (1986) A simple Amidar clone, Gapper adds a slight twist, recognized by its title. Like its predecessors, the goal here is to change the color of the series of lines (here the straight grid pattern is increasingly complex) by driving them all - pointless Pac-Man or 2D Q-bert, if any. The player trail leaves spirit. Gapper, ever seeks seeker, a little enemy who finds the most effective route to take over a player, yes, meets and deducts life. In order to throw the seeker off the runway, Gapper has the ability to produce a temporary gap on his trail, insurmountable to any of them until it ends. Gary Grigsby's Pacific War (2000) Classic 1992 wargame has been completely redesigned with new works of art, new pieces, new everything! Every unit, every plane, every ship, weapon, tank, etc. is accounted for in this game! Play against the computer or watch the computer play on both sides. Follow the hotseat for multiple players or follow the game by email (PBEM). The choice is yours. The entire recording device records your movements, and your computer moves the turn for later analysis. Includes the entire database editor. Ideally, it's free! Download it from matrix game site! Gary Grigsby's Pacific War (1992) Is a great strategy game covering World War 2 in the Pacific and Southeast Asia areas. The player has to manage every aspect of the conflict: from the creation of a working force, the movement of soldiers and planes to the management of production, everything there (and much more). You can choose different starting points to get to war. A human player can play on either side. Gary Grigsby's War in Russia (1993) A World War II strategy game covering war on the eastern front 1941 to 1945. Game zoom set to the corpse level (russian corps-level units are the size of an army). It is possible to play both Russian and German sides. The player has complete control over all aspects of the war, including the production of war material. The forces on both sides are simulated in detail and you can view your units to the platoon/tank level. There are several different starting points, such as 22 June 1941 (Operation Barbarossa) or 5 July 1943 (Operation Zitadelle; Battle of Kursk). Events on other fronts (North Africa, Italy, Western Front) are also simulated and the player can have an indirect influence. The axis player will also have to deal with the strategic bombing campaign of allied bomber fleets. Gates (1992) When humans finally managed to colonize the planet Venus, they discovered there a gigantic system of artificial underground tunnels. It is believed that a very advanced alien race known as Heechee built those tunnels thousands of years ago. After all, an abandoned but fully functional Heechee spacecraft is discovered. One of the explorers boards it up, which leads mankind to the discovery of a space station with many similar ships - all with the coordinates of unknown planets that are already scored. This station becomes known as the Gateway, the only connecting point of mankind with the rest of the universe. Since a trip to potentially dangerous places poses a high risk, only some particularly brave (and perhaps thought-out) adventurers, called prospectors, volunteered to make these trips. The game's protagonist is one of those scouts who won membership along with a small amount of money and a one-way ticket to the Gate. After all, he discovers an ancient device that contains a warning about a mysterious alien species known as Assassins - and the task of an intelligence worker to protect people from this threat. Gates is a text adventure with graphics based on heechee universe books by Frederik Pohl. It is identical to the interface and general concept of legend for other text adventures (such as spellcasting series): the player can choose only text input, as well as selecting verbs from the list. When you click objects or characters in a graphical view of the location, you can see a description of the text. Puzzles are usually based on inventory, although there are logic-related tasks. The player's character explores various planets during the journey. In a few cases, you can die in the game. Gateway 2 - Homeworld (1993) A huge, strangely shaped object was spotted just outside Pluto's orbit. Scientists dub this the artifact of an object, assuming it is a spaceship possibly connected to a mysterious alien race, Heechee, which disappeared without a trace, leaving only ships with Christian destinations behind. Meanwhile, the terrorist set plans to use the artifact to seduce assassins, an alien community bent on destroying Species. After all, the only explorer reaches the enigmatic ship, only to discover traces of former Gateway prospectors - This leads him to believe that something might be wrong at the very heart of heechee civilization. Gateway II: Homeworld is a sequel to Gates. This is the last Legend Entertainment adventure game to use text input, after Xanth's companions introduced a purely graphic engine. Its interface is identical to Eric the Unready interface: although most commands can be entered or selected from a list that combines verbs and available objects, conversations with symbols are processed by selecting predefined themes and displayed on separate screens. The game also contains several animated cutscenes. GATO (1984) BACKGROUND Gato, you play the Commander of a United States submarine in the Pacific during World War II against Japanese warships. GAMEPLAY Gato is a 3D real-time underwater simulation game. The gameplay consists of missions where the main directive is to navigate your submarine to track and intercept (multiple) enemy warships (patrol vessels, fighter jets, etc.) on a randomly created map and close for kill with torpedoes. Combat itself consists of a direct video of enemy ships (via periscope) and firing torpedoes at the right angle to eventually sink the ship. Be warned that while you have an element of surprise, enemy ships can shoot back! When all hell breaks loose, the identified submarine is sitting duck for those Japanese weapons. Be prepared to direct your damage control team to clean up the damaged submarine ASAP! The mission ends when you successfully remove all the goals you set on the map. Gauntlet (1988) Gauntlet is an action game in which players select characters and fight their way through hordes of enemies that attack them on the way to the end of the level. One or two players have to make their way through 100 levels of turmoil and magic. The game features a choice of four characters to play, each with different weapons. Thor the warrior has a bludgeoning battle axe, Thyra Valkyrie has a close-range sword, questor elf has its long-range bow, and Merlin wizard magical bolts. Ghosts, goblins and even life-draening Death are among the enemies. Enemies flow from generators, so destroy these before solving the rest. Keys are needed to open many doors through levels, and in some cases the door will only be bonus items, not a progressive route. Scattered magic potions act as smart bombs and clear the screen of all enemies. Beware of poison, though, this reduces the character's energy level. The treasure is plentiful throughout the level and adds to the player's score. Gauntlet II (1989) Gauntlet II is very similar to its predecessor. Up to four players (wizard, soldier, elf, and valkyrie) make their way through various mazes, collect treasures and magic potions, and fend off assorted creatures and ghosts. Gazza (1991) This Game licensed around England footballer Paul Gascoigne combines arcade action and management. The top four divisions of Europe's super league, with the ability to play for several managers, are shown. You can buy, scout and sell players, and create separate tactical systems. The game action has a side scrolling image and close ball control. The game is tolerant of heavy tackle because they are usually successful and rarely cause foul. You can swerve, chip and head the ball in any direction. GBA Championship Basketball - Two-on-two (1986) GBA Championship Basketball can be played as one or two player vs. computer or two players with computer teams and includes practice play. Prepare your team from a list of ten players whose styles are figured after real professional superstars. Practice with games like Around the World and Horse, or go one-on-one with a friend. You play GBA Basketball all on the court. And when it comes to shooting, you have a whole range of choices like hook shots, tip-ins, jumpshots and even dunks. After each game, you can read the Gamestar Gazette sports page to mark the box scores and splitting stands. Gear Wars (1992) This top-down puzzle begins with a screen featuring red cogs in different parts of the screen, and a grid of pins (which becomes less complete at later levels). Your task in each level is to use one of the 3 different gears in number to ensure that all pins are connected. All this must be completed before the engine overheats. It is more difficult to live there are two creaturers with a peacock name Poffins. One of them goes around to remove the pins, while the other causes the engine to overheat further. They can be shot out of the way, or have tools on them to stop them. There is also a bonus round, which is a fruit machine, only with cogs and other things from the game, not fruit. Geisha (1990) Geisha is an erotic adventure game. The mad scientist kidnapped the protagonist's girlfriend Eva and wants to turn her into some kind of futuristic geisha (semi-machine, half-man). The hero travels to Tokyo and must face various dangers to prevent this from happening again. The game uses a point and click interface (with mouse support) and has several small sub-games included, such as a simple card game, a jigsaw puzzle with a time limit, a short arcade sequence, and so on. Gemfire (1992) Koei made an inroad into the magic of fantasy worlds with this game. Six magicians, each trapped inside a magical gem, are freed from the crown gemfire by Princess Robyn, daughter of the tyrannical ruler Ishmeria, King Eselred. Fleeing through the length and breadth of the island nation, they each choose a leader from the greatest noble home as their champion at the top of Eselred and bring peace to Ishmeria. Players choose one of these nobles and seek to unite all provinces under their flag through a combination of war and diplomacy. (1986) Your remote control Gemini tank is a powerful weapon. Battle enemies on remote planets and try to kill three of your tanks before they destroy you. Drive your tank with arrow keys and shoot with spacebar. Check your application maps and charts at the bottom of the screen home to your enemy and blast them for bits. Don't forget to monitor your damage meter, otherwise it will be your bits that are blown up. Gemini-2 is a sequel to Gemini, but is very similar to the original game. Identical first game with Telegaming mode that allows you to take human opponents through phone lines, while the new practice mode allows you to take computer-controlled enemies to get warmed up. Gettysburg - Fracture (1986) Gettysburg- Fracture is a grand tactical simulation of the most famous, well-known and probably decisive battle the Civil War fought at the little city of Gettysburg, Pennsylvania from July 1 to July 3, 1863. The game uses a refined version of the SSI Antietam game system and is played in 42 revolutions each representing 1 hour in real time over a 3-day period.. Players are awarded scores based on fatal and territorial purposes. At the end of each turn and at the end of the game, the points are calculated and compared with the chart that determines your level of victory. The game can be played under 3 different sets of rules (basic, intermediate and advanced) with 5 difficulty levels each and can be played against another person or the computer can play on either side. GFL Championship Football (1987) This must be one of the first team sports games to use in a first-person view - a pack mocking Xs and Os used to represent players in modern Gridiron games. What you see is what the player sees - control and point of view goes from kicker to receiver to punt or kickoff, and defender to running back or receiver on pass or kick. After permissions are released, you must rotate the controls to select the direction of passage. To grab the ball, aim at the visible hands in the center of the screen. There are 28 teams divided into four divisions; their names are fancy (including Seagulls, Mustangs and Geronimos), and each is seen in 3 of 8 areas of skill. The match lasts 4 quarters with 4 or 7 minutes of game time. The menu to select performances or commands includes the use of diagonal movements for selection. The standard Gridiron rules apply - get 10 yards in 4 attempts (lows) without fumbling or interception; Kick a punt or field goal if you're going to fail on this. Ghengis Khan II - Clan of the Grey Wolf (1993) As in the first part you can participate in two conquests: the conquest of the Mongols and the conquest of the world. In the first you need to unite all the small tribes of the country. The conquest of the world is more complex: you have to use all your senses to make the world as you want. Ghost Fireflies (2007) Probably boast the most premise of any Paul Panks game, game, from Fireflies sees a player initially directing camphora actions, phantom beetles, through the surroundings of Atsuta Jingu... plotting revenge against Sugawara at Michizane for reasons that are initially not clear. Navigating this complex scenario is achieved with the help of Raiythius, a sassy Zen hellhound sidekick with penchant to convey enlightenment through physical pain and mictrition. While this text adventure setting is quite clear and meticulous in Japanese, the game boasts even stranger cameo appearances than previous Panks games, including suffering Jesus from Nazareth at the start screen, Bruce Lee as a shopkeeper (with Mr. Miyagi in the comics) and founder father Ben Franklin, murdered for cheating in a gambling game with Wyatt Earp and his posse at the Olbara Inn. All this plus the game's author himself (hint at some bizarre post-modern denunciation) as the frontman for the home group Singing Nobunagas! The game is mostly roving between areas picking up that are not named and killing that, which can be overcome through the physical struggle of the issue (but now almost featuring -- see trivia - alchemical magic system of sorts). Ghostbusters II (1989) Re-live movie as you bust ghosts, collect mucus, find the right mix, get out of jail and hunt between Vigo, the Carpathic Scourge. Ghosts 'N Goblins (1987) MS-DOS: Ghosts 'N Goblins by (1987) Giana Sisters (1987) MS-DOS: Giana Sisters by (1987) Giana Sisters 32k (1998) MS-DOS The Giana Sisters 32k to (1998) Giana Sisters X-Mas 98 (1998) MS-DOS: Giana Sisters X-Mas 98 by (1998) Giant Space Slug (1990) How giant space slug your job is to protect your territory. Random pilots of hot-shot spaceships insist on landing on your territory, but don't know they're going to get caught. As you swallow your ships your body will get bigger and bigger, but be careful not to eat and eat yourself! Your territory is surrounded by high levels or radiation too much, so beware of the walls. A simple snake clone, Giant Space Slug, uses ASCII graphics and numbered levels of hardness, which the player will choose. The higher the level, the faster you and the space craft move. Giddy 3 - Retro Eggsperience (2000) The world is attacked by robot stompers from behind the clouds, and egg-shaped super hero Giddy must save the day! Giddy 3 is a free clone of Dizzy and its sequels. Designed as a parody of that classic series, it also stars anthropomorphic egg, which must collect objects in order to solve puzzles. At the top of the screen is a life counter and three stars as an energy bar. If the egg touches any of the enemies, this energy band decreases, and when it is completely drained, the egg dies and the player loses his life. On the upper right side there is an accumulated number of coins collected according to the symbol. Giddy can jump and use inventory items. When the light lights up (when Giddy walks through certain places), press Shows a hint of one of the puzzles. One of the main differences in this app compared to the previous one is the addition of side scrolling instead of the traditional inverted screen. It is also the first time in a series that music and sound effects can be played at the same time. Girlfriend Construction Set (1989) This game pits a player as one man on a prowl of certain action. By customizing the personality and features of a romantic match, the game can mimic a variety of dating experiences, each scenario of which offers a variety of multi-choice questions that affect the date eventually. On a few dates that go well, the player can throw out reverse girls and look more consistent (self-improvement is also a factor; if a girl exceeds her partner, she dumps him). The distant goal is to gradually improve both yourself and the partner so that, in the end, invitations to the Big Party can be played, to which only perfect couples are allowed. Gladiator (1995) Gladiator resembles Gauntlet, set in medieval times. You have to travel through the forest and kill all the monsters, collect treasures along the way. You can choose from seven different classes of characters, each of which has its own strengths and weaknesses in areas such as strength, dexterity and armor. Global Conquest (1992) Global Conquest is a board game of world domination by Dan Buntten. The purpose of the game is to explore and dominate the world - in which the locals live - before the other three players do so. You can play against computer players or play your friends through a modem link. You take control of units such as infantry, submarines, warships and aircraft carriers. There are also special units, such as a spy, which can slow down the production of the unit and steal secrets from opposing teams. You control your army through ComCen or a command center analogous to the king of chess - if you lose your ComCen, you're out of the game. The game is based on a player who manages different aspects of their kingdom at every turn, such as their urban economy (called burbs), their army, air force and navy, any fighting that takes place, espionage tactics, contracts and alliances, and random events. Random events are collected through the card system, the card is selected every five turns. Drought, plague, taxpayer uprisings, papal visits and battle fatigue are an example of many random events that can happen during the game. Global Domination (1993) In the near future the world is divided into 5 power nations that will fight to conquer the whole world You can use tactics, espionage and diplomacy. The remaining small powers will fall under your control. Peace will be the goal of peace when you are the only leader in the global Global Effect (1992) Basically similar to the population of AKA Serf City, the Global Effect involves creating sound economics before going out to attack other nations and rule the world. In cities, there must be housing, food sources and power supplies, which is difficult. You can choose the settings of the game environment, much like civilization - an icy world or a post-apocalyptic, to make things much more difficult. Environmental factors play the greatest role in this game as you have to use efficient energy sources if possible. You only get a certain level of power at the beginning of the game and you have to create enough green things to increase it even further - trees are the most effective. When you have a fully functional city capable of maintaining military units of any quality, they can be directed to battle, giving them pre-planned flight paths that may be overloaded if necessary. Two-player games can be played with zero modem cables, even on different systems. Gnafu (1986) Although it sounds much like snafu and hanging on a growing wall the element from this game Gnafu is more similar to snake-type games. In this unlicensed clone, the original Hedogiciel C64 game, you play a caterpillar that lives in an enclosed garden. In the garden there are mushrooms and cherries. You have to eat all the cherries that cause you to grow in length, avoiding mushrooms and walls. If you hit one of those, you will lose a life and eventually the game is over. If you manage to eat all the cherries on the screen, you will go to the next randomly generated level. Acquired records are displayed when the game is over. Gnome Ranger (1987) Ingrid Bottomlow stands out from her family of gnomes - she's a talented student with a degree from the Gnome Economics Institute. As a result, they banish her using the spelling of teleportation, leaving her lost in the forest. It's your job to keep it safe in this interactive fantasy game. The game is divided into three tasks widely associated with animals, vegetables and minerals in such order. The first involves the defeat of the evil witch, the second - the riddle of the descending teapot, and the third - the gems. Teams such as FOLLOW, FIND, and GO make traveling the world of the game much easier, and emphasize the manipulation of objects and character interaction rather than mapping. Instructions can be issued to other characters, with words such as THEN, FIND, and GIVE, to join them. This collaboration is very important to solve many puzzles and takes place in a world where the characters have their own goals and motives. There are short and VERBOSE text modes. Running a joke in the game is that the screen screen adds g to the beginning of all words starting n - gnorth and gnugget, for example. The graphics are included in the game disc versions, except for atari 8-bit and Apple II ports, which are text-only on each media. Gnome Ranger II - Ingrid's Back (1988) Ingrid is Ingrid Bottomlow, the intellectual but clumsy gnome we met in Gnome Ranger. Her beloved home village little dedicated to yuppie friendly transformation Jasper Quickback from Ridley's Manor. Ingrid has three clever plans to stop it - submit a petition with the signature of everyone, find an Orthodox method of prevention and eventually infiltrate Ridley's mansion by pretending to be a maid, and then find evidence that he is a dodgy geezer who should be locked up. These three quests can be played in any order, although they logically follow each other. She is accompanied by a Flpsyop dog in the first 2 parts, and her cousin Daisy in the third. Ingrid's back! uses the same gaming system as the original and other modern level 9 titles such as Knight Orc. Giving instructions to other characters (including Flopsia) and jumping around the map using the GO TO and FOLLOW commands. Living and breathing in the world of people traveling, shopping and relaxing supports all this, and plays an important role in many puzzles. The versions of the game drive contain graphics, the exception is Apple II and Atari 8-bit ports, which are text-only. Go Simulator (1991) Go Simulator is a computer customization of a classic Chinese strategy board game known around the world as a go. The game includes a whole tutorial to learn the basic rules to go. Using a large number of available options, the player can customize the game to accommodate difficulties: board size (from 9x9 to 19x19 lines), AI level (1 to 20), obstacle (0 to 29 stones on the board before starting the game) and so on. You can play against a computer or friend and even watch AI play against yourself. Goal 94 (1994) Goal 94, an international football management game, includes new rule changes introduced at World Cup 94, along with the addition of several new features to the game: The updated team squad now allows the player to age, goals, caps and skills to be replaced by the user. In addition, the printed guide is also provided with a registered version of the game. New features in the older version include: 3 points per victory. A substitute keeper is allowed. Comment is available for the whole game. The comment can also be printed. Better cross and more efficient center forward age, caps, goals and skills can be adapted. New animation. Speed entered into the player's details. Keeper statistics include a goal recognized. Opportunity to start the game with the World Cup or continental championship. Goal 1 and Goal 2 features are also found in goal 94. Gobman (1992) Gobman is a 90s clone of Pac-Man. Like Pac-Man, you play in yellow circles going around the maze to eat points, except every time you advance the maze maze changes its color and shape. There are also small items around the maze to help Gobman collect points like Hourglasses and Bombs. It is also a little easier to score points due to the speed of the flags. God Thunder (1993) The mighty god Odin goes from time to time to deep sleep. During such Odinsleep, the mischievous god Loki stole from Odin his favorite land, Midgard, and it's a monster. But Odin has a son- Thor, the god of thunder. Using his powerful hammer Mjolnir, Thor must travel to Midgard, face Loki and his assistants and reclaim the land for his father. God Thunder is an action game with strong elements of puzzle solving. Thor explores Midgard, fighting against the opposite action, using his hammer or lightning attacks. There are many dangers to make the hero's life difficult, and the player has to solve puzzles to protect Thor and advance the story. Puzzles range from simple exercises to reorganizing objects to more complex examples that occupy the entire screen. Most of the game is viewed from a top-down perspective, although there are platform sequences as well. Goferopop (1991) Goferopop is a 2D 50K shooting game in which a player shoots gophers that pop out of the ground. The playing field is a turn of grass and gophers will pop up anywhere on the field. The mouse is used to move the gun back and forth, and when the gopher appears the player must press the mouse to shoot. The result is based on how many gophers perish and how quickly, measured by metrics gophers shot per hour. There is no game over, but there is a high score in the table. American Gold - Conquest of the New World (1989) Subtitled Conquest of the New World. A four-player strategy game in which you took on either the role of England, France, Spain or Portugal and set about exploring and conquering the New World. America. This game has been historically accurate, so if you want to win, it is best to be in Spain. You had to look after your colonies, explore unknown regions and invade the territory of other players. Golden Axe (1990) Golden Axe is an arcade beat-'em-up game that puts players in the shoes of one of three heroes, each with its own cause trying to overthrow the evil rule of Death-Adder, who - along with his strength in the dark - kidnapped and imprisoned the king and his daughter and stole the legendary Golden Axe. It's a horizontal fighting game where you basically take one of the three characters (Barbarian Ax Battler, a dwarf named Deep Thunderhead or Amazon Tyris Flare) and bash everything that stands between you and Death Adder himself. The game allows you to play up to two players on one screen, but in the C64 version this option has not been implemented. The C64 version has also been removed from other areas, such as: only one enemy can engage a player at a time or there are only two types of dragon instead of three. Golden Basket (1990) The Golden Basket is a basketball simulator with many difficulty levels (including the usual NBA), as well as typical capabilities such as resetting the keyboard, playing against a computer or friend, choosing the duration of each match and even demo mode to see how the game works. In addition, referee respects the rules of the militaristic International Basketball Federation, so you should know all of them if you want Golden Eagle (1991) The golden eagle's storyline is the main: the evil priest Nahmur stole the Golden Eagle, dragged it into five parts and hid them in the city. The player controls a special agent with order (employees are mutants) to find those parts. So the player walks through the levels while shooting all the opposition. There are also some basic puzzles to solve (collect an item in one place and use it in another or switch puzzles) and safes open (either with found codes or using special equipment) in order to find eagle parts. There are also some traps that need to be avoided. In addition to walking and movement, the protagonist can jump and duck. All other actions, such as detection, can only be performed in certain locations. Using terminals reveals useful information in the form of messages or maps to help. Other terminals offer the opportunity to play a completely optional Reversi game. Gonzallezz (1989) Gonzallezz is a side scroll platform game from Spain. The main character is the Mexican stereotype (full of sombrero and huge mustache), which has the obsession of a traditional siestas. The game is divided into two loads: 0M in the first, Gonzalez has to escape his nightmare. It moves through precise jumps on one large level, divided into seven parts, a surreal landscape contaminated with dangerous objects, such as flying vacuum cleaners, disassembled hands, etc. Q KEY is to jump the button, while O and P move it left and right respectively. 0M In the second load, Gonzalez must find his hammock, avoiding the danger of the stereotypical Mexican landscape (Indian tribes, wildlife, etc.). Weapons and ammunition are scattered on one large level divided into sections. It can collect or drop them crouching with a key and can use them with spacebar. Goody (1987) Goody is a thief with a mission to break into a Spanish bank. To perform that you need appropriate tools, such as burner and pinchers. On the way to the bank, you must avoid the dangers of cops, gorillas, kung-fu experts, street sweepers, paper planes and others. The game is a platformer with a light puzzle solution that requires using the correct object in the correct place, similar to jet set wily. Goofy's Railway Express (1991) In Goofy's Railway Express, Goofy and Mickey are railway conductors to help children with colors and shapes. This is done in a series of screens for young children to start visually identifying shapes and color matching while the train crosses colorful landscapes. When a train smoke chimney creates colored shapes, such as a square, circle, or triangle, the child must press spacebar. If the shape and color match the shape and color above the Disney symbol waiting on the train platform, the train will stop and take that passenger. Otherwise, somewhere on the screen a unique animation of entertainment appears. Gore Galore - Breakout (1995) MS-DOS: Gore Galore - Breakout by (1995) Graeme Souness Soccer Manager (1992) Graeme Souness Soccer Manager is a major football management game based in the English league, where a player is responsible for bringing a team (any available) from the conference to the top division. The options are limited: the player can choose an initial eleven, players are valued both in ability and fitness, explore the transfer market to sign better players, and ask for overdrat extensions. While no player refuses to sign your team (even if it's still on conference), the real game challenge is to balance finances, and avoid paying too much pay while in even lower divisions. Graiquest (1989) The legendary King Arthur is a game of the world, but adding a few features than you are to run a mill adventure. This game also includes adult situations that add to the classic motif. There are also secondary searches during search for the actual grail. A very detailed graphic adventure game that has a very high-end interactive fiction storyline. This game uses a point and shoot interface that uses your mouse. Grand Prix 500 cc (1987) Grand Prix 500 cc is a motorcycle simulator viewed from behind your bike. This allows you to ride 12 circuits around the world. You can play alone or against a friend (with an unusual vertically divided screen), without championship mode (9 laps with 6 competitors) there is a training mode (only 2 laps with 2 competitors). You can choose a race on any circuit at once or go to world championship mode, where you race on the tracks. Grand Prix Master (1989) Motorcycle racing game play has now disappeared in the 80cc world motorcycle racing championship. He was licensed around Spanish ace Jorge Martinez Aspar, and his (and his) racing rival, including future 500cc World Champion Alex Criville. The game is in full practice mode as well as qualification and racing. There are only 8 computer bikes, although the real-life championship scoring system is used, which means that the penalty for not finishing is greater than in real life, especially since you only have 5 bikes to last a season. The game is viewed from overhead, and the controls are, unusually, direction-based, so take a straight, which (overhead image) involves going up and right, you have to push the joystick in that direction. Grand Prix Unlimited (1992) This is a Formula One simulation similar to the World Circuit/Formula One Grand Prix, including real teams and cars, 16 different Grand Prix courses and track editors. A player can ride one of the five real Formula One teams in one race or throughout the season. The car setup must be changed to achieve maximum performance and the real impact of the weather must be addressed. There are fly-by style images at each course, and full control of camera positions corners of the location. Grandmaster Chess (1993) Grandmaster Chess is a chess game with skill levels and various sets of boards and units. Other features include drop-down menus, analysis mode, VCR-like replay option, and the ability to give the player a chess ranking. Grave Yardage (1989) Fantasy Football, where monsters pummel each other and dodge mines to make touchdowns! Gravity Force (2000) Amiga/Atari ST game remake since 1989 (see Gravity Force). With a similar control scheme and feel traction, the goal is to make your way through a series of levels, collect all cargo containers and return them to your home base. As if controlling your ship wasn't hard enough, there are many enemies patrolling the cave system who seem intent on doing their job hell. Instead of a straight makeover, the author has created some brand new levels and types of missions (e.g. escort missions, bombing runs), adding diversity. There is also a limited version of the original game in single player race mode (in which you try to set new time records to complete the levels) and a simple 2 player dogfight mode. Gravity Force (1989) Gravity force is a game of dexterity. Your task is to test a small spaceship through labyrinths and collect various cargo containers on your way. Your spacecraft obeys the laws of gravity. You must use one attraction to avoid collision with walls or ground. Different types of enemies will try to interfere with your cargo rescue missions. The single player part of the game consists of a total of 49 mazes. After each of the five successfully completed levels, you will get a password that allows you to select the appropriate level as the starting point in the main menu. The top ten results will be permanently saved to disk. There are three more game modes: racing, two trial races and a dogfight. * In race mode, you can choose one of the 10 available tracks and try to reach the best times. You'll have to avoid obstacles similar to those found in single-player mission mode, and an accident means the race is over. If you manage to escape the record, it will be saved permanently. * Two test races offer three different tracks. The screen is divided into two parts. Your only task is to reach the finish line against your opponent. If you crash, you'll be squeezed in the original location. * Dogfight offers two tracks where you can fight another player. Great Escape (1987) Great Escape is an isometric action adventure game. To control a prisoner of war in a German camp, your goal is to go unnoticed. There are many ways of freedom - rear doors, cracked fences, even underground tunnels. However, you must plan your escape in compliance with strict rules of the camp. Number one: Daily program. You have to take part in two roll calls a day, one meal, one exercise, and stay in bed at night. If none of these events appear, alarms will be triggered. When you do not touch the controls, your character will move automatically, all relevant events. You have to detect and use gaps in the time table to explore the camp. Rule number two: Security rooms are off limits. If a soldier catches you in a room that is forbidden, you will be placed in solitary confuse. Of course, you need to enter the restricted parts of the camp to find items that are very important for your escape. The moral flag will turn from green to red to show that you are in an area where you should not be. Rule 3: No prisoner can carry prohibited articles. When you are caught in a suspicious situation, you will be deprived of all the items you have found so far. To avoid this, you must deposit objects in a safe place. You need to find keys to open locked doors, uniforms of camouflage, flashlights to see in dark tunnels, and much more. Rule number four: Security commands must be obeyed all the time. German soldiers patrol on fixed routes and have a line of sight. You have to learn the security routes and sneak past their backs to avoid detection when you break out. If you are caught, your morale will decrease. If your morale reaches zero, your ija escape is broken. The Great Machine, (2005) The Great Machine is an allegory of thousands of years of cyclical human history (lessons of untrained, doomed to repeat) entangled in a constant military war and conflict where there are people; cruel teeth of its tools, oiled with the blood and furnaces of young idealists, ignited by the bodies of innocent non-combatants. The function of the machine is nothing but a perpetuation of its antisocial operation. For some reason, war is a popular topic of games - most likely due to disinfectant delivery, playing a colorful aspect of the preservation of villages by destroying them. This game does not pull these punches. The player presides over insignificant choices when a small man comes under cross fire, forced to serve in his national military service and attempt to kill other men, such as himself, on the basis of orders from his supervising officers, who must have good, albeit undisclosed, reasons for issuing such instructions. The protagonist is assigned a black operation for the assassination of the charismatic cult leader Los, whose group's uncoordinated activities undermine the efficiency of his unit's activities in the area. With some duality, but eager to stay at the right end of the gun, the player heads into the grim brutality of a tortured world insane, his fluffy absurdity highlighted by the ongoing nightmares and hallucinations or supernatural forces or the result of the beginning shell shock caused by dementia. Author Jonas Kyraztes will come here from the Myst-style 1st-person graphic adventure game, informing others of his philosophical play activism, instead of presenting the impact (and meaninglessness) of human agency in the face of trench madness throughout the text. an idioms that give a cheerful reading reams - sometimes a break from prose to a free line to show the obvious impact of sudden physical (and gradual mental and emotional) trauma - among the player's input capabilities. As mercy before him, the game here is a completely secondary story being told; The author presents a moral play about authority and how, as Mao said, all political power comes from a barrel of gun. The player is not the author of this story, only the player on his stage, endlessly survives meaningless movements, among the weak sparks of true hope, an existential nightmare from which you can not escape - Orwell's boot, stamping on a man's face forever. The Great Napoleon Battles (1991) The Great Napoleon battles are in turn based on the hex wargame, which not only allows players to play three epic battles from the Napoleonic Wars, but also includes building a set to re-create any land battle during the Napoleonic period. It consists of four programmes: a battle programme to allow scenarios; Mapmaker to customize or create new maps; Menmaker create or replace units and units used in battles; and warmaker change rules, goals and conditions to fight. The game comes with three ready-made scenarios - the Battles of Marengo and Waterloo, where you play in French, and the Battle of Quatre Bras, in which you play the British. Players can choose to play on either side of a user-created script or create two-player scripts. Great Nay Battles Vol I - North Atlantic 1939-1943 (1992) Great Nay Battles: North Atlantic 1939-1943 is the first of four Navy combat simulators for Strategic Modeling Inc. in the 1990's. During WW II, the player commands the British Navy or the German Navy. Fight the whole campaign, mini-campaigns or individual fights. The game includes a historical database of ships, a deck display of ship damage status, real-time action and instant replay functions. There are 3 ways to enjoy the game. The captain's approach shows that you are on the bridge of one of the great warships, cruise ships or era destroyers. Listen to the dramatic sound effects created by your weapons roaring as you shoot them. Watch the sink splash in the distance or explode on the target. See the enemy weapons flash and feel your ship vibrate as it hit. Go below with damage control parties and try to plug holes until your ship capsules and sinks. The fleet image shows the perspective of the eagle's eyes in the working group of individual vessels. The great admiral's view will be even more distant to give you a strategic map of your entire navy and all visible enemy ships. Great Nay Battles Vol II - Guadalcanal 1942-43 (1994) Great Nay Battles Guadalcanal 1942-1943 is the second installment of the strategic simulation of the Advanced Simulator series. The game sends you to the South the ocean's monumental conflict that rocked this remote island of Solomon between 1942 and 1943. Five tactical battles,three battles,three Battles and two full campaigns are included. Build your forces with 100 types of ships or 20 types of aircraft when you are engaged in enemy forces on land, sea or air. Gremlins (1984) Gremlins is an action game based on steven spielberg's film of the same name. The game takes place just after midnight when there are Gremlins and Mogwai running around Billy's living room! You control Billy from the point of view of the 3rd person. In each level, your goal is to catch all Mogwai and return them to your cage (located in the upper right corner of the screen) and destroy all gremlins with a sword. Each level has a time limit of 6:00 a.m., when the sun rises. You go to the next level by performing your tasks or just surviving until 6:00, although more points are awarded for the first. You will also get extra points for each Mogwai returned to the cage. On many levels there will be different types of food lying on the screen. If Mogwai eats any food, he will turn into gremlin. There may also be water puddles; If Gremlin or Mogwai goes into the water, it will be divided into two. At some levels there is also a refrigerator or popcorn machine that throws food into the screen, or a TV that will distract Gremlins. You will also start the game with a limited number of flash cubes; If you get into trouble, you can use these to temporarily stun all Gremlins and Mogwai. As levels progress the game gets faster and Gremlins and Mogwai more. Gremlins 2 - New Batch (1990) Like Billy, you set off to rescue Gizmo Gremlin from the Clamp Tower skyscraper, where Dr. Catheter plans to experiment angrily with him. Unfortunately, Catheter gets word about his plans, and mixes a whole new batch of vicious gremlins. As a result, your mission now is one of destruction and avoidance. Elite implementation this is a five-level-side view action game in which you run around to avoid or shoot gremlins. Each level has a secret object to be collected. Bonus items such as extra lives and time can be collected as a way to improve weapons, and credits for putting a new weapon after each level. Gremlins 2 - New Batch (1991) In the tradition of the game Beetelejuce, Gremlins 2 is an arcade game in which you have to go around the building shooting gremlins and collect all kinds of items. The features of the game include an alarm system, two types of weapons and different types of landscape. Grime (1984) Deadly, all-consuming mold emerged from a contaminated swamp spawning from toxic chemical waste and enveloping everything in its path with poisonous grime. Go to your herbicide by spewing the Hermbobile, and destroy the mold colonies that threaten the city of Spudville. The game is similar in style centipede and its variants, but differs in some game mechanics. Your vehicle can move across the entire playing field, shoot in four directions and switch to automatic fire mode. Battle grime patches, mutated wildlife and spores, which constantly deposit new mold

colonies. Guerrilla War (1987) Tropical Island (the Japanese original referred to as Cuba) is oppressed by the dictator, but fortunately one or two brave US soldiers (Ernesto Che Guevara in Japanese) are on hand to restore justice. March through rivers, swamps and forests to overthrow the dictator (referred to in Japan as Batista) in this evolution of commando style. The game scrolls vertically as you move up the screen shooting enemies, find good strategic shooting points and collect powerups. As enemy soldiers come to you in groups, some care is needed when picking them off, or using your weapon or grenades. There are also hostages carried by some soldiers, with points bonuses for not shooting, but shooting at their captors. Each level ends with a boss. Guimo (1997) Guimo is a 2D platform game featuring several stages full of action. History is a parallel world called Bitland, the brother of earth in a world where the inhabitants are in terrible danger after the invasion of Necterion and his army. In order to restore harmony between the two worlds, the best-trained and fearless sentinel (the entities responsible for the transition of dimensions between the two worlds) are ready according to their command: GUIMO! The game also offers many innovative features for this epoch (1997): enemy DI, Egg robots (auxiliar pals!), digital music, etc. Guldorn Expressen (1991) Made as a product tied to OTA honey puff grains, Guldornexpressen (or Kalaspuffsexpressen) revolves around the brand's bear mascot, which drives a train filled with honey puffs. His task in each level is to pick up grain boxes, add honey and drive the train to the end of the level, where the cargo is loaded into a large box of Guldorn. It's not just a straight forward career along the tracks, though. Switches must be set back and forth so that the train can go on the right rails, there are rocks and fallen trees on the track, and you have to keep your speed so that you do not break into things. Fortunately for puff bear, he has a bee friend. When you tap the joystick button, you activate the bee. The task of the bee is to activate the switches and manage the honey tap. If you hold the joystick button, you activate the action menu to deal with obstacles. You can choose to jump through fallen trees, throw dynamite at the rocks, or allow the bear to jump out and dig dirt off the tracks. Gulf Strike (1985) Based on the popular boardgame, Gulf Strike allows every aspect of the complex Gulf region to be explored. A complete air, land and sea battle order for more than a dozen nations allows us to fight every conflict until an unpredictable conclusion. The game will end when one of the following things occurs: After 25 turns, the Soviet/Iraqi side gets 9 victory points, or the players choose to finish the game. The game is for 1 or 2 players usually takes 1-5 hours. Avalon Hill rated this game 7 on their 1 (easy) -10 (solid) difficulty scale. Gumbots Australia (1990) Head down to Australia and help solve an abundance of mysteries as a Gumbots Australia researcher. This graphic adventure game plays like a little control click and find type of game. You start with almost no money and have to travel from city to city looking for answers. Travel is not free, of course, that on the road you have to do odd jobs to earn money to travel with a car, bus, or plane. Of course, traveling with a car or plane is the fastest, but they are also the costliest. You have to take into account how long you still have to solve the mystery otherwise you may have to ask your bosses to extend. You have about eight options to extend your term, but each extension takes away the bonus point. Use your time wisely and accept jobs that pay the maximum amount for at least a day to get to your destination. You should also keep in mind that you have anticipated your travels accordingly, let's say, if, for example, you have to travel to capital cities so that you do not stop watching the video and wasting time and money. When you can click To Explore and Search for various local hints or answers at the destination. There are also random events that happen, such as radio call-in shows where if you get the correct answer you can earn some money. Sometimes your actions can have dire consequences, such as buying counterfeit goods or trying to help wild cats. These incidents can cost you money and or time to undo. Once the clues are found, you'll collect the reward based on the time it took and the extensions you've used. Sometimes your job is not only to solve the secrets, but sometimes you just have to run a few random orders for your bosses, such as the mission that you get as a tutorial. Other tools available to you on your quest include a notebook that generates important notes of your own and a database that you can use to search for keywords you think about your missions. A database can sometimes help you think about which locations can have the best leads. Gunboat (1990) Gunboat is a 2D action simulation. You take control of the U.S. gunboat in several conflict zones. Your gunboat carries a four-man crew: a first-class petty officer who serves as a boat captain and pilot - gunner's mate who controls forward weapons - an engine man who cares for the engines and serves as a midship runner - a sailor who controls aft guns All four men are cross-trained in each other's tasks... forgiveness becomes essential if one or two crew members are injured or dead. Be careful on the rivers ...! Anchors are afraid! Gunship 2000 Take Apache, the new Longbow Apache, Blackhawk, Comanche Scout, Comanche Gunship, or MD-500 Defender on missions. The updated graphics engine has a much more detailed variation of terrain with real valleys/hills and even train tunnels that you can fly. When some Promoted to sufficient rank you can take together several helicopters to achieve your goals. A dynamic campaign generates new missions based on multiple maps. Attack, defend, sweep, scout, rescue, drop... Many missions keep you busy. The crew learns and grows the experience of how they survive and succeed. A complete mission recorder allows you to view every member of your team when they fight or die. On your side there are many weapons from the latest Hellfire missiles and sidearm anti-radar missiles to old-fashioned chain weapons and weapons cramps. The enemy can be well armed, too, from the deadly Z56 gun/missile combo to the old-fashioned ZSU-23, even sometimes migs. Guy Spy and Armageddon Crystals (1992) In this interactive animated film you are a brave English soldier who must stop fascist Von Max, who wants to build a Doomsday machine with special crystals. In each level you have to do something different, such as shooting enemies, various fights, a few chasng, etc. progression game allows you to observe colorful dangerous adventure cartoons. H.U.R.L. (1995) The Slob zone is controlled by Bob Slob, leader of the Hardcore Order of Radical Libertugs, an army of oversized animals. Bob Slob stole all the world's clean underwear, and sends his dirty minions against one brave hero who dares to venture into his realm and recover stolen goods. H.U.R.L. is a hero-violent action game that uses a first-person perspective and 3D graphics reminiscent of a first-person shooter. But instead of shooting enemies, the protagonist washes them. Soap, water cylinders and deodorant can be found or purchased in vending machines, selling collected garbage. Animals try to hit the heroes with various kinds of dirt, to which it reacts by cleaning; after being attacked with cleaning vessels for sufficient time for the animals to give up. H20 (1996) MS-DOS: H20 to (1996) Hack (1984) Hack is the predecessor of NetHack, both members of the family of text-based Rogue-like games. Like other rogue, hack is a quintessential computer role-playing game (RPG): Select a class of characters and venture forward into the underworld to fight monsters and gain treasure. Like all rogue offspring, the hack is displayed from top to bottom in a view, painted with text characters. The player risks all over the dungeons, visiting rooms connected by thin corridors. The game is based on its turn, and the turn begins with the player's action (move, attack, eat, throw, spelling, etc.). Commands are tied to various keyboard letters, including inventory, e eat food, etc. with one exception: Monsters attack into it, so the attack feature shares the same keys as movement. The hack is one of the first significant deviations from Rogue, a noticeable rich interaction possible in the gaming world: Simple actions lead to complex (yet logical) reactions. For example uncommon to throw boomerang just to miss the goal and return it to hit the player; or kill a monster that has the ability to turn you into a stone as an attack, then accidentally step on the carcass on the exit and turn into a stone; or having a fire bolt from magic sticks ricochet around the room, hit the player, and cause his magic scroll to catch on fire; So, monsters and objects have secondary, hidden properties; for example, when the leprechaun is killed and eaten, the player will accidentally teleport to different places. Hacker 2 - Doomsday Papers (1986) Hacker II: Doomsday Papers is a real-time strategy game. This is a sequel to Hacker. Once again hack into the computer system, only to eventually save the world. Hacker II: Doomsday Documents opens with a console to acquires computer hotline system (a nice self-ironic pun - although no one knows why a serious hacker might want to hack the help service for computer games...). But your silent little hack is soon disturbed. The government wants you a secret mission. This again includes a robot drone and you are on the remote control. Although this time not the whole world is your playground, but a high security facility in Russia, where plans for global domination are concealed. In fact, all you have to do is direct your drone to the vault on the 2D building map. However, there are two main obstacles: patrol guards and security cameras. To avoid detection, you need to deceive observers. Tap the monitoring system to see which cameras are currently active and which rooms they are monitoring. Your task is to bypass the right-hand camera video signal by tapping an empty room to keep your drone hidden from the video. You control four monitors that you can freely switch to display a security monitor, radar map, VCR output, or one of 38 cameras — thus monitoring security movement while controlling your drone and synchronizing recordings with cameras. Whew, sounds like a lot of work? That's the way it is. HaCx (1997) HaCx is a commercial analog to Doom II. The game is mostly the same - you run through levels, kill monsters and search for keycard from time to time. The game is brand new sprites and maps and uses doom engine. There are several new features, such as objects to be deleted. Halls montezuma - The history of battle of the United States Marines (1990) The Military is often painted in terms of accuracy. It is expected that orders will be followed accurately. But what happens when those who give orders are blind? Blindness is the fact of the life of commanders who have to wait for their men to call with information. This game puts the player corps commander boots-man responsible for the lives of several units-for thousands of men. The player will lead some of the most famous battles in U.S. history and will have to deal with the same deficiency face-to-face, which ments every senior military leader. In this game, the player repeats the historical battles in the wars with Mexico, World War I, World War A and the Korean War. Think of war from a marine perspective. In this area, it is their duty to execute orders according to their capabilities. They have to try to cope with the unexpected that hinders their progress-weather, enemies, terrain, fatigue, lack of stock ... Unfortunately, the fact that there is a gap in the field between soldiers and commanders in the command centers. Commanders have no personal connection to every person underneath them. They rely on those who are under them to account... This game provides some insight into team problems. There are hundreds of pieces to watch, and the player has a way to keep them organized. Units become symbols on the map board. Contact with units is limited to the reports they send back and the orders that the player sends. When orders are placed, the situation is really out of your control. Will they be able or willing to follow the instructions accurately? What happens if they are interrupted by the enemy, the weather, the terrain. Is the information about the enemy's movement accurate, or does the player simply send the division (thousands of men) to his death? Most soldiers and Marines have never had a chance to see what happens inside command centers, where the commanders they have to follow come from. This game restores the command center. Hammer Boy (1991) Hammer Boy is an arcade game that plays like a cross between Kaboom! and Whac-A-Mole. Armed with a big hammer, your job is to prevent Native Americans from reaching beyond their fort tower by hitting them on the head and putting fires that are thrown from the side. This is really in the game - new levels bring different backgrounds (warship, castle and space base) with the respective enemies (pirates, knights and aliens), but basically the same game. This game is based on comic book hero. Hammer-Head (1992) Hammer-Head is a horizontal scroll platform game. We take on the top role of a secret agent, and we have to advance around levels of striking our enemies with a head. During the development of phases, we will be able to take a few items so that after completing each level we will be able to change the energy, time, life extra or mini companion controlled by the computer. Hamurabi (1996) The Great Grand-Daddy of all god games, Hamurabi puts on player boots (well, sandals) Hamurabi Wise, ruler of ancient Sumeria. While this king is best known historically for its codification laws and edicts, composed and engraved cuneiform tablets – 1780 BC, the game veers away from the pursuit of law and justice for directing his population to things stable, satisfied with growth. The game puts it, a little blandly, in other words: THE TASK IS TO BUILD A STABLE ECONOMY BY WISELY MANAGING YOUR RESOURCES. FROM TIME TO TIME YOU WILL BE LABORED BY NATURAL EVENTS. The results of your actions are presented to you in plain text; the player input consists primarily of punching numbers and selecting sometimes YES and NO (at the end of each turn usually asks if you want ABCD[EAT?] to the keyboard, touch screen - or TeLeType terminal. Gameplay and interaction are restrictive, but minimalist number-crunching is the basis for all management leadership games that follow: You can buy and sell acres of land by buying extra bushels of grain to sow into your fields or feed your residents if needed. Between the turns (only in the version of the 10 iPhones) citizens starve and there are low maritians, peasants immigrate to replace them, and pests deplete the shops of your grain stocks. One year is much the same as others, although specific numerical values change according to elegant algorithms, whose deeper understanding will lead to fruitful and harmonious domination, culminating in enthusiastic computer greetings: FANTASTIC PERFORMANCE!!! CHARLEMAGNE, DISRAELI, AND JEFFERSON TOGETHER COULDN'T HAVE DONE BETTER! Hank's Quest - Victim Society (2002) MS-DOS: Hank's Quest - Victim Society (2002) Hannibal (1992) In this turn-based game you play the role of Kartagean warlord Hanibal in his fight against the Roman Empire. By managing resources from mines and an enlarged economy, you hire armies (people, horses, elephants), besieged cities, win battles and expand your influence from Africa to Europe. HappyLand Adventures (2000) HappyLand is a side scrolling platform jumping game that requires the collection and lead of Happyland animal happyzons. You play a dog that gets directions from various old men throughout the game. When you lead enough animals into happyzzone, the smooth door opens and you can go to the next level. Of course, you can also stay and find all the good hidden in each level. Harald Hardtooth in Clean Teeth Combat (1992) Harald Hardtooth has a tooth with a face, hands, feet and bowing, armed with a toothpaste tube. He needs to use this toothpaste to shoot all the bacteria enough to kill (destroy?). Levels consist of a series of platforms that run through most of the level. Harald Hardtooth can always jump up one level, or jump down as much as you need to reach another sign under it without incurring damage, although falling from the bottom of the level costs you a lifetime. Energy is lost due to contact with bacteria, and you have a limited supply of toothpaste, so you need to collect more when the game continues. You can also collect improved weaponry, such as double shooting. Hard Drivin' (1990) Hard Drivin is a 3D arcade hit from Atari Games. You control a high-quality sports car. Your goal is to race around the course as quickly as possible and as many checkpoints as possible. If you hit a checkpoint, you will get extra time to go further. You will see traffic on the road both in your direction and down in the opposite direction, so be careful when you pass ... There are two sections on the track: a speed track and a stunt track. The speed track is longer, but you can usually achieve higher speeds. Stunt track needs to perform a few tricks, such as jumping bridges, driving through the loop, and so on. The car crash has no serious consequences and actually shows the repetition of your accident at the corner of the film. Admire your crash head into a cement truck, or clipping a minibus, or flying off a bridge at the wrong angle... You lose a few seconds as your car is reset and you get up to speed again. Home conversion retains most of the then advanced 3D graphics, but lacks the force feedback that was in the arcade version. Hard Hat Mack (1984) Hard Hat Mack is a platform game similar to the concept of Donkey Kong. The player controls the employee, who must complete specific goals on the construction site, avoiding enemies and trying not to run in time. The game has three vertical levels consisting of simple paths, tramp, conveyor belts and elevators. The goals include replacing holes in the floor, catching a moving jackhammer to protect the plates, assembling lunch boxes and dropping wares into the processor. The title hero loses his life when the falling bolts are hit or the wandering vandals or OSHA representatives are marked. The game ended after the player's character lost three lives. Completing three unique levels brings the player back to the beginning, with the game cycling through the same levels faster. The HardBall II (1989) sequel to the groundbreaking Accolade baseball game with many new features including better graphics and animation and authentic major league ballpark. HardBall III (1992) The third game of the Hardball Baseball Series. This preview features 256 color VGA graphics, and announcer Al Michaels gives running commentary while you play. Harlem Globetrotters (1990) This game allows you to play as either the Harlem Globetrotters or their rival, generals, in an exhibition basketball game. The player can choose that quarters will last from one minute to twelve minutes. Also, if you play as a Harlem Globetrotters you can pull off special maneuvers like a pass behind your back, slam dunk, and piggy back slam. At certain moments during the game, the Harlem Globetrotters team can also interfere with the referee by pulling down his pants and tripping on him. Harpoon (1989) A modern navy battle simulator based on Larry Bond's popular Harpoon board game since 1980. There are 13 possible Cold War scenarios in the game, each of which can be influenced by several factors. You can choose from an authentic arsenal of more than 100 Soviet and NATO weapons. Use sensors, radars and sonar to track enemy ships. A very important capacity can be from an informative database. Several Battleset data drives and a script editor were later released. Hat Trick (1987) Hat Trick is a two-on-two hockey game. Each player controls the goalkeeper and skater. The goal is to shoot the puck at the goal of the opposing team. Each game lasts two minutes. The Heart of China (1991) Kate, the daughter of a wealthy businessman named E.A. Lomax, is kidnapped by a Chinese military commander named Li Deng near Chengdu, where she volunteered as a nurse. Lomax recruits former World War I fighter pilot Jake Lucky to a dangerous mission: to travel to Hong Kong, find a mysterious ninja and find a way to infiltrate Li deng fortress and save Kate. The Heart of China is an adventure game with a romantic theme, somewhat reminiscent of such movies as Raiders of the Lost Ark. The game is set during the 1930s in China, as well as several other places. It uses a simple scoring and clicks system for interaction and object manipulation, and is very similar visually and game-wise to Rise of the Dragon. Some game tasks have several solutions that allow the player to apply different methods and select different responses in branching dialogs. However, some choices can lead to the death of a protagonist or lead to an investigation into a dead end. There are also some arcade sequences that can be missed if the player fails to complete them after several attempts. The game uses digitized photos of live actors, hand-painted graphics. Heat Wave - Offshore Superboat Racing (1990) Heat Wave: Offshore Superboat Racing is a racing game in which a player uses a boat race with four AI opponents. There are various aspects that need to be monitored during racing, such as avoiding overheating of engines or constant finishing adjustment. During the race, it may be necessary to stop and carry out repairs of the ship due to contact with opponents or the environment. However, it is important that the player with them took repair parts and fuel (which can be selected after the qualifying race). There are six courses and editors to create more. Heavy Metal (1989) This multi-genre military action game puts a player in the seat of a tactical commander of mechanized forces. Starting with cadastes, you will lift your career from a rookie when you should perform actions in different vehicles, to the ultimate elite, when you should act as a tactical genius. There are three types of combat simulations: 1. MBT (the main battle tank M1A1 Abrams), where in the opinion of the first person, you should sit in the tank booth, lead your rifle and driver and remove the surrounding enemies; 2. FAV (fast attack vehicle XR311), where a third person thinks you should drive your vehicle in the desert, shoot scattered obstacles and enemy helicopters, and avoid bombs dropped from the sky; 3. ADAT (air defense anti-tank M1132A), where in the first person's opinion, you should shoot the air and enemies surrounding your static position. Perform Perform In each mode, you get points, and by collecting 5,000 points in each mode, you will get a tactical commander location. Here you will be able to continue your actions outdoors or perform some tactical actions using a map that is very similar to the territory, including the surrounding West Germany. Heavy Water Jogger (1992) One day, Fred Fluke, owner of the Three Mile Domestic Nuclear Power Plant, arrives to work to determine that one of the plant's senior technicians, fed up with the paid minimum wage, finally snapped up and set up a nuclear reactor for self-destruction. Fluke only has 30 minutes to bring him into the control room and avoid disaster. Heavy Water Jogger, you will of course play Fred Fluke himself, the man who is tasked with saving the city. Starting from the entrance to the nuclear power plant, you need to go through a maze-like building in the center of the control room. Your task would be hard enough if you only had to navigate the maze, but on top of that, the plant V7734 model security robots went hay fever, and if they catch you, they will zap you back to the beginning of the labyrinth. Heavy Water Jogger is a game in which you can't lose. Even if you run out of health or time, the game will just pretend it all never happened, and start from the beginning. (For this reason, the game also prevents you from saving your game at any time.) The game is meant to be intentionally frustrating, often sending you back to start from scratch, but never really ending up until you win. Heimdall (1992) You play as Heimdall, a demi-god based on Norse mythology. Heimdall's job is to protect the entrance to Asgard, the house of the gods, from all evil, including the terrible Ragnarok, when all the evil forces gather to try to destroy the gods and finally everything. Unfortunately Ragnarok is on his way, and if that wasn't bad enough, Loki, the god of evil, hid Thor's hammer, Odin sword and frey spear on three worlds. As a newly mortal Heimdall, you must visit each of these worlds to gather the weapons of God. The first is the Midgard (or Earth), the second is Utgard (the world of giants), and the third is Asgard himself, the house of the gods. Each world has about 15 islands, and each island has many rooms. When you start your mission you will be given three sub-games to complete. How well you complete these games sets Heimdall statistics (strength, agility, etc.), as well as how many people he can choose from make up his country. If you don't do well, then you won't get a full 30-character pick and some of the better ones won't be available to you. The first sub-game is the Axe Throwing Contest. Here you need to throw axes in a young barmaid tied to stock her pig tails. The idea is to hit the pig's tail, not her! Unfortunately, because Heimdall is a little drunk, your marker wobbles all over the place! The second sub-game is catching pigs (where you have to chase and hopefully catch a pig in your pen) The third is the Long Boat Fight (where you have to try to get to the other side of a long boat without being thrown overboard). When you have done this, it is time to wander around the isometric landscape solving puzzles and kill baddies (in a similar style as cadaver) until you finally find one of God's missing weapons. The Heirs of the Throne (1992) Fantasy-themed strategic/management wargame. The premise is that on a vast continent made up of warring fiefdoms, the king emerged and united the whole earth. After all, the once warring barons agreed that they could not live peacefully with each other and the king was killed, and the only heir was comfortably out of the fighting in the crusades. You play one of these barons who must expand their original territory and conquer the whole kingdom. The game is stage-based and you have to do everything from commanding the army and devising combat strategies to managing your young villages and fiefdoms by collecting taxes, recruiting and balancing your cheque book sort. The game has several game options to modify and create your own game modes. You can choose the size of the kingdom, explore the size of the territory, the possibilities of random events, and there is even an option, as a result of which the game becomes a race with a clock when you try to get the kingdom before the legitimate return of the heir. Includes the support of hot seats for several players up to 4 players. Helious (1993) Helious is a game in which you have to maneuver the balloon through the levels without popping it. As you maneuver the balloon, the air is released and if too much air is released, you will also lose by adding some strategy to the game. As levels progress, levels get different dangers added, such as pins, ruin, turrets that shoot at you, and more. In some areas even require that your balloon be small enough to pass, which will mean letting out extra air. You will also be able to get items thrown at any enemies you encounter as you get to a higher level. Helious II (1993) Helious II is the second part of Helious. The first part was available for free as a shareware teaser, where you had to pay for the second part of the game, Helious II. Just as with Helious, you must maneuver the balloon through different levels. Each maneuver releases air from the balloon, and if you spend too much, you lose. At later levels, various hazards will be added to levels such as torrents, pins, locked doors and more. Once you reach the later levels, you will get something to throw at various enemies that can attack you and not just avoid them. Hellfire Zone (1995) As an Apache Helicopter pilot you must fly through enemy terrain and save caught F-14 pilots. A wide range of enemies such as tanks, soldiers, and air units such as air battles and heavy armed shredders will try to stop you. Armed with chainguns and rockets, destroy enemy fortresses to save their friends. Additional weapons can be picked up close to objects. Hellraider (1989) (1989) is the commander of HMS Raider, a daring, more private raid on the limbs of the planet Hell. Your mission is to collect diamonds from this hellish planet. Fly around, collect diamonds and shoot all incoming enemies. Only your HMS Raider can collect diamonds. There are four fighters in your Raider called Orbitals. You can use them to interrogate the area and destroy enemies, while your motherhood keeps collecting diamonds automatically or another player. If you used an orbital, the camera follows, so stay close to the raider if another player controls it. It's hard to collect diamonds if you can't see them or yourself! Hera - Sword Rhin (1995) MS-DOS: Hera - Sword Rhin (1995) Heresy - Shadow of the Serpent Riders (1996) Heresy: Shadow of the Serpent Riders is an expanded version of the original Heretic retail release with two new episodes. This gives a hedgehog: Shadow of the Serpent Riders a total of five episodes compared to the original Heretic three episodes (and one episode of shareware release). Owners of the original Heretic can download the free patch, which will update the game in the shadow of Serpent Riders for the entire five episodes. Your world has been devastated by three Snake Riders from the abyss. After two riders left, and one, D'Sparil remains overseeing the oppression. Your duty as a Heretic is to destroy this demon. Heretic is the first game of the Heretic/Hexen franchise. Here begins raven tradition of taking ID to the latest game engines, improving them, and using them in a fantasy game. Heretic was used in the Doom engine. Raven's team strengthened the engine by adding an inventory system, the ability to look up and down, and the ability to fly, along with some smaller functions such as powerful wind currents. Not counting inventory, the main game that caused Doom such a blow remained the same. Hero's Heart (1992) Hero's Heart is a game in which you play the role of hero and you have to collect all the hearts at the level before moving to the next level. there are 25 levels. To collect hearts, you need to solve several puzzles, such as how to turn the blue heart red, how to get four spaces above the water with three blocks and in what order to do things. There are many more obstacles such as boulders, arrows, balloons, monsters, and fire. You have to solve puzzles to get to the hearts. Many times, you have to do things in a certain order or another heart will become blocked by obstacles. This game is like Chip's Challenge. Hero's Heart also has a level editor with all the obstacles that are in the game. You can change your background, music, and create unique levels. Hero's Heart requires a lot of thinking to be able to solve puzzles. Then, once you've finished the level, you can do it again and try to get the least moves. Hero's Heart is an abbreviated version of Hero's Gold, which includes more obstacles and 357th (1992) 3D, real-time, World War II flight combat game heroes. Based on the actual missions flown by the 357th Squadron (Yoxford Boys) and their P-51 Mustangs. The action takes place in the sky over France and Germany, as the player flies from England to strike, fight, escort and carry out special missions. Animated strafing walks bullets to the ground targets. Includes the campaign or excursion duty option, as well as practice and single mission modes. Heroes Lance (1989) Based on subsequent parts of Dragonlance's book Dragons of Autumn Twilight, heroes descend into a ruined city in search of Mishakal discs. The game consists of horizontal fighting labyrinth, such as a map, using the door to change the image. The party consists of 8 Heroes Lance, using one by one and the player can switch between them at any time. Each character has different types of attacks and spells, so they are more suitable for fighting different enemies, as well as act as life. One of AD&D games that take a break from the usual RPG style. Hexen - Beyond Heretic (1995) Hexen is a sequel to Ethics. While Heretic was destroying D'Sparil, the other two Snake Riders came to their dimension and slaughtered everyone. Or so they thought. Three people managed to escape with their lives and now seek revenge against snake rider Korax, which remains in their world. Like Heretic, Hexen is a fantasy game based on an improved DOOM engine. All heretic innovations, such as vertical-looking, flying and inventory systems, have been taken over. New major changes this time are three characters from which the player can choose, and a level hub system. The characters are a fighter, a clergyman and a mage. Each of them has four unique weapons and different speed and armor levels. The hub system steps away from the traditional single-level strings along to the episodes system, which was transferred to the FPS genre from sidescrollers and made popular wolfenstein 3D. In hexen hub system, each episode still consists of interrelated levels, but most levels are connected to a single hub level through portals. There are also portals among some talking levels. Many Hexen puzzles require you to travel back and forth between different levels. Other innovations in Hexen include weather effects, jumping, earthquakes, and destroying objects such as trees and vases. Hexen - Deathkings of the Dark Citadel (1996) Deathkings of the Dark Citadel is the only official extension of the original Hexen game. Continuing the history of the original game, the protagonist picks up the sphere of chaos at the end of the game and then is transported to the area of the dead. To escape, he must travel to the citadel and kill the kings of Death. This add-on package features 20 new single player levels through three new centers and 6 new deathmatch levels from the original Hexen team. Without new content, no new content (i.e. bad guys, textures, etc.) Hexxagon (1993) Hexxagon is a board game based on Ataxx, with the exception of a hexagon grid instead of a square grid. It takes place on a board consisting of sixteenths, a total of 58, and each player starts with three pawns. You can move the pawn two hexes in any direction, or clone the pawn on the adjacent hexadecimal. The infantry of each adversary next to the infantry you have just helped becomes yours. The winner is a player who has the most infantry when the board is filled, or a player who removes all the adversary's pawns, in which case the game automatically fills the board with his pawns. Hexxagon 2 (1993) Sequel to Argo's original and widely known Hexxagon, Hexxagon 2 adds improved graphics, better AI and slightly better board configuration capabilities while maintaining the same essential game. Hezarin (1981) MS-DOS: Hezarin (1981) Hidden Agenda (1988) Hidden Agenda is a government simulation game focused on political decisions and their consequences. The player is the newly elected president of a fictitious Latin American country called Chimerica in the role. High Command - Europe 1939-45 (1992) High Command is a strategic level strategy game that takes you into the leadership role of either allies or axis high command in Europe during World War II. As the head of your High Command, you will have to make many political, economic and military decisions to achieve your military goals. High Rollers (1988) The game is a computer adaptation of an American TV game show where two competitors should win the game and money, throw indices, remove certain numbers and answer trivial questions. The game is flowing in real time. The question for each roll of pips must be answered. The first player should press his keys to have the opportunity to answer the question. If the first player presses their basic answers correctly, then he or she has control over the dice and can decide whether to roll them or pass them on to another player. However, if the first player responds incorrectly, then the other player must control the dice and can roll or pass. In a single player game, you compete with the computer. In novice mode, the computer plays less intelligently than in expert mode and answers questions more often. The two-player game is also formatted as a one-player game, but with both human opponents playing in the hot seat. The object of the game is to clear the number columns so win the amount of money at the bottom of the column (if you win the game). In order to remove the numbers from the board, you need to correctly answer the question or be passing the dice. You roll the dice trying not to roll the amount, which does not equal some of the remaining numbers on the board. For example, if only three figures remain on the board, it is probably a good idea to pass the dice, because there are quite a few illegal rolls. For each You roll, you get an insurance marker that allows you to roll illegally without game (but only once). You can remove 1,2,3 or 4 numbers from the board at a time. After winning the competition, the player will be offered a Bonus round. His idea is to clear all figures from the board, without rolling an illegal combination (without an insurance marker). If a player reaches the goal, he/she gets an extra \$10,000! After the player completes the bonus round, he/she becomes the current champion and subsequent players must play him/her before they defeat him/her. However, the current champion does not appear in the High Rollers champion case until he loses. HI-scores are written in the Top Ten table. High Dick Francis Stakes (1986) Like Steven Scott, Millionaire - You learn that your trainer and rider for your award-winning racehorse have been stealing from you. Now, you have to face the deception and danger around each turn to find out why this interactive text adventure game. Highway Fighter (1994) Highway Fighter is a scrolling top-down shooter where you control a car with advanced weapons sent to destroy the world's sinister criminal organization. Each level is a long, winding road on which the car drives, colliding with various enemy vehicles coming into it in the opposite direction. Close contact with the edges of the road or in front of the destruction of the sumes. The car is equipped with a laser cannon, with which it is possible to destroy opponents. There are a couple of pickups that can be found on the road: weapon renewal, bonus, allowing the car to destroy enemies by driving at them, a bomb that instantly clears the enemy screen, and three types of shields: a rotational shield (it orbits the car and destroys bad guys in contact), a side shield (prevents the car from destroying from the edges of the road) and the front shield (destroys enemies enemies in front of the car). Hippy's Quest (1990) MS-DOS: Hippy's Quest by (1990) Hired Guns (1993) The year is 2712, and four mercenaries were sent to planet Cemetery for a hostage rescue mission. But when they arrived, they learn that the call for help was just an excuse to lure them into proving basics, where they will have to fight genetically modified beings. Hired Guns is an action RPG using square movements, a la Dungeon master, in which up to four players can participate and set in a futuristic environment. The screen is divided into 4 parts (or 3 if 3 players play together), each representing the views of the characters, they are selected from the team of 12 available mercenaries. If one player plays one, it will control all 4 characters using your mouse to navigate between views of each character. Track mode is available to avoid fear of many clicks by moving multiple characters. If two players play together, then each player will use your mouse to control two characters. In three or four player mode, players are free to choose to manage their characters through the joystick/joystick or some keyboard layouts or your mouse. When 4 people play together, 4 approaches, such as player 1 and 2 modes, will appear on the screen. In 3 player mode, two player views 1 and 2 are displayed at the top of the screen, but one centered image of player 3 is displayed in the lower part of the screen. There are three game modes available. Training mode features 5 simple maps in which the player(s) can learn to move, use stock items, etc... The entire campaign mode takes the player(s) to the remote areas of the Luyten Planetary System, on the planet Graveyard. Fighting through more than 20 participating theaters, your mercenary team tests the limits of their military prowess to destroy all threats to the planet's surface. To this end, they must make their way through different missions and collect 4 fusion power core rings before entering the final mission of the space ports. Finally, in short-action game mode, the player(s) can choose from 17 maps. On those maps, the player(s) will have to fight some enemies to reach the exit within the specified time frame. In addition, when more than one player is involved in the mission, the players will compete with each other, since only the first ones will win after reaching the exit. The Hobbit. (1983) The Hobbit: The True Story is a tiny adventure that impersonates the classic Tolkien children's book. The game is also one of the first text adventures completely using DOS batch files. You enter commands with a trusted C:\> DOS prompt. Each verb corresponds to a batch file with objects passed as arguments, and the game status is stored in the environment variables. Even saving and rebuilding works this way. Entrance DIR*. BATW* gives you a list of available commands, and you can also add a game directory to the DOS PATH environment variable, so the game dos the operating system part of the operating system as a ping or format ... The game begins with you, Bilbo, sitting in his cozy little hobbit cave along with his pals Gandalf and Thorin. Soon you'll learn that not everything is as you can remember from the book: Gandalf seems to be employing a strange spell that involves exploding hobbits, while Thorin has become a junkie hippie, judging by his answer, some serious with personal problems. Although the game has only seven rooms, it gives you the opportunity to trace all the memorable scenes of the book - along with psychotic Thorin, you'll have to deal with stone-licked trolls, goof off at Elrond's Last Homey Home and finally enter Staug's fabulous cave. The 2001 Redux Director's Cut edition presents a whole new content involving Thorin and a naked dwarf woman who will not be revealed here for the benefit of our innocent youth. This is also improved win32 compatibility. Hockey League Simulator (1989) Hockey League Simulator (1989) Hockey League Simulator allows you to create and manage your own individual league or create current or classic leagues from the past. Hockey League Simulator II (1992) Hockey League II is a hockey management simulator. The player becomes a manager and creates his own team. It involves salaries and coaches can be hired or fired. Hocus Pocus (1994) Hocus Pocus is a young magical pupil who has two goals in life: join the magic board of The Grid on Earth and marry his lovely Popppa. Unfortunately, both objectives cannot be achieved without starting a long and dangerous journey, so that miraculous crystals are collected on behalf of the wizard's leader, Terexino. Starting with a quest for career and love! Hocus Pocus is an action platform game. Control the young magician, players to run, jump, and climb through levels populated by different types of monsters. Hocus will face many magical drinks on its way: some will restore health, others will give special powers; for example, a super jump that will allow you to get to new areas, or laser shot that offers a better attack. Hole in one (1995) In this golf simulator you can choose a field, course, tournament, player and go to the field. Here is the usal golf equipment, as you can usually choose your power and direction. But the camera can be placed everywhere. Background landscapes are pixel videos. Home Alone (1991) MS-DOS: Home Alone by (1991) Home Alone 2 - Lost in New York (1992) Sequel to Home Alone. As in the movie, this time Kevin McCallister is lost in New York and must avoid criminals Harry and Marv through 4 game levels. This version comes in a set of con weapons to use against bandits like a super somersault or punch gun. Home Run Derby (1995) Fantasy Baseball Home Run Derby. It's your versus the league's best home run derby. Homey D Clown (1993) Homey didn't play that! Take on the role of Homey D. Clown, the most popular Damon Wayans character in the Fox sketch-comedy series in Living Color. Players guide Homey through the streets of his typical day in New York, using his sock bot to annoy people he meets. The game is a combination of point and click, with adventure and a little arcade. Hong Gildong-jeon 2 (1995) Hong Gildong-jeon 2 is followed by Hong Gildong-jeon. Like his predecessor, he refers to a classic Korean tale about a boy who is persecuted by his family and who grows up to become a noble bandit and hero. Unlike the first game, this interactive animated film resembles Dragon's Lair. The player looks at the short animated scenes depicting various dangers and dangers (some of them comical) going to Hong Gildong, and pressing the directional arrows along with the action key at the right moment to lead the next scene. Hong Pong (1998) Hong Pong is a variant of Pong, set in five different war zones (including one hidden) and with tanks instead of paddles. Played with two tanks, one on each side of the screen, players must prevent the spinning core from touching their side of the screen while firing a rocket at an opponent or forcing the core to hit its side. The middle of the screen is different Vehicles pass and these hurt the player when touched. It is also possible to activate the shield to block incoming missiles, but until it is turned off. Two players can play the game simultaneously on one screen with one keyboard. There are four vehicles to choose from, three difficulty levels, practice mode, and given the opening and end cutscene sequence. Hook (1992) Peter Banning is a simple suburban dad with two children - or so everyone thinks. What even his family doesn't know is his past, like Peter Pan, the scourge of Captain Hook, JM Barrie's children's fiction. Captain Hook took revenge for the insurance by stealing his two children, so Peter must return to Neverland, return to eternal childhood and recover them. It's a point-and-click adventure, and the pirate setting ensures that it resembles Monkey Island games. The top 2/3 of the screen includes a visual representation of The Peter Area, where you can select a row of icons at the bottom to change the mouse click function. This includes viewing an object, picking it up, talking to people, using objects to solve problems (often with others), and giving objects to others. Hopy-ONE (1996) The Bio-drone Hopy-ONE was developed in a laboratory that Professor Jonathan Silt founded in 2013 to study the F.L.V. (Fast Line Virus), the deadliest strain of the mutated virus in the galaxy. The sludge was infected and cryogenically frozen in 2026. The Hopy-ONE mission was to collect virus samples to help produce the vaccine. The fate of the sludge, which awaits kinsleep, and the fate of the whole universe belongs to Hopy-ONE. Bio-drone Hopy-ONE must collect F.L.V. samples at each level before moving to the next. In each level the bio-drone can move left/right, stretch and jump falling and releasing itself. Also, the bio-drone can shoot in a horizontal plane to remove other droids moving and firing to the level, and expand the tentacles (also morph). Horror Zombies from Crypt (1990) Horror zombies from the crypt pay tribute to the 1950s horror genre by creating Count Frederick Valdemar (our game hero), the Gothic mansion into which he enters, and the creatures he intends to meet there as vampires, zombies, ghouls and many other terrible things that movie fans can easily remember. You have six levels to pass when each level promises a hundred all action screens... Hostage Rescue Mission (1989) Terrorists overrun the embassy and hold people inside hostages. You control six anti-terrorists whose mission is to eliminate terrorists. In the first part of the game, you have to bring three men into position so that they can snipe the building. The second part concerns entering the building with three other men in order to kill terrorists and save hostages. Depending on how well you position your snipers, you can use them to help you on this mission. Hotshot (1989) A simple two-player game released Trading fanfare, hotshot places you and another player (or another person or AMS robot) in the arena to split the middle into two to save the hole about half the screen height of the ball to travel through, with a series of bricks on both sides destroyed. The object of the game is to destroy your bricks before your opponent can destroy his. This is achieved by catching a small suction unit pointing at it and holding the fire, and then releasing the required button. This is easier said than done, because the ball neither moves in a straight line nor under natural rules, gravity. If any player will be hitting the ball and not catch it properly, they will be knocked down and possession of the ball is passed to another player. House of Time Edge. (1990) When your eccentric uncle dies he leaves his great fortune to you. Catch? You have to spend one chilling night in his Pseudo-Tudor-Greco-Gothic-Byzantine mansion. Another catch? Well it seems that the laws of space and time do not really apply within their borders. As you wander around your house you run into characters and creatures from all over the place, and if you survive long enough you will be very rewarded. The house on the edge of time is a text adventure that takes place in one house. The usual rules for text adventure apply to movement and interaction. Movement is carried out through various scenes, entering directions that you would like to move, such as North, South, or N, S briefly. Interaction with objects you look at is done by clarifying the game vocabulary and applying it to trying simple phrases, such as take a flower or pull the door. The inventory list of items that you picked is also available when inventory is entered. Hoverforce (1990) Hoverforce takes place in 2050, when enemies called variables took control of the city, expansive mind-control drugs. You play with a 3-D image of a hovercraft while trying to destroy all the alternating and stop the drugs running them. The story is slightly different in resolution 101. This game is set in the USA in Las Evnegas. Crime is prevalent and law enforcement simply cannot cope, so a new law, Resolution 101, was passed in 2038, allowing convicted felons to be released from prison in exchange for tracking and removing gang bosses. The player takes on the role of one of these Search and Destroy criminals. They are given the Theta 4000 ground skimmer, armed with a light machine gun, and they play their way through increasingly heavier levels. Each level begins with a meeting with a sheriff who identifies a new target. After that the player is on their skimmer patrol streets shooting things, not this controlled alternating, but the drug runner's henchmen and gang minions (the same sprites of different names). The city of Las Evnegas is divided into four areas, each of which is controlled by drug runner. During the game twelve levels the player must defeat each runner three times in order to finally kill them. Runners have minions who will attack the player as they seek their quest for justice/freedom. Since they are destroyed, they leave cash and drugs that can be collected, drugs must be collected as evidence. As another complication drug runner only makes a few passes through the city at each level that the player must collect evidence and shoot them down before the last run is completed, otherwise the sheriff will be unhappy and the player will lose his life. Around the city there are three shops where the player can upgrade weapons and repair shields or their skimmer. Hovertank (1991) One of the many games created by ID to fulfill your contract with Softdisk. In Hovertank, you play

mercenaries in Brick Sledge, hired to rescue people from cities targeted by nuclear strikes. Get your hovertank and get them before the rocket hits. Hoyle Classic Card Games (1993) The fourth (relatively little-known) installment of the Sierra On-Line Hoyle series offers a collection of eight popular card games: Bridge, Euchre, Old Maid, Gin Rummy, Hearts, Cribbage, Crazy Eights, and Klondike. Players not only read the basic rules of each game, but can also now access the interface tutorial and the game-specific glossary of terms, as well as apply various options. Hoyle Classic Card Games is apparently the last volume of the series to feature animated characters from other Sierra titles. Hoyle Official Game Book - Volume 1 (1989) Play six different card games (Crazy Eights, Old Maid, Hearts, Gin Rummy, Cribbage, and Klondike Solitaire) against 0-3 computer opponents (according to the right for each game). There are 18 computer opponents available, including characters from other Sierra games (Colonel Henry Dizon, Shelly LeBlanc, Officer Sonny Bonds, Larry Laffer, King Graham, Roger Wilco and Princess Rosella), Sierra workers (Warren Schwader and Jerry Moore) and their children, and others. Different opponents play different games at different skill levels and are divided into serious and non-so-serious categories. All opponents will taunt you (character) as you play (although you can turn off the game conversation if it's too distracting). Hoyle's Official GameBook - Volume 2 (1990) Sequel to Hoyle's Book of Games. There are many games in this edition, but all of them are Solitaire games. So if you like to play many different versions of solitaire, buy volume 2 hoyle book games! Hoyle Official GameBook - Volume 3 (1991) Six board games are transformed into a computer screen for the third Hoyle release. Snakes & Ladders, Backgammon, Yacht/Yahtzee, Checkers, Domino's and Pachisi/Parcheesi all feature, with animated graphics and sound effects. In the absence of time-sensitive actions and the rules of the game are known, these packages have been designed to be attractive to the wider than most computer games. We need at least one person's player - other players can be people or a computer. 18 computer opponents from the first Hoyle game to return, many of them modeled on other Sierra characters such as Larry Laffer, and again some play good and some play evil. Hugo 2 - Whodunit? (1991) Hugo 1: Whodunit? Is the second game in Hugo adventure game series. Hugo and his wife, Penelope, arrive to stay in the mansion, which is owned by Hugo the Great Uncle Horace. Penelope falls asleep in the bedroom, and Hugo accidentally finds an excerpt of the bookcase and is locked in a secret room. Penelope wakes up, only to witness the murder of Uncle Horace through a keyhole. The player controls Penelope (and later, briefly, Hugo) and has to solve the murder. Much like his predecessor, Hugo's House of Horrors, Hugo II: Whodunit? Is an adventure game sierra agi in the style of games. The player moves Penelope with the arrow keys and types of commands at the bottom of the screen. Hugo 3 - Jungle Doom (1992) Hugo III: Jungle Doom is the third and final installment in the EDA adventure series Hugo. The game has an existing engine in previous Hugo games along with some new features. This includes the turbo button and hints feature. In this game Hugo and his girlfriend Penelope crash in the jungle somewhere in South America and she is soon bitten by a poisonous snake. As Hugo you venture through the jungle, confront the witch doctor and try to find a pool of life. The Hugo series continues to become a 3D first-person shooter, Nitemare-3D. Hugo's House of Horrors (1990) You are Hugo and you have to save your girlfriend who went to babysit baby haunted at home. The game is similar to traditional Sierra style adventures. The Man-Killing Machine (1988) In today's moral climate, it seems that almost everyone lives by rule to kill or be killed. Some people take the idea to extremes, plunge into danger only to prove that they are really cool and much more stupid than others. In this game, players control kwon, called human killing machine. He promised to demonstrate the power of his homeland; and does so in the fight against opponents in several countries, such as Moscow, Amsterdam and Barcelona. HKM uses the term knockdown for players who defeat their current opponent. The player needs three strokes to move to another opponent. Bonus points are awarded for the rest of the energy Kwon, when he successfully defeated his opponent. The player has five lives, and if all of them are used, the game will be over. Hungb (1990) You may be wrong thinking that a treasure hunt in a mansion full of mysteries theme has been played out – if not for text adventures, then a truly interactive CD-ROM. And yet here is a text adventure that puts us straight into that familiar environment, but one that siphons out wearing clichés and tired pretentious and shores a fragile system with injection of healthy, red blood absurd fun. One magical Christmas you visit at his grandfather's mansion at Attervist Manor, only to discover him mysteriously caught in unspeakable slumber, suspiciously with a letter from a sinister dentist who lives next door on his purchase of the Grandad estate by solicitors. You will travel the length and width of this manor in search of medicines from the condition of grandfather and buried treasure to ensure the financial independence of the property. But that's not what this game is about: it's about a particle accelerator in the bedroom and a Viking longboat stuck in pond ice, it's about clock shark (grandad's contribution to war effort) cooking good in the kitchen; it's about needing gloves to be able to pick up a hedgehog. No, it doesn't make sense - but as games are about fun we can overlook that and hide it under the whims of Groucho Marx's glasses. Hunchback (1988) Victor Hugo could never have expected that his creation of Quasimodo, a Notre Dame hunchback, would run such an obstacle course as there are dishes up in this game, dodging fire and arrows while jumping through pits and pike, sometimes with the help of a swing belt thrust rope, hoping to save his beloved Esmeralda from above the tower - all the while being slowly but steadily chased across the castle parapets irresistible knight when you get to hang any individual obstacle The game starts throwing them at you together until towards the end you watch the rope swing, lance thrust, arrow approach and knight to advance all at once. Succeed, against all odds, and you will do it again, but faster! Even a capable player would find it difficult to juggle all these threats, but the player must successfully control a disabled person. Hyper Tank (1999) Go around your tank and shoot the bad guys and avoid getting shot in the process. Hyperspeed (1991) Hyperspeed is a space marketing and combat simulation game, and follow-up lightspeed. The player controls the pilot, who is sent on a mission to find a new home for humans, after the Earth has become almost uninhabitable. The goal is to encounter alien species and negotiate with them so that the people of the planet can colonize. To do this, the player must engage in diplomatic negotiations and trade, as well as fend off hostile foreigners. The game is mainly based on the template introduced by Elite: the player explores the spacetrack manned galaxy, encounters alien races, trades with them and buys better weapons, shields and an engine for the space ship, helping the protagonist survive the fight. There is a four star cluster to explore, each with its own level of complexity. I Play - 3D Tennis (1992) This tennis simulation followed Simulundo's 3D World Boxing, while 3D World Soccer was the final game of the series. There are certain sports management involved as A player to choose from (pre-built selection or from his creations) can improve his skills (advance, backhand, serve, volleyball, etc.) as he wins matches and prize money and moves into ranking. There are 4 different game options: Singles Match, Singles Tournament, Grand Slam and ATP Tour. You have to be qualified to play in the last two options based on your current ranking. Beating opponents ranking above will move your ranking higher soon. The view of the game is directly from behind the player, but as you approach the net, it is reduced to always be appropriate for what the player could see from that vantage point. Players are viewed in large well animated forms and even the crowd stage background is also animated. At the bottom of the screen are the player's photos and abilities banded charts, as well as a small snap-in to the player's positions on the pitch. I, Damiano - Paratestrada Wizard (1985) An interactive fiction game based on bantam fantasy novel R.A. MacAvoy, it was released at a time when book publishers were immersing their toes in the market for text adventure games. You play as a young warlock named Damiano Delstrego in a fantastic version of the Italian Renaissance. Angel Raphael gives you lute lessons, and his evil brother Lucifer is planning the fall of his city Paratestrada, where the villain General Pardo is about to start a bloody war. Your goal is to find a sacred stone, which contains the secret of life in order to save the city. Through a text analyzer, you enter your actions and your talking dog sidekick who calls you Master will give you feedback and advice on your progress. Through the good evil meter at the top of the screen, you can measure how honorably behaves, or you must apply to accept Lucifer's help. ICON - The Quest for the Ring (1984) Beautiful girls live on the Rhine, guarding the gold there. It is said that the owner of this gold will learn the secrets of great power. But in order to have gold, a person must completely give up love. It's been a year, and no one dared to make that sacrifice. But eventually the dwarf, named Alberich, decided that power was worth him more than love. He took control of gold and became the dark ruler of evil beings. Will the hero ever rise, brave enough to stop the madness?.. Based on the popular ring of Nibelungen's story (itself based on tales from Norse mythology), ICON: Quest for the Ring is an underworld scanner along the line of the Apsai Temple, but a full action-based fight, leading to one of the first actions of the RPG. The player navigates the hero through a top-down environment of heavily populated hostile creatures. Standing next to the enemy and pressing the attack button, the protagonist will rotate the equipped melee gun; additional directional key is required to carry out range attacks. As the player progresses, defeating enemies along the way, the protagonist gains and becomes stronger. Various weapons and other objects are scattered around the dungeons; The hero supplies the weapon automatically when he finds it. Igor - Purpose Ukokohakonia (1994) Igor, a college student, wants by far the most beautiful girl in his school. Instead, he discovers a criminal plot that he must investigate. The game offers a classic 2D points and click adventure game. Next to the bottom of the screen are action buttons and inventory. Ikari Warriors (1987) Ikari Warriors is a vertical scroll action game in which one or two players fight their way through a variety of terrain, such as jungles, rivers and ruins. Along the way, various weapons can be found, including machine guns, grenades and rocket launchers. Ikari Warriors II - Victory Road (1988) Heavy on the action, the Ikari Warriors became favorites in both arcades and home consoles. Fuel that frenzy, SNK and Tradewest re-signed up for the sequel, Victory Road, released later that year. This time Ikari warriors take on more cosmic enemies, fighting rock heads beasts, one eye green men and other odd creatures. Il grande gioco di Tangentopoli (1993) Il grande gioco di Tangentopoli (The Great Bribesville Game) is an Italian game influenced by the scandal of the great Mani pulite, where many politicians were arrested and some major parties disappeared. There are two types of levels. In the first one, you need to shoot down some political leaders with small flags, while avoiding a thermometer that shows flug. The second one must prevent some important documents from getting lost. Iljimaε-jεon - Manpa Sikjeok-pyeon (1994) Manpa Sikjeok-pyeon is based on the story of China's Ming dynasty Yi Zhi Mei (Iljimaε in Korean), a mysterious thief who steals from the rich to give to the poor. The story involves the search for a magical bamboo flute, which alone can end wars. However, the material is treated very freely, with added symbols and places (including futuristic), which have little to do with the original tale. The game is an arcade on-rails shooter with an over-the-shoulder pseudo-3D image, much like a space harrier. Unlike this game, all three controlled players are limited to the ground. Their main method of defense is shooting at enemies, but they can also use melee movements with the ability to prevent enemy attacks. In the stages, there are also obstacles, many of which can be destroyed. Power-ups include weapons upgrades, autofire, and health restore food. If a player collects a special ticket at the stage he gets access to the store where all these items plus upgrade super attacks can be purchased. The stages usually end with the battle of the boss. A two-player collaboration mode is available. Immortal. (1991) Your old mentor Mordimir disappeared - probably kidnapped. You are not too sure where it may be, but the dungeon is always a good place to look, so you are looking for the nearest one and plunge into its depths. Beware: Eight levels of trap deadly enemies await. Immortal is an isometric game with puzzle solving and action fighting. Progress has been made in the face of danger, dying, solving the problem, and facing other risks. To solve the level, you need to know its traps and their patterns in the heart. Puzzles range from simple avoidance of traps to correct use of things; You can collect objects in the inventory. Every now and then, the game offers a special challenge. For example, you need to ride a magic carpet through the hallway, full of fire traps, or ride a barrel in an underground river. Dungeons are not empty: some friendly characters may have valuable information or trade items, nasty guys will attack. Combat is fought by me-to-man on a special screen. Your opponent shows his next attack a few seconds before he is carried out, so you have time to respond appropriately. You can dodge left or right as well as attack from these two directions. The game doesn't have a recording option, but you can restart each level as often as you want. Levels can be skipped by entering passwords. ImpArea (1994) Effect is an old break-out style game. The user controls the paddle and has to catch the ball with a paddle every time he catches it. When the ball hits the brick, it is destroyed (unless it is not deleted). Sometimes a bonus will be coming out of bricks. This complements the bonus score. When a player has collected one or more bonuses, he can run them and get power. Each bonus score has a different power: the most powerful powerups need the most extra points. The effect comes with many levels and level editors. Imperium (1990) Imperium is a galactic conquest game similar to Orion or star master!. It has depth and strategy and good AI. The graphics of the game are rare. The game mainly uses written statistics. Impossible Mission II (1988) You have 8 hours to prevent Elvin, a psychotic genius, from destroying the world in this sequel to impossible mission. Enter the fortress of the Elvin Tower, avoid its robots, collect the security combinations of each tower, reclaim the musical sequences and tie them to a full tune to reach Elvin's central control room. Finding Dr. Ripptide (1994) MS-DOS: Finding Dr. Ripptide by (1994) Finding the Most Amazing Thing (1983) Your Uncle, Smoke Bailey, was a great adventurer and explorer. In one of his adventures, he found the most amazing thing, an element that has the secrets of the universe. Unfortunately, he lost it somewhere in Mire. Now he wants you to take the task and restore the object. Mire is a dangerous place, but your uncle has given you a B-Liner as a transportation, as well as items that you can sell at auction in Metallica City, where you will use the money you earn to buy equipment for your trips. Success! Finding the Most Amazing Thing is a huge game where the game is usually divided into Part 2: Diplomacy diplomacy consists of how you find and information about the Most Amazing Thing. At the beginning of the game, you only interact with your uncle's smoke to get items out of it and sell them at auction at the highest price. Later in the game, when you are adventuring, you will meet many strange Mire tribes where you will barter your merchandise and knowledge cues into the most amazing thing. Adventuring B-Liner is something of a buggy between a balloon and a beach. Mire is a very large place and a dangerous place, but with the B-Liner you can drive or fly through it in no time. Watch out for mire crabs though! You have complete control over the course of the game. There is no linear path that you have to follow, so this game has a new experience every time you play as each new game creates a random new world to explore. Knights & Kings Days (1989) This educational strategy game is the events of the Norman conquest of England taking place in the XI century. Historically, Harold the Second, the last king of Anglo-Saxon England, lost the Battle of Hastings to William the Conqueror, the Duke of Normandy, who became the next king. The game is flown on a schematic map of England. Players take on the roles of William and Harold. In turn, they give orders, move units and conquer areas. To win the game, the player must get 60 points. The points promised control the land and tax peasants. Strength is important for taxing peasants and fighting: it is increased at low tax rates and reduced by average/high tax rates. The player will receive 1 point per 1 peasant average tax rate and a 2-point hard tax rate. To determine the tax rate the player should have a tax collector. If one of the player's units enters enemy territory, a fight will be offered. The area becomes controlled by the player if he was not busy with anyone, or the fight was won. Spies can be used. They hide from enemies and are not visible about 80% of the time, no matter who occupies the earth. Killing the opposite monarch does not necessarily win the game. Harold is already king, so William can crown himself as soon as he gets 30 points or kills Harold. He has to go to London to take the crown. The educational twist game is an encyclopedia of the game and a question against the player's queue. The wrong answer will lead to a loss of player movement capacity. A quiz full of questions about these historical events can be played instead of strategy modeling, which can also turn on/off several options. In Dead of Night (1995) In this game you are a private investigator Tom Scool. You've been hired by an unscrupulous jewel collector to sneak into the famous actress's house, posturing as a double dubs of well-known thriller writer Eric Wells, and stealing her precious pearl, Wesnu. However, the actress killed one of her guests and because of the blizzard you have to wait for the police and try to solve this murder case yourself. Each character has its own personality and you have to find your places, chat with all of them and collect goods that are available for your stocks. The game supports English and Italian. Dead Racer (1998) We all heard the expression going nowhere fast, but how often was it simulated in a computer game? Strap yourself into the keyboard and prepare for untold excitement as the player chooses one of five dead racers - from teddy bear toaster to dark horse Chia Pet - and he goes into the race, burning up the asphalt on a beautiful summer day. Flashing and you can skip the action! Incunabulls (1984) In this strategic game three to seven players (1-6 people and at least one computer controlled) compete for progress from tribe to clan to nation to empire. They will face not only each other, but also with hunger, plague, civil war, uprising and earthquakes. To win, each player will build cities and fleets; do battle; form alliances; produce cereals, metals and commercial goods; and a barter. Players must also choose the basis of law (Theocracy, Oligarchy, Utopia or Khanate). This choice will affect the pace of consumption, production and the strength of the battle. This can also affect the likelihood and/or severity of various disasters. Khanates are nomadic raids and have slightly different rules than other types. While the game is based on its turn as much as each player brings movement teams, the execution of teams is random. After all players have entered their teams, the computer executes them randomly. In some cases, this may prevent another player from fulfilling orders. In addition to the main game, players can also choose from two shorter scenarios. The first is called Imperium. In it, players simply build cities and fleets and do not trade. The winner is a player who defeats others in battle. The second scenario is Traders. In this game, there is no movement or battle, just trade. The first player to accumulate 1000 trade points wins. Indenture (1991) Indenture is an adventure variant of atari 2600 game. Your goal is to return the golden chalice to the yellow castle. Your way is locked castle gates, bat, and a few dragons who would like nothing better than to eat you alive. As an adventure you start at the gates of the yellow castle and you have to navigate your way around the game maze as the map search chalice. The player symbol is represented by a yellow dot. The game game in the style of the game and visual style is quite simple. You control your character through the arrow keys and pick up objects like keys, bridges and swords to walk through them. However, you can carry only one object at a time. The author added two more game variants to the older game three. Game 4 has 300 rooms if you can discover the secrets to unlock them. Indiana Jones and Atlantis Fate - Action Game (1992) Being the title of the action, the game begins where Indy will soon have an excuse to use his reliable whip; Monte Carlo, after that, he recruited headstrong former student student to help him and found the location of ancient discs needed to open the door to the lost city of Atlantis. Most actions take place from an isometric point of view, although there are several options on the way to maintain interest. There are even a few elements of the adventure game, such as the Indy inventory, which you can fill with various objects (i.e. money to buy items). They are usually easy enough and are only to relieve tension from knuckle-blistering action. Indiana Jones and The Last Crusade (1989) As a movie (and more famous graphic adventure), your task is to find the Holy Grail. Before that, you can find coronado cross, shield and blog. This allows for four level arcade adventures combining climbing, exploration (with multiple routes through each level, and some traps) and puzzles. Indy is armed with his trusty hammer to fight the enemy, but can also get involved in the fight with his hands. The first level takes place in caves beneath Colorado, until you reach the moving circus train strewn with traps, Zeppelin, which is full of guards and ladders, and then castle Grunwald in Austria. Indiana Jones and The Last Crusade - Action Game (1989) As a movie (and more famous graphic adventure), your task is to find the Holy Grail. Before that, you can find coronado cross, shield and blog. 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Escape with my cart after you freed all the children. 2. My cart level: Select the right route through the track network while driving in the mine cart. Avoid pits, broken tracks and guards in wheelchairs and reach the end of the track safely. 3. Temple Level: Make your way to the altar and grab sankara stone while Mola Ram, Bat and Thuggee guards attack you. Watch out for that lava. With each cycle, the levels of the mine and mine basket become more complex, the arrangement of temple levels is always the same. After several cycles there is a showdown with Mola Ram on the rope bridge. Indianapolis 500 Simulation (1989) The The Indianapolis 500 Mile race, held annually at Indianapolis Motor Speedway On Memorial Day weekend, is one of the most famous motor racing events in North America. The event here is simulated using a 3D polygon play to recreate 33 cars in the race. Players can choose their car and customize it with various options. Mods include wing-down force, tire pressure, wheel stagger (making the right side wheels larger to compensate for bank angles) and turbo output (which provides a boost but emphasizes the engine and uses more fuel). After qualifying (performing over four laps and taking the average) players can race over 10, 30, 60 or a full 200 laps. In lower modes to eliminate car damage and the entire course of the yellow system, their absence can do repeat carnage, including traffic collisions and large heaps. IndyCar Racing (1993) IndyCar Racing is Papyrus' second race game, four years after the indianapolis 500 release. With an official license, all real track names and designs are available (ideal in total), with authentic sponsors and logos. Other features include multiple TV-type replays, a detailed garage and setup routines and detached parts when communicating with other cars. It's pure open-wheel simulation based on American racing, with real car handling and racing techniques based on adhesion, equal race lines and throttle-brake interaction. Infiltrator (1987) The Infiltrator is a combination of first-person helicopter simulator and isometric third-person spying action. You, like Johnny McGibbitts, ace pilot and neurosurgeon, have been given a mission against Mad Leader. You have to fly a helicopter behind enemy lines and make a landing there. You can get fool shredders into believing that you are one of the bad guys, and you can also show fake documents to guard the enemy camp. If they are not deceived, then you can use a spray of sleeping gas or even a grenade. In the camp there are many houses with many rooms with useful items, but you will not be able to get them due to the deadline for the operation. Infiltrator II (1988) Jimbo McGibbitts returned to the sequel to the original. You play soldier mission to infiltrate the enemy compound and spy on them. The game is divided into two parts: walk around an enemy camp, or fly missions in your advanced attack helicopter. You can enter the enemy cabins compound and get weapons and information. Use gas grenades on guards to give yourself time to search for rooms. Flying your attack shredder gives you a view from the cab and control panel. You will be attacked by many planes and able to attack ground defense systems through. consists of three episodes (the first was distributed as shareware, you buy the whole game to play the other three). In the first episode, Nikita trusts the village elder to free her people from the Grabole, an evil misguided genius, so she must travel to Drofanayrb Castle, where the creature lies. In the second episode, she learns that the Grabol was just one of two terrible creatures. And finally in the third episode, she must travel to a volcanic mountain, inside which drofanayrb secrets live to fulfill her destiny. The game is quite simple. You can jump, climb, crawl (the same things in the form of a wolf, but you are much smaller than a wolf, so you can squeeze through the narrow passages and you have a special frenzy to move, which tears enemies apart). On some levels you can find a necklace that will update your health, mana or attack damage. You can find weapons such as hammers, swords, or bows, and you can upgrade them with scrolling giving them unique abilities (such as a hammer can throw lightning). You can also find various gems that give life or mine and potions that help jump higher, fall slower. Mana is in need of spells so that you can acquire out level bosses. Each episode consists of about 9 levels, and every third level is the boss. Enemies consist of animals and experimental castle creatures. So you will encounter spiders, bats, huge centuries, alien-like creatures, huge green beasts that can stretch their hands. The graphics of the game are a little strange, because the characters are 2D, but the landscape and the foreground are a little 3D. Music creates a blurry mood, suitable for the game. Inside Trader Authentic Stock Trading Game (1987) Inside Trader's goal is to make millions of dollars without being detained [SEC]. The player starts at \$30,000 and makes money playing in the fancy stock market, watching current events through the wire service. It is quite possible to play the game without using any inside information. (But what's fun with that?) Commands are very simple. The player either buys or sells stocks, pays for information, receives reports and, if caught, cooperates with the SEC or destroys evidence. Cooperation means an automatic penalty, but it can continue to play. If he does nothing, there is little chance that they will drop the fees, but if they do not, he will pay a higher fine. If he destroys the evidence, there is a slightly higher chance of getting off scott-free, but getting caught means jail time and the end of the game. Inspector Gadget (1992) MS-DOS: Inspector Gadget by (1992) International Athletics (1992) International Athletics is an arcade track & field game for Spanish developer True Emotions. It was originally published at Opera Soft in Spain in 1992 titled The Olympics '92, then licensed by Zeppelin in 1993 for their International Series of Sports Simulations. International athletics consists of eight events grouped into three main * Running - 100m, 110m hurdles * Jumping - Long Jump, High Jump, Jump * Throw - Javelin, Shot Put, Discus O n traditional rhythmic keys tap or joysticks rattling the offspring of Decathlon, international athletics requires only time, with most events mastered by only two keys presses. To run 100 meters, for example, press the action key once that your athlete has started, then adjust your target speed slider. When it's done, you'll lean back and watch him race to the finish line. Events such as triple jump and 110m obstacles require several exact times keystrokes to succeed. In general, the uptake of events and even the setting of new world records is a matter of just one or two repetitions. Practice mode allows you to take advantage of your time in the competition mode plays through all eight events in the prescribed order. If you do not meet the qualification requirement in one event, you are instantaneous. Up to four players can compete on one computer in split screen mode. The presentation of the game is thin, with digitized photos of eight events as the main eye candy and a complete lack of atmospheric stadium sequences, ceremonies or national anthems; In this respect, International Athletics does not even meet the standards set by the Summer Games and other Epyx late 80s sports classics. The options are three levels of difficulty, changing wind and different weather conditions that are not visually represented but affect the outcome of the event. It is likely that one of the most esoteric options to see the track and field game so far is the ability to activate doping. This does not mean that players can actively dope their athletes, but they may fail random doping checks after each event that causes immediate disqualification - essentially a form of Russian roulette. International Bridge Contractors (1985) Simulate industry concerns with little more big bets than a lemonade stand, this game puts the player behind an accounting book company that builds bridges that are large, complex objects whose construction requires a lot of resources and a lot of manpower. By coordinating both supplies, research and development retains some money that can yield a one-off dividend or permanently reduce certain costs - if not necessarily paying for itself, except on a long-term scale. Random events in the business world can find their way to the player's table, arbitrarily benefiting or punishing your company – some –25 events on the original TRS-80 BASIC list, increased to more than 65 MS-DOS BASICA version. All this is the main business to win contracts to build bridges. In order to even consider eligibility, the player's company must have all the necessary elements ready to go. Then there is the gentle art of winning the bid, striking a certain point in Laffer's curve not too big to be accepted, but not too small to give great profit. Random factors are general rules, such as the documentation proposal Please note that, as a general rule, more expensive bridges will cost, so you can bid higher, so you get a higher profit. When a player successfully sues for a \$500 million profit, they are announced as board chairman and the game ends. Much more likely, however, falls into bankruptcy, which ends the game in a completely different way. International Open Golf Championship (1993) Ocean together with Scottish Pringle presents an international open golf experience. The game features many and different forms of golf, including leather, foursomes, matchplay, strokeplay, practice and fourball with action going through a wide range of terrain and locations. All plausible complexity levels are also available from amateur, working to a professional standard and few of us even at the basic level. The landscape is actually depicted in real time in 3D, with bird's eye tracking shots of its strokes giving the player a full story on each shot, allowing the player to better understand each course. Also included the opportunity to take your character and shot statistics with you floppy around your friend's house, invaluable if you want to start with the right obstacle. International Rugby Challenge (1993) Rugby: World Cup follow-up. The game has more options than before, with an icon-based menu system, including different control choices and match lengths. The controls are similar to the original game, but the deal is now more difficult and requires a more accurate positioning of players, and rucks and mauls are implemented. As before, scrums involve joystick-waggling, and are crucial in promoting the ball. Conversions are taken from a separate 3D view. International Football (1994) Released to coincide with 1994. World Cup, this one has a snap-in similar to Sensible Soccer. Real teams are provided at both club and national level - although, contrary to what the pack claimed, the names of the players are invented. Players vary in speed, and in which skills (such as position, overhead strokes, close control and shooting) they are competent. Running with a ball usually works better than a pass. Many tournaments are available, as well as the ability to edit team data and collections. One advantage it has over the original Sensible Soccer is to screen the judges and linemen. The International Soccer Challenge (1990) International Soccer Challenge is a free sequel to MicroProse Soccer and it has many similarities with the original, including how the ball sticks to your player's feet. The main difference is the visual perspective, which is pure 3D, looking just behind the ball when you move upwards, with full polygons and some shading. There is a radar on the screen that allows you to see where your teammates are, which reduces the disadvantage when you can't look behind you. Two tournaments are shown - the Supercon and the restored world championship, as well as practice modes. Moving When shooting, you can adjust the direction and height of the transfer or shot to make various movements. International Sports Challenge (1992) International Sports Challenge allows you and up to 3 friends to compete in 6 different sports and 21 in a separate competition. You can choose from any mixture of individual events - (more than 2000 combinations) or play them in a row with a 26-mile marathon. Sports is - Marathon, - Diving: one- and two-meter springboard, five-meter platform or medley competition. In total, more than 40 people can be given. - Show Jumping: The difficulty level is Gymkhana, National, International and World. - Swimming: 50, 100 or 200 meters race using breast stroke, butterfly or freestyle. You can also swim a 200-meter tree (50 meters from the breast impact, freestyle, back stroke and butterfly) - Cycling: 1000 and 2000 meters courses in sprint or pursuit races. - Shooting: skeet, trap, hornet (moving) or target shooting. While some events are purely rendered in 2D (marathon, diving, swimming, shooting), some others are a mixture of flat shade of 3D and sprites (show jumping, cycling). International Tennis Open (1994) More than an action game simulation, with a multimedia showcase (the game received thousands of mini videos, voiceovers, etc.). You choose one of the 9 nations to represent and get to play singles against different opponents (not double play) or practice mode, fast matches, or tournament. Practice is quite self-explanatory, quick match allows you to choose your opponent (among 4 fancy players) and the type of court (concrete, grass, clay). Although in tournament mode you choose the host city from all over the world and you start playing from the quarterfinals. You view the action from a 3rd person perspective and the game graphics consist of 2-d rotscope-animated sprites. Interphase (1989) Dreams is organized by dreamtrack corporation, a group of evil subconscious messengers whose goal is to destroy the minds of minorities of people who can interpret other people's dreams and live them through entertainment. It's a story in this distinctly cyberpunk-inspired title, and you play Chad, the man who discovers this secret, and seeks to make an end to it. Your task in each level is to clear the way for KaF-E, your girlfriend, to reach the heart of Dreamtrack headquarters, to pass each of the many security systems they have developed. A map with a lot of easily accessible information must be used to navigate the route through the systems. The main game sees you brave through 3D tunnels using your mouse, and is like a prototype descent, with your ship complete with cannons and missiles, with each enemy better deal with one or the other. As well as to ensure your survival, you have to guide KaF-E through levels of blasting from the right sections to clear the way for it. Since it has no intelligence and simply walks into the walls, this element can be compared to The Eagle's Nest (1987) Pandora's first game combines Gauntlet style with a World War 2 setting, and especially the Eagle's Nest building, which is used as its headquarters commander commander. Three Allied soldiers have been caught, and you have to infiltrate the facilities, save your brave companions, destroy the building and save as many stolen art treasures as possible. There are eight levels to explore, each of which has a specific mission objective. Some paintings are free, others are in boxes, which must first be shot. Explosives must be collected, not fired. With limited ammunition, guards everywhere, keys at a premium and numerous strategic hideouts, the method of blazing all weapons is less successful than planned, measured. Inva-taxi (1994) Penitt-Antero Sillankoeykaeys has been severely disabled all his life. After his 27th birthday, he begins to see prophetic dreams that help him miraculously heal himself. He feels a desire to contribute something to society and starts a taxi service for the disabled; Inva taxi. Although Inva-taxi was originally supposed to be a simple joke, it was one of those games that spread to Finnish BBS systems. The game is based on a unique feature: player speech recognition. The player listens to the incomprehensible instructions given by the disabled and tries to choose the right taxi ride. There really is no more content in the game than listening to examples and clicking the right place on the map. Invaders 1978 (1996) Invaders 1978 is a clone of Taito's Space Invaders, modeled in a way that is very similar to the original arcade version. The player is at the bottom of the screen up, moving left and right to shoot the aliens in a row as they move left and right. Aliens at the top of the screen are worth more points. This version has a wider schedule than the original and is a little quieter, reflecting no frills design philosophy. To make it a copy, there is no high score table and the keys cannot be redone. The game was initially available by post, and later became free. Invasion of mutant space bats doom (1995) This game, despite its cheesy name, is one of the cutest shoot-'em-up style games ever made on PC. There's not much to tell about the game, just because it's very simple. You take on the role of a lone starship pilot who happens to encounter dreaded space bats of Doom on the usual task in outer space, and all that stands between them and earth invasion. The game consists of 66 stages arranged in a certain pattern (for example, each type of bat you encounter, takes 3 stages, each of the three introduces new challenges). Once in a few bats you kill, you get one of the four bonuses - purple gems, 6 of which you give another life, a green pearl that makes your rockets faster, red, which gives you extra rockets per round, A white gem that gives you a limited time in hyper mode. The game is highly addictive and complex, and the clichéd title/plot makes it a refreshing change from all the clones of typical space invaders... Iron Cross (1994) Iron Cross is a real-time/turn-based hybrid wargame placed in WW2 in France. You can create a character and then go to it 1 one of 12 pre-created scripts on both sides. Depending on your prowess, you'll be promoted or humiliated as a result of an increase or reduction in the number of units available in your team. The graphics are top-down 2d svga sprites, and the game includes historical comments on all 12 scripts, as well as a script editor. Iron Lord (1990) Iron Lord is a strategy game with action and light adventure elements set in the Middle Ages and featuring hand-drawn graphics. Returning from a long journey, you will find the castle of your ancestors in the ruins and you will hear rumors that a huge army is marching towards your land. Your only hope is to lift the army and fight back, but after a long absence you are an unknown hero to the earth. To lift the army, you need to win the respect of the people, travel through your land and perform tasks, win competitions and finally collect enough men to fight the army. Iron Seeds (1994) Iron Seeds is a strategy game in which you have to create the strength and knowledge necessary to unite free worlds, and defeat a horde of aliens that threatens the galaxy. You will start with one ship and the selected crew. Research, research and diplomacy are essential elements of success. New ships, new upgrades and ancient artifacts will help you make an effort. The fight will both randomly thrust you, and planned for your great strategy. Ishar - Legend of the Fortress (1992) Ishar: Legend of the Fortress is a sequel to arborea crystals. Morgoth and Morgula, the black god and his witch wife who had been defeated in the previous game, had a child, Krogh. Their evil descendants are located in the fortress Ishar, which means unknown elven language, and plans to reduce to the population of Kendoria in slavery. The player takes on the role of traveller, who, with the help of up to five companions, fights through the fortress to defeat Krogh and stop the spread of chaos powers. Unlike his predecessor, Ishar is seen only from a first-person perspective, and his struggle is real-time, not in turn. Ishar 2 - Messengers of Doom (1993) Ishar 2: Messengers of Doom is a sequel to Ishar: Legend of The Fortress. After Krogh's defeat and the exile of the powers of chaos, Ishar became a centre of culture and intelligence in Kendoria. Over time, people came to the island and settled there. The city, named Zach Island, has evolved and flourished. Shandar, a monk of chaos, entered the city along with residents from the northern lands. His trade in hallucinogens soon made him rich and powerful. After all, Shandar controlled Zach Island and had many followers He built a strong fortress, a second Ishar, to challenge the empire. Warrior Zubaran has a vision that sends him on a quest to defeat Shandar and save his homeland. The game system is similar to its predecessor and includes exploring 3D outdoor zones, towns and dungeons, party management and real-time struggle. In the sequel, the player can import saved characters from Ishar or recruit characters to join Zubaran during the search. In the world of the game there are dungeons, tree cities, mountain trails with a real degree height effect. Unlike the first game, there is a day and night cycle of messengers of doom. Shops are closed during the day, and medieval nightclubs are only open at night. The world of the game is much larger than in the previous game. Other new features include the ability to use pets as allies in battles and create magical potions. Island Hopper (1988) Classic style plane shooter. Move up the vertical scroll environment and shoot everything that moves. Island Dr. Brain (1992) Sequel castle Dr. Brain, you will have to help Dr. Brain get a battery for one of his experiments - plans that were stolen by Dr. Brain's archdiocese scientist. To beat the scientist, you will have to tour Dr. Brain island in search of a weak battery. Along the way you will have to solve a lot of puzzles at various levels of difficulty and even find benefits for a bunch of pink flamingos! Isometric Bomber (1999) Isometric Bomber is a game similar to the classic Bomberman, but with isometric graphics. Art features a pencil style similar to Super Mario World 2: Yoshi's Island. The player can play alone or with another player. There are two game modes: history mode and battle mode. Izmir (1995) Izmir is a sci-fi 3D chase-view shooter similar to Space Harrier. The player controls an armored mech that is stationed on a hostile planet and must destroy or avoid mechanized enemies and traps in its path. The mecha is free to fly or in advance on the ground; Although most obstacles are there, it is necessary to come down from time to time to pick up ammunition. The main character can acquire various weapons throughout the game, including energy weapons and bombs. Each stage ends with a boss battle. Iznogoud (1987) This game from 1987 is based on the adventures of French comic character Iznogoud. You are in the role of Grand Vizier Iznogoud, whose only idea is to overthrow the magical Baghdad Caliph and become a Caliph instead of Caliph! To achieve this goal, you must wander around and interact with the characters around you, acquire objects along the way that may or may not be useful, and figure out how all this will help you achieve your goal. During the game, you have 4 different methods of communicating with other characters: you can give them things, you can threaten them, you can caress them, and you can throw tantrum. Depending on the character, these steps different answers- or not at all. You will need objects for various things, and all objects are purchased from other characters. Some characters are useful, others are not. However, the right combination of your actions will help you become a Caliph, not a Kalifi, and the wrong ones will often unload you into the cell under the palace. Just be careful not to lose your head in the process! J&mp;J's Vegas Pack - Black-Jack (1992) Classic blackjack game DOS. Goal beat dealer to get as close as possible to 21. You have mouse support. J-Bird (1983) J-Bird is an arcade game for Q*bert conversion. The object of the game is to change all the pyramid tiles to the target color by having J-Bird jump on the tiles. Various creatures and objects can get into the J-Bird path. These include bouncing snake, cats, falling balls, and frogs. There are four rounds per level, and each level increases the difficulty of having more enemies on the screen and requires more complex rules of tile to reach the target color (for example, in the second level you need to jump to each tile twice). On the sides of the pyramid there are platforms to which J-Bird can jump to avoid snakes. If the snake is close enough to the platform when J-Bird jumps, the snake will fall from the edge. Jabbertalky (1982) Jabbertalky is some educational puzzle games where you need to figure out the sentences created by the computer. The game can be played by one or more players, and there are eight levels of difficulty in each of the game modes: Free Verse: This game mode is not interactive; Your computer displays on the screen the various sentences it creates from your vocabulary or one that you've created to see how difficult the game will be in other game modes. Alphagrammar: In this game, the computer will create a sentence and show you empty places where the letters should be. At the top of the screen, the alphabet is accompanied by the number of each letter displayed in the sentence. Your goal from these clues is to fill in all the letters in the sentence in the shortest possible time. Cryptogrammar: In this game, the computer will provide you with a jumbled sentence where each letter has been replaced with another letter. To fix the cryptogram, you'll need to flip the letters, swap the order of letters, or move the letters to a new space until you create the sentence correctly. Jabbergrammar: This allows you to customize Jabbertalky by creating new word lists that can be used in the game. Jacaranda Jim (1987) Crashing his space ship into a strange planet and formulating a certain escape plan is a long-standing convention in science fiction literature, film and gaming. This game begins with Jacaranda Jim's spaceship crashing Iberspleen IV and there conventions evaporate: his antagonists? Homicide beech tree armchair park. It's all right though – with your regular With the help of Alan Gribbley and Mavis, Cow, you will help Jim navigate Iberspleen's strangely familiar rural market, hunting for the legendary treasure and, finally, returning to outer space. Jack in the Dark (1993) A player controlled by a little girl who is against Jack, the main bad guy from Alone in the Dark 2. Jack in the Dark was a free Christmas time promotion that could be downloaded from BBSeS; it was later included in the CD version alone in the Dark. Jackal (1988) The enemy army captured too much of its forces. Going through P.O.W. camps, these soldiers are effectively out of war... unless any rescue operation can be installed. Heavy forces are too slow and visible to be of any use, but perhaps something smaller and lighter can make it where larger forces fail. A small SUV, maybe two, crew about 4 people... sufficient to ensure that there are no too many losses and are still sufficiently suitable for rescue aid. But, of course, if these brave people want to succeed and come back alive; They will have to fight like animals... They're going to have to fight like jackals... Jackal is an overhead viewing jeep game for up to 2 players. The controller moves in four directions, the A button fires your grenades (upgraded to bazooka) and the B button on your machine gun, which always shoots to the top of the screen. Your mission is to find facilities where soldiers are kept prisoner, rescue as much as possible, and escort them to a safe landing area where they will be air transported away. After that, you will need to fight the battle of the boss against the enemy to progress. Jai Alai (1991) Jai Alai is a game based on Basque handball (or Basque pelota), sporting the original from the Basque Country, which is very popular throughout Spain, but also slightly less in some regions of the United States since the early 20th century, in european migration times. Games are contested between two teams (consisting of two players one by one), with a scoring system very similar to the one in table tennis; that is, we will be able to score if we are to serve, on the contrary, our

success will only allow us to recover it. But instead of the net, we have to play with the wall, using it as our third player. James Bond 007 - Image Gill (1985) You are James Bond 007 and you have to stop Max Zorin from destroying Silicon Valley and dominating the chip market. If that fails, Max Zorin will flood Silicon Valley by creating a major earthquake. The game is similar to Goldfinger, but it doesn't follow the movie so closely. The game will take you to the Siberian Mountain Paris and San Francisco. James Clavel's Shogun (1988) In this Infocom interactive adaptation of James Clavel's Shogun novel, you play John Blackthorne, the first Englishman to set foot on Japanese soil. James Pond 2 - Codename - RoboCod (1993) In his second adventure James Pond must get toys Dr. Gal has stolen. The pond was armed Inspector Gadget-style stretch device, which he can use to view higher areas or nails on the ceiling to slide through them. The game takes place on all worlds, whose edumes are certain types of toys, such as sports goods, candy and aircraft. Levels move sideways, although a small amount of vertical movement is added. In each level the pond must collect 2 penguins and reach the exit, although there are usually many exits and many secret areas to explore. After completing each pair of two worlds (each of which has three equals), the boss must be confronted. Jang-gi (1991) Jang-gi imitates a Korean two-player board game similar to Chinese chess, and informally called Korean chess. The game is played on the 9x10-point board, in the middle of the Chinese river. The rules of the jang-gi board allow the player to choose a unit, explore the place where he can move, move and win the game, capturing as many opponent units as possible. During the game, a list of captured units can be examined, the transfer can be repeated, and other options can be adjusted. The game progress can be saved, restored, repeated, and printed. Janitor Joe (1984) Janitor Joe is an action platform game. On an automated space station all the robots went crazy, and Joe needed to escape! In order to escape, he must collect all his keys, which are located throughout the space station. You control Joe and you need to climb and jump around different platforms to reach all the keys. Each screen has some mad robots wandering about which you should avoid (or you will lose a life). You also need to make sure that you don't fall too much or run out of oxygen! There are five different levels of difficulty, as well as a special hidden room. Jazz Jackrabbit (1994) Jazz Jackrabbit is the PC world's answer to Sonic the Hedgehog. In this platform game Jazz, the hero of the rabbit planet Mark, must save the beloved rabbit princess Eva Earlong and defeat turtle terrorist leader Devan Shell, traveling to different planets to collect clues about Eva's whereabouts, freeing them from Shell tyranny. The similarity to Sonic The Hedgehog gets Jazz's uncanny speed, and the fact that it increases the more it works. But as the rest of the game mechanics are different. The game is primarily a shooter, which means that it is not enough for the Jazz to jump over their heads in order to defeat their enemies. Jazz starts with a blaster, but during the game acquires other weapons, such as pomegranate launcher, flamethrower, TNT, etc. Jazz can also pick up various power-ups, including a power shield, a hoverboard that allows it to float in the air, a bird that fights on the jazz side, and others jazz jackrabbit - Holiday Hare 1994 (1994) Jazz Jackrabbit: Holiday Hare 1994 is a side scroll platformer playing the title hare. Jazz must survive in three areas of Holidaius, using their weapons to fight monstros, hands, ski turtles and devils. The graphics have a Christmas theme, which means that the player will see snow, Christmas trees (with and without decorations) and red and white striped piles. The music has been changed, which is basically a remix of Christmas songs, including Jingle Bells, Deck the Halls, Rudolph, The Twelve Days of Christmas and Silent Night. The game was released by Epic as freeware, and can be downloaded from the Internet. Jazz Jackrabbit - Holiday Hare 1995 (1995) Played all six episodes of Jazz Jackrabbit and still can't get enough? Then play this special Christmas edition of Jazz. Featuring four levels with new graphics and sound, including a rap version of Little Drummer Boy. You still have your favorite weapons: RF rockets, toasters, blasters and launchers, but unfortunately there are no bosses in the game. This game is free to download on many freeware/shareware sites. Jesus Matchup (1994) Part 4 of the series, Jesus Matchup is a concentration game focused on teaching about Jesus and the Bible. The game is played as a regular concentration game where you have to match up pairs of cards that are face down. 1-3 players can play, and the winner is the player with the most pairs at the end of the game. Jesus of Nazareth (2005) The structure of the classic text adventure game includes treasure hunting of species, collecting exclusive or valuable objects and accumulating them in some central repository. This is a game much the same way, except that instead of objects, you can recruit party members. Oh yes, and I mention it: is it in 28 AD, your name is Jesus, and your party members are apostles? You will travel near and far above the hills and under the caves of Judea in Rome, releasing earthly assignments, scanning everyday things, and completing missions to satisfy your being apostles. There are no indications of walking on the water and, in fact, no cases of miraculous behavior. If you die in combat (a nasty, do-or-die piece of work that often yields obviously random results), don't expect resurrection. Fight? This is true – despite some scripture inspiration, generous help with biblical diction and conversational style heavily influenced by the parable, completing the game requires some distinctly un-Christian behavior: closer to The Last Temptation than Passion, VVVJD's faith will be insufficient to successfully guide a player through this game. Jet (1985) Based on subLOGIC classic Flight Simulator. Choose an F-16 Fighting Falcon for land missions or F-18 Hornet missions starting at sea from an aircraft carrier. You can practice flights and aerobatics in free-to-air mode, dogfight against Soviet MiGs, launch strikes against land or sea targets, watch a demo or load a subLOGIC landscape disc. In combat mode, you will get to choose which missiles and bombs your plane will have. Most indicators of a real jet fighter would provide: altimeter, position, frame loading, gear brake status, fuel level, radar, approach and range. You can turn some of them on and off. The controls consist of a joystick or a numeric keypad for the steering mechanism and other keys to handle the indicators you choose, landing equipment, weapons, and even a ejection button! Finally, if you want a different perspective, you can get an image from the control tower, not from your cab. Jet 2.0 (1987) The game is a much improved version of SubLOGIC's Jet. Improvements are made to overall speed, flight performance, higher accuracy calculations, smooth zoom, game menus, video mode support, and system functions. Added mouse control and landing equipment. This time the game can be loaded through landscape files (no longer just landscape discs). Landscape discs from previous versions of the game can also be converted to new format files. The new 10-minute demonstration includes exemplary aerobatics, target strike simulation, parachute ejection, positioned text messages as demonstration advances, and taking scene samples from the best landscape discs. The demonstration landscape is also available in free flight mode. Jet Set Willy (1999) This freeware remake of the 8-bit classic from 1984 updates the graphics and sounds, adding a unique classic melody to each room, and more colors and details to the environment and characters. Like the original, the player controlled by Willy, a miner who became a millionaire in a previous game, wandered through his mansion after ordering Maria's housewife to clean all the rooms after a party. Willy has collected all the objects to get access to his bedroom, whose entrance is blocked by a bossy woman. The rooms are filled with strange creatures, and Willy can be killed by touching any of them, falling from high altitudes or dangerous environments. The DOS version allows you to save and load with the F7 and F8 key at any point in the game. Other settings, such as speed and music selection, can be changed in the options menu. JetFighter Adventure (1988) Fiy F/A-18, F-16, and F-14 hypothetical invasion of the U.S. west coast of the Soviet Union. Missions range from combat air patrols to bombing to intercepting cruise missiles. In addition, launches and landings of carriers are also possible. The graphics include a detailed model of San Francisco - the Golden Gate Bridge, the Transamerica Tower/Pyramid, and more are represented. This game is effectively an improved version of the F/A-18 Interceptor from Amiga (same setting, programmers, etc.) with the addition of additional missions and F-14. Jetman (1991) Remaking the classic spectrum game Jetpac from the Ultimate Play game, the titular hero must fly around shooting aliens, first rebuild his craft, and then collect enough fuel to fly from a row of levels, picking up gold as he goes. The makeover was designed to run super fast 286s, but it seems to have been speed locked so you don't have to change MoSlo. The points are much lower in this version, with aliens one point. The game tracks your high score, but this information is not saved. 256 color graphics and speaker sound are automatic achievements, not all the spectrum can do. Jetpack (1993) You are a explorer trying to collect green gems from more than 100 small dungeons. You have a jetpack and electricity ... tazer, phaser, no matter. Your jetpack consumes fuel and extra fuel can be found on the map. You can also pick up enemy freezers and vulnerability powerups. Your tazer thing can cut through some materials to get through the level successfully, but it can't hurt enemies. You can also use teleporters and ladders. Ice and grass can hinder your progress. Jetstrike (1994) MIS, FBI, NASA, KGB, MOSSAD and even top secret agents from the North Beckinsdale Pigeon Fancier Association swung into action immediately. They were quick to stop on their tracks when they received a top-level order, warning of a massive campaign of bribery by government officials in all countries. It turned out that any single attempt to destroy the SPUDD would lead to the collapse of most governments in the world. Leaders controlled by the SPUDD will soon rise to replace them. As the situation deteriorates every day and spudd forces have grown from strength to strength, various agencies are now bringing together an underground task force that is expected to counter the growing threat. This elite task force consists of one agent (yourself - a nice one from your volunteers by the way), a highly skilled mechanic called Harry, and an outdoor support officer assigned to missions. The plan is that you will borrow aircraft from the local air force and conduct covert strike missions in spudd forces while they are still small enough to remain hidden. We hope that by damaging their supply lines, factories and control centres, you should be able to frustrate their plans of dominance in the world. However, if you crash too many expensive aircraft, your sponsors won't be able to cover you, so your sent back to the secret agent's basic training school. Jetstrike must stop the disastrous SPUDD forces attacking them with their borrowed aircraft. Your commanding officer will give you a mission goal you must try to achieve without being shot, blown or falling into the mountains. Jetstrike is a 2D side scrolling action game like Bro/Derbund's Wings of Fury. The big difference between these games is, jetstrike it is possible to use 32 aircraft and 6 helicopters for several combat missions or be part of aero-aeromancers. Jewels of Darkness (1986) This collection of three previously released Rainbird interactive fiction (with graphics) game. It contains: * Adventure Quest * Colossal Adventure * Dungeon Adventure J.R.R. Tolkien Middle Earth theme has been removed in this collection. Only the corresponding original game editions have links to The Middle Ground. Jigsaw Puzzle (1994) Jigsaw Puzzle Simulation. It Many puzzles that go for original children's artwork or new designs. All you have to do is apply the puzzle part on the board in the shortest time, and the overturning of the pieces is not necessary. It contains a high score for finishing the puzzle in a short time or the joystick or mouse option and three levels of the game. Jill from The Jungle (1992) Jill from the Jungle is the first episode of the shareware series. This is a platform game in which the player takes the title role: an Amazonian woman who takes on the atypical role of a monster-slaying, skin-worn feminist warrior. Jill's unique ability is morphing into various creatures, such as bird, fish and others, which allow her to explore specific areas. Levels often feature platform structures that need to be navigated accurately, as well as the keys that need to be found in order to be able to advance. There are no boss fights in the game. The game can be saved anywhere. Jill from the Jungle - Jill Goes Underground (1992) Jill from Jungle 2 is the second jungle trilogy jill. It follows the same concept, but includes a new graphics, slightly improved animation and brand new levels and a musical soundtrack. In this particular game, after examining the depth of the mysterious jungle, Jill enters Montezuma Castle and actually goes underground, trying to save her prince. The game is viewed sideways and platform style, with dangers to overcome include fuh breathing enemies and spikes. Jill can transform into different creatures to help her escape; when the human form it is limited to its reliable knight. Jill from the Jungle - Jill Saves Prince (1992) The final installment of the Jungle trilogy Jill features improved animation, new graphics, new music, new levels and countless new enemies. It also contains a map-based world that does not exist in the first two games. History so far: After being explored in the jungle and defeated by darkness forced through the first two games, Jill must endure another quest to save the jungle from destruction: Jill must save the prince, who was kidnapped by an evil green lizard who wants to destroy the jungle and build condos instead. If Jill saves the prince, he'll succeed for his bad reason. Jim Henson's Muppet Adventure No 1 - Chaos Carnival (1989) Chaos at Carnival is a collection of six arcade mini-games. Ms. Piggy was pinnaged by the sinister Dr. Grump; Her Muppet friends come to the rescue. Kermit, Gonzo, Fozzie and three other characters from the children's TV show dash to Grump's mysterious fun fair in search of their pink companion. They have a bold five runs in a row to take grumpasaurus in the final carnival confrontation. * Love Tunnel: Avoid Objects in Water * Duck Hunt: Hit the passing duck with tomatoes * Space Ride: Land the spaceship in the correct dock using rocket blast * Bumper Cars: Race around the track and avoid crashing into * Funhouse: Find your way through a small maze filled with guard dogs * Battle Grumpasaurus: Tickle Grumpasaurus so that he laughs himself at the silly C-64, Apple II and DOS versions of the chaos at carnival to support two players taking turns. The four-platform versions vary greatly; for more information, see the details section. Jim Power Mutant Planet (1993) MS-DOS: Jim Power Mutant Planet by (1993) Jimmy Connors Pro Tennis Tour (1990) Confirmed by the famous tennis player, Jimmy Connors, this game offers a tournament and one to play several types of court. Using crosshairs, aim your ball on the other side of the court and hopefully hit where you want. If you're lucky, you may even score ace. If not, you will have to be ready to return the opponent's return. Run back and forth as you try to keep hitting the ball through the net until your opponent misses, or you. When you hit the ball, you want to try to change the direction and speed of the ball by throwing your opponent out of balance. This is the real challenge of any tennis game. Jinxter (1988) Aquatania recently became a land of disaster for a witch-scratching group. The task of finding five charms and a magical bracelet to make everything right falls on you. And you need to change the success, because events in this game often emphasize the indignant fate of the osses and arrows. You get hit by a car, falls high in height, sprayed cheese sandwich and more! Bringing a guinea pig in this strange world will drive you insane – if this jinxed land doesn't do it first. Jinxter is an interactive fiction with a graphic tile that occupies a real world of people and situations, and then plays with boundaries to create a strange and puzzling world. The characters all get with their tasks, and getting them to help you usually is to make sure that something is in the case for them. The dialogue aims to add a comic connection to the process. Puzzles can often be solved in different ways, but the most obvious way is not always correct. Because of the presence of the Guardian, you can't really die. Joe Montana Football (1990) In this game the license is the famous player Joe Montana, but not the NFL itself, so teams represent cities, not real-world teams, and the list of players is fanciful, although they can be completely edited. All the basic rules of major league football are intact. The action is viewed from the side, with the ability to catch and tackle while on the road. ReceiverCam help you find a free man to pass. Multi-angle replays are built in and can be burned to disk to use the Highlights pretzel. This game has a game book that allows you to edit and save games and use them during the game. John Elway's quarterback (1988) is John Elway's quarterback, this one player vs. a computer or two human players going head-to-head in a single-game American football action. Choose your team's home city (no NFL or licenses, so there is no real real or players) and then battle opposing teams for 49 15-minute (speed up real-time) quarters. Graphics simple: One team has blue uniforms, the other team is red. The human player gets control of the defender on offense and middle linebacker defense. The perspective of the game is top to bottom and vertically scrolled. Pick out 9 offensive-mostly passing-plays and 6 defensive plays. Teams have 9 players. John Madden Football (1989) Old American football simulation co-created by famous sportscastr John Madden. The first game eal long takes madden series. Different versions of this game were available on almost every platform - mega drive version is the most famous of them all. The game focuses more on tactics than pure action. Jonny Quest - Curse of the Mayan Warrior (1993) Jonny Quest is an action adventure game with beat-em-up sequences. This game is based on hanna-barbera animation series Jonny Quest Adventures 1964. Jonny is a bright young buddy with the talent to fight judo, defeat evil creatures and generally do heroic things that are usually not suitable for 14-year-old boys. When mayan idols disappear in the South American rainforest, Team Quest sets out to comb through a couple of jungles and temples. The game is divided into two parts: From the top down map of the forest and temple, Jonny and his friend Hadji look for useful items and solve puzzles. If they face an opponent, the game switches to a side view. Jonny's then must defeat his opponent in classic beat-em-up style with a variety of punches and kicks. After a short time Hadji and the Dog Bandit appear on stage and help Jonny pour spells (Hadji) and drag the enemy around (Bandit). If you lose, you will get two additional options; After that the game is over. All basic actions (chat, look around, access inventory) are performed through F keys; More complex capabilities, such as using items, include rows for using the F-key/direction key. Game puzzles are on the basis of inventory. Jordan vs Bird - One-on-one (1988) Two of the greatest icons of the Golden Age NBA match before this game. On one side, spectacular dunks by Michael Jordan of the Chicago Bulls; on the other hand, Larry Bird has incredible accuracy from the outside. While Bird feels like a home three-point contest where five stands with five balls each is around the three-point arc and the player has to pick each ball and throw in the best time to get as many points as possible in the 60 second window, only Jordan has the air time to perform a slam dunk contest where the player has a number of dunks at his disposal, each requiring different time to get the best result of all three tests from the referees, and win the contest. Although they are two completely different players, they can still go one-on-one on the side of the court match, played points or with a length of time. Is Bird's and not shooting the ability to be in a match with Jordan's speed and jumping abilities? Journey to the Center of the Earth (1988) The first computerized version of the novel, written by Jules Verne, Journey to the Center of the Earth is a combination of action and adventure - an exploration game based on a number of action-oriented mini-games. You play the role of a scientist who is on his way to prove that Arne Saknussemm's scroll is true, i.e. he has truly discovered the center of the Earth. You have to find your way through the volcano Knessel, avoiding falling rocks and mammoth-like. Joust (1983) Joust, players take control of a knight with a lance who rides his flying ostrich (or stork, player 2) to do battle against computer-controlled evil knights who ride on vultures. Players must flap their steed wings to reach the enemy from a higher jousting point to destroy the vulture and its rider. When the enemy is hit, the egg falls on one of the platforms below. Heroic knights must destroy eggs before they hatch and release new and increasingly heavier knights. The three strengths of the enemy knights are Bounder (red knight), Hunter (white knight) and Shadow Lord (blue knight). These enemy knights are not the only challenge that can be found in the game. Players also have to face crushing platforms, lava trolls who try to plid the Knights into the fire, and feared unparallelled (?) pterodactyl. The game was a novel of its time being one of the few two players at once in the games arcade. Joust VGA (1990) Colorful but resource-efficient, unauthorised fan remake of the arcade classic, all the essential elements remain from the absurd origin: bird-mounted knights joke about the superiority of the air (literally, when two drivers meet, the bottom one is dismantled), leaving the eggs behind them and avoiding additional threats from flying prehistoric reptiles and red hands. Joyous Rebel (1996) Joyous Rebel is an RPG inspired by the Ultima series of games. Originally a shareware name, it was later available for free. This is a redesigned version of a smaller game known as Joyous Uprisings in Jive Culture. As a guardian, it is your duty to defend the king king of light. But you had to travel from your islands on a peace trip and even though you are where the king of the stand disappeared and you think evil is coming. You rush back to your island to defend the king, but a huge storm slows you down and lightning almost kills you when it hits your boat fisherman saves you and lets you sleep overnight in your cabin. Now you are well rested and you must rush to the caste to save the king of light. The screen is divided into two parts: To the left is the field of play where all the actions are taking place and to the left is your inventory and indicators of what action you are going to take. In the game you can use four commands: change between attack mode and walking mode, fire ballistic weapon or not (climb open the door, pick up items) and use inventory. Inventory can contain 24 items. Jr. Pac-Man (1988) Jr. Pac-Man features a game similar to the original Pac-Man, but with a few changes. Like Jr., you need to eat all the points in the maze without running into the four ghosts who are trying to get you. The maze is now much larger and no longer fits on a single screen. The maze will scroll around to follow the action. From time to time a delicious bonus will bounce around the screen, which can be eaten for extra points. There are tricycles, kites, drums, balloons, trains, rob beers, and other bonuses that look like levels of progress. Some bonus items bounce around the screen, but the points they touch will become bigger and are now worth 50 points each instead of 10. But one of these higher points will cause The Jr. Pac-Man to slow down when he eats them harder to stay one step ahead of the ghosts who keep pursuing him! Located throughout the labyrinth are power pellets; When Junior eats one of them, ghosts will temporarily become blue and can now be eaten to earn even more points. JRR Tolkien War on the Middle Earth (1988) Three rings of Elven kings under the sky, seven dwarf-lords in their hall of stone, Nine mortal people doomed to die. One dark Lord of his throne in the land of Mordor, where the shadows lie. One Ring to rule them all, One ring to find them, One ring to make them all and darkly bind them to the land of Mordor, where the shadows lie. September 23, 1418 s.r. Frodo Baggins receives a letter from Gandalf gray, telling him to leave immediately Rivendell and keep an eye on a friend on the way under the name Strider. He also warns that the enemy's servants seek and are covered in black by riders. J.R.R. Tolkien's War on Middle Earth is a 16-bit game with additional adventuring features compared to the 8-bit version, which freely depicts the events of the Single Ring from Shire to Mt. Doom. The game starts with three hobbits: Frodo, Sam and Pippin surrounded by nine separate units of Nazgul near shore. While the first task is to travel to Rivendell, the player is free to decide how heroes and armies progress, despite the game's traditional storyline. Victory is achieved by successfully sending the ring carrier Mt. Doom - as it did completely depends on the player. In addition, any hero, including Frodo, can die during the fight. If the ring carrier dies during the fight, one ring bearer (if they survive the encounter) will be assigned to perform one ring. If the enemy acquires one ring of possession of the enemy, they will try to reach Barada-Dura, the Fortress of Sauron in the heart of Mordor, which will lead to the defeat of the player. The player will also lose if the enemy succeeds in hijacking three major allied citadels. The game is divided into three different map levels: the entire map level consists of the entire map of the Middle Earth on one screen. All heroes and armies will appear as colored dots; blue as related units, green as neutral units and red as enemy units, as well as common terrain and regional displays. All forces are game is visible as the fog of non-war function is actually. Campaign level Most of the features of the war game take place at this level. This map provides more detailed information about locations and units; from here you can see all places such as cities, citadels, ruins, etc.; characters appear as shapes, and the army appears as bullets. Large armies will be displayed as a shield indicating the type of unit and the background of the shield, indicating the country of origin of the unit. Although at the beginning of the game various characters and armies are viewed all over the map, the player can issue only orders for flashing units. Fighting meetings in the army also begin at this level, which will prompt a new window where the player can choose to enter the battle or ignore the event. The combat orders consist of four teams: charge, engage, withdraw and retreat. Battle where all units on both sides are completely destroyed or shrinking. Animation-level animated meetings for characters take place at a level, in the event of a narrative, or fight-related events. Random meetings will prompt you to open the window and the player can choose to go there or ignore the event. Objects such as armor, weapons and other equipment can also be viewed and manipulated only at this level (e.g. installed, used, etc.). Some Western units require certain items before their units can be mobilized. Juggling Butterfly (1983) Juggling Butterfly is an educational game for children between the ages of 3 and 6. The game includes a keyboard template with two blue lines that will divide the keyboard into four parts. During the game, you will be asked to press the keys that are above, below, left or right of the blue lines that are on the keyboard. With the correct answer, colored shapes will appear on the screen. After that, there is a freeform mode in which you can create an animated picture; Pressing the key on the relevant part of the keyboard will draw parts of a rainbow, butterfly, or windmill, or change the colors that are used when the image is complete. Jump 'n Bump (1998) A real-time multiplayer-only keyboard ejection (or network) game, this game pits up four man-owned cute fuzzy white bunnies against each other with only one goal: lagomorphic skull domination. Against the backdrop of pastoral Warner Bros. (or any more than a hundred fan levels!) these rabbits re-enact the 2D platform of Joust fame minus lava, eggs and ostriches; in short, players seek each other - now hunting, now hunted, tables turned in the blink of an eye - in order to exploit the variable special features of the slippery ice landscape, delaying the water and lifting to their advantage. Points are scores jumping on the heads of other bunnies, to great (and (and impact; considered head squishings running, while flattened players constantly re-spawn. Jump Jet (1992) RAF's Harrier GR7, or US Marine Corps AV-8B represented the next generation of aircraft. Vertical take-off and landing, plus the ability to hover over your mouse and vice versa, that's a plane of immense power capable of winning any argument, and here is your chance to fly. Fly into three imaginary flash-point areas of future conflict (which are now in the past): Hong Kong 1996, Falklands 1997 and Nord Kapp in 1998. Each of them has several difficulty settings. Pre-flight briefings and scene setting drag you into action, but mission goals and enemies change as flights unfold due to real-time AI. Jumpjet (1990) This is a beautiful and simple game. You pilot the plane, and you just blow the other planes up while performing your mission blowing other things. For those familiar with old school arcade games, think of Jumpjet as a combination of defender and scramble. Jumpman (1984) Jumpman is a bomb disposal expert. He is called upon to save Jupiter's headquarters after the evil Alien invaded him and booby traps his 30 levels. In this early platform game, the titular hero must find his way around each screen by collecting each bomb. There are platforms and ladders to use, and a jet amplifier to propel you to the screen. But there are also enemies to avoid, and the jumpman must be careful to fall too far. Jungle Hunt (1983) Jungle Hunt offers four unique adventure experiences that recur with greater difficulties when all four have survived. If you do not survive these adventures, you will lose not only your life, but also the life of the lovely Penelope, captured by the cannibals! The first part challenges your Tarzan skills - can you swing on the vine without falling into your trouble? The second part pits you against a whole bunch of nasty crocodiles in a powerful river. Fortunately, you have a knife to fight back. Do not forget to go to the air! In the third part, you encounter upcoming boulders of different sizes and physics. When you clear all these insidious dangers, you still have to face a terrible cannibal, which is armed with wicked ethos. Can you pass it and save the perfect Penelope? The game involves lots of strategic jumping and knife play (river/crocodile phase). The image is always a side view, much like pitfall and later platform games. Jungle Jack (1995) Based on the 1993 Danish animated film Jungledyret. The plot is about a rare jungle animal named Jack (also known as Hugo), who lives a happy life in the Indian jungle with his monkey pals. However, the rich film owner's ex-wife plans to get her hands on the poor creature. He suddenly escapes from a crazy actress to find many dangerous dangers (including cats) all over the city. With the help of Rita Fox, he has to get on the boat that will take him home. Jungle Jack is a platform game. There are no weapons, Jack can jump jump risk to the head to avoid it/her (except for electricity produced from Level 3 wires). Power-ups are Jack's favorite food, fruit. They give him more energy and increase the score. Kaeon (1992) In this arcade side scroll shooter, you are a space jet pilot sent to infiltrate some planet, Kaeon. Your path to the core of this planet will be dangerous because its environment is full of different enemies. You have to pass six stages (Orbital Defense Station, Atmosphere, Alien Forest, Capital, Subway, and Core) to a successful finale. Your space jet has 3 types of fire weapons (activated with different keys) and accessories that can be increased when power is assembled during flight. Standing, flying, or moving enemies are shooting at you, as well as powerful bosses blocking their way to victory. The options allow you to define your and the norm of enemy shots, the ability to die when faced with walls or enemies, etc. Once you have completed the level, the password will be given to you to continue your progress from this point on. The best scores will also be protected. Kamikazi Alien (1982) A very simple and primitive spaceshooter. Shoot the aliens before they reach their space. There are two weapons on board: plasma weapons and smart bombs. You get more points if you shoot aliens immediately after they appear. Campgruppe (1987) Plato-level tactical armored warfare game covering almost all of 1941-1945 ground weapons used on the Russian front. Campfgruppe provides a player team or a German or Russian battle group, providing four historical and infinite numbers of randomly created scenarios. Historical scenarios: * Participation of meetings east of Bryansk (July 7, 1942). * Attempt to facilitate Stalingrad (December 17, 1942). * Attack towards Kiev (November 3, 1943). * Attack towards Berlin (March 22, 1945). The game will automatically end after 20 turns (after 30 if an attack battle is played). However, the game can be finished earlier or continue after it is over if all sides agree. At the end of the game will be awarded victory points, which will determine whether the battle was a draw, or a marginal, material, or decisive victory. Karateka (1986) Evil Akuma destroyed the homeland of the protagonist, killed many of his friends and kidnapped Princess Mariko. Fortunately, the hero is skilled in martial arts, so his inevitable aspiration to reach akuma palace and rescue Mariko has a chance of success. Karateka is viewed from the side and is characterized by a sequence of increasingly difficult opponents. Three types of punches and strokes are available both for the character of the player and for his enemies, differentiated according to their height (low, medium and high). The protagonist has a health bar that gradually fills itself when he stands. Karnov (1987) Jinborov Karnovski (aka the titular Karnov), is the powerhouse of the Russian circus, which collects all the pieces of the treasure map, so it become a rich man. This lost treasure of Babylon is protected by the (evil, median and high). Although the game is basically the same as other versions, the history of famicom versions is different. It involves Karlov, who comes from a small town called Kleamina, whom God would call to be his messenger. Karnov is tasked with getting rid of the evil troubles known as Alacatni. Karnov features nine-step lateral scrolling action. Karnov's main attack is to breathe fire balls at his enemies. Karnov can collect power-up orbs that can increase the fire he can breathe. Karnov can also jump, and the height is increased by collecting shoes. Other items Karnov can carry and use bombs, ladders, boomerangs, clappers (which destroy small enemies that are currently on display instantly), and shields. Sometimes, Karnov will be able to take advantage of certain elements, such as wings, which allow him to fly into the air and scuba gear helmet, which allows him to swim underwater. In addition, scattered at all stages are K icons. After collecting 50 of them, Karnov will be rewarded with additional life. Keep The Thief (1989) Play Keep thief, a promising young thief who finds himself on the outskirts of Mercon Merchant City. Given the punishment of thieves is the removal of certain body parts, our young hero must be careful in his profession and eventually (among other things) train himself to get in and steal from the city treasury. Keep Thief: Boy and his Lockpick is a first-person perspective role-playing game. It has parody elements clearly recognizable from various descriptions of the game and enemy names during the fight. One of the goals of the game is to steal everything in sight - at least in the city. The game map itself includes, near the city, various dungeons, jungles and arenas, among others. The game presents four vital elements of the game: Thievery, Adventuring, Combat and Alchemy: * The Thievery Thieves element is based on the ability to disarm traps before the player can rob the toss. There are many houses or other places where the player can steal valuable objects (at least in the walls of the city). The higher the skills, the more opportunities the player has to correctly choose which course the player wants to choose to disarm the trap. * Adventuring When a player stole everything that's valuable from the underwear to the golden crown from the city, eventually the player will have to venture outside the city into the unknown depths surrounding the jungle. There are many places that have yet to be discovered in the game. Just make sure that the armor and weapons are well equipped. Monsters have a bad habit of jumping out, almost always! * Fighting first person real-time fighting setting comes with a top down radar indicating the player's position and enemies. The player on the fighting screen can melee to victory or just shoot them at a distance. That is, if the player has the right weapons. * For the most part it's alchemy, although magic spells are also created during this process. Collecting ingredients is one thing, experimenting with what works is another. Sometimes a player can get lucky and find a recipe. Sometimes. Keno (1989) Keno is a simple, non-frills adaptation of a popular casino game. You have to pick up up fifteen numbers out of eighty total. When you do this, your computer will select twenty random numbers. If any of the numbers you choose are the same as those that appeared during a random drawing, you win the prize. If you choose more numbers, the maximum prize will also increase - but it will also be harder to win a minimum \$1 payout. Kentris (1991) Kentris is a Freeware Tetris clone made to build engine developer Ken Silverman. As usual in the Tetris game, you rotate and move the falling blocks in different shapes to arrange them into all the lines without gaps. A few cheerful sound effects were added by Silverman. Khalaan (1990) Khalaan is an interesting strategy game of empire building set in the ancient Arab world. Turn reasonable, it requires you to build trade, lift armies, and manage your economy to build a strong empire. You can expand your empire through conquest and diplomacy. The turns are seasonal, and military, military and commercial caravans are imperial toots. Kick Off 3 - European Challenge (1994) The third entry in the Kick Off series is the first, which offers an isometric image rather than an old top-down image. There are four matches in the game (World Cup finals, league, knockout cup and challenge). There are several variants of game speed and ball control to suit both beginners and qualified players. Each of the 32 teams in the game has a different style of play, ensuring that neither of the two games is similar. Each team also has key players like Libeross and wingers who play a crucial role in how that team plays. Kick Off 3 offers two styles of play: Arcade and Simulation. The difference is that in Arcade mode you can switch between rules to focus only on reflexes. Kicks (1989) Kicks is a French Qix clone. As a Qix player must catch the percentage of the game screen (70% in this case) go to the next level. Of course, the player must avoid or capture all enemies that pass through the playing area. In the game there are three types of enemies: Rolls, Strokes and Suiivers. Child (1996) Collect fruits, avoid snakes and creatures and try not to fall into any trap kid. The game's simple platform game allows you to play as the titular kid and advance through several levels while trying to survive the usual enemies. Plan your way well, because those blocks that you constantly storm your head can lead to a safer path and exit worth more points. You have three lives and don't continue after the game through the script, but you will pick up exactly where he left after every lost life. Get hit once enemies will do you. At the end, a record table is displayed, but you have to more than 1000 points that end up in it. Killerball (1991) In the dark future, a new cruel sports game will be invented - Killerball - a mixture of American football, roller-skating and pinball. The three leagues (Elite, Major and Minor) will vary according to the level of brutality. The action takes place in a round side. Each team of five players should put the iron ball in a small hole for the opposing team to make a result, and prevent the other team's players from doing the same. Each player on the team has a health indicator that will decrease during the game, because the only way to grab the ball is to knock down an opponent in any brutal way. In each match, there is a time limit for each match, but it can also be completed if all players on any team are unconscious and at least one ball is placed in the hole. The game has a training mode where you can play one match with a computer or another human player, and tournament mode, where eight teams controlled by computer or human players will fight for victory. The tournament progress can be saved and restored. Killing Cloud (1991) Killing Cloud is set in San Francisco devastated by an opaque orange death smog layer known as The Killing Cloud. It hovers around the middle of skyscrapers, creating a claustrophobic low-level experience (and a distinct feel with many other flight simulations set in the city, such as the F/A-18 Interceptor). In this maelstrom, the Black Angel gang terrorizes society. The player is a member of the SFPD police force, accused of dropping them over ten missions. Some of them are out-and-out action, while others are more strategic. In smog you can survive only 20 minutes, so time is very important in these missions. In addition to outlying the enemy in his hoverbike, the player must carefully advance the position of ground forces to arrest him when he is lowered using pick-up pods. The suspect arrested must be questioned in order to release enough information to know what another threat is. Kindercomp (1983) Early learning game for children aged 3 to 8 years. This program contains a collection of 6 learning games: Draw, Scribe, Names, Sequence, Letters and Matches. KinderComp helps children improve their reading and computing skills, as well as introduce them to your computer's keyboard. Chicago King, (1986) With Al Capone out of the picture, Chicago's insurance-era gains are up for grabs. Are you ruthless and cunning enough to get any means you need? Every action you take has complex long-term consequences, which at that time are not always obvious. You have to keep your people on your side, watch what you say and do, knowing that the overthrow can be hatched at any time. Also look after your woman - a girl who will respect one mobster? Money must be juggled in these ways, not forgetting to reach an understanding with the mayor to avoid any negative attention. King's Bounty (1990) How to Palladium, barbarians or A squad of creatures to take on the local baddies and search for the ordns. A turn-based game with a time limit that decreases depending on the skill level you play in. Depending on your loyalty, you will begin with a different set of creatures at first, although the king will not object to whether you are his knight or barbarian. The game consists of four maps, each of which has more average creatures to control and meaner opponents to fight, but acquiring those maps early will allow you to find and buy some average creatures that will help you easily conquer previous maps. You can see all enemies on the map and can simply clear the map of enemies, although randomly can appear in your castles, if you leave them unprotected after conquest. With each conquered castle (assuming the castle occupies the enemy you are currently following), you will get a level, after the first two level ups the king will encourage you and you will be able to recruit cavalry from the castle, after four stakes you will be able to recruit knights. All other creatures are found outside the king's castle and can be recruited, no matter what level, although your level determines the amount of creatures you can find for recruitment, but take care of your money, because if you do not have enough for your army to pay, they will desert or turn against you. Each map also contains two artifacts, which will also reveal the king's skeptic holding a map of the place. At this point you find a skeptic and bring it back to the kings, the game will end even if you happen to find a very early game. As for heavier enemies, such as the final, with hundreds of dragons and demons, they can also be defeated, but not an army that you can arrest in one flow. But when you are defeated, you respawn back into the king's castle and start with almost nothing but your money, but the enemy in the castle will be left without those creatures lost in battle, unless some new ones come to the aid of him as each week's population increases. King's Quest I - Quest for the Crown (1984) Sir Graham is a brave knight who is sent on a quest to get three treasures that have been stolen by deception and stealth: a shield that protects its bearers from intruders, a mirror that foretells the future, and a treasure chest that is forever filled with gold. If Graham takes these treasures back to the royal castle, then the injured King Edward Daventry will be benevolent to pass the crown. During the trip, Graham will meet with characters who will help or hinder him. King's quest is usually considered a descendant of a third-person perspective adventure game. Unlike previous graphic adventures, the player can navigate the protagonist on the screen in eight directions, creating the effect of 3D explorations. The player's character can also be obscured from the image when hiding behind an object, experiencing gravity and having a different animation for actions such as picking fall, swimming, etc. Graham can be moved around with arrow keys and perform various actions when player types commands, usually consisting of combinations of nouns and verbs (e.g. Take flowers, talk me, etc.). The world of the game consists of a circular outdoor area with signs (houses, characters, etc.) to be found in the study. Most of the kingdom is available to Graham from the beginning, and there are only a few restrictions imposed on travel. To complete the game, the player must purchase certain items and use them in the correct situations or with specific symbols. Some puzzles are based on fairy tales, and good knowledge of them makes them easier to solve. The game rewards the player by scoring for most of the action he makes Graham perform. Since some of them are not very important to complete, it is quite possible to finish the game without having achieved the full result. Some tasks in the game have several solutions, although the game can give the player fewer points if he chooses a simpler one. Many dangers await Graham on his trip, and death is common if the player is not careful. The game can also be rendered unwinnable for failing to collect a certain item or wasting it. King's Quest I - Quest for the Crown VGA (1990) Roberta Williams King's Quest I: Quest for the Crown is a remake of The King's Quest. It uses sierra 16 colors sci game translator, making it visually similar to the series' fourth installment, with more detailed EDA full-screen graphics and optional mouse support while maintaining text input and interaction. This version also has a music score that supports sound cards, not just the original edition of the speaker output. Several changes were made to the game's locations and the script. There are several new characters in perdibra, and some conversations contain additional lines. Quite a few puzzles have slightly different solutions, and some objects are found in different places than they were in the original version. King's Quest III - Heir is Human (1986) King Graham and Queen Valanice had two children, Alexander and Rosella, and the kingdom was once peaceful. It wasn't long before Alexander was torn out of his crib and things started to take their turn worse. The three-headed dragon threatens the increasingly peaceful Daventry, and demands that the maiden be sacrificed every year. Rosella is chosen. Meanwhile, in a secluded house on the land of Mount Llewird, an evil wizard called Mannano keeps a young boy named Gwydion as his slave, forcing him to perform menial tasks as he prepares his spells and watches the country through his telescope. Gwydion must find a way to surpass the wizard, escape and eventually discover the truth about his identity. King's Quest III: Heir is a man is an adventure game similar to the basic game mechanics of his predecessor player browsing Gwydion with arrow keys and interacting with by entering a combination of verb and nouns. Llewdr consists of interconnected screens that loop when the player's character reaches the ground wall. Throughout the game, Gwydion will also travel to other places and magic map at his disposal, allowing him to teleport to different areas. There are more elements to be collected in this installment, and more complex tests needed to execute, increasing the level of complexity. A big part of the game takes place in real time, with Mannanan following his schedule, forcing the player to plan and time his actions. There is also a set deadline for the game's first major quest. King's Quest IV - Rosella Perils (1988) King Graham and Queen Valanice were thrilled to have their children back. Graham thinks it's time to hand them his old adventure hat. When he throws it through the room, he suffers a heart attack and collapses on the floor, and he is taken to bed. The only way that Graham's health can be restored is to get miraculous fruit on the distant land of Tampir. A beautiful fairy tale called Genesta offers Rosella the opportunity to be transported to earth, and find fruit. But when she gets transported, she can't be sent back unless she helps the tale regain her mascot, which was stolen by an evil witch. Lotolte. King's Quest IV: Rosella Dancer is the first game in the series to have a female protagonist. Rosella will meet with characters who will help her or interfere. The player moves Rosella around with the arrow keys, and they perform actions by typing commands. Unlike previous King's Quest games, which used an AGI engine, this installment uses a new SCI engine with more detailed graphics; The most visible effect is that the game is paused until the player enters text, giving unlimited time even to complete the longest teams. AGI version of the game, however, has been released as well. Gameplay-wise, the game is similar to the first two installments of the series, with a large interconnected world of open exploration and no set deadline. The game is the first in the series to have a day and night cycle; certain actions can only be carried out over time. King's Table - Ragnarok Legend (1993) A version of the old horse board game called the King's Table. The game has black and white teams like chess, but each team has different pieces and different raison d'être. The white team has a total of 13 pieces, the most important is Odin King, who starts in the center of the 10x10 board and moves in the same way as the king of chess, while black has 20 infantry and four other pieces. White wins if Odin can reach one of the corner squares; Black wins if she surrounds Odin on all 4 sides. Pawns actually move in the same way as chess queens, but the pieces surround them on 2 sides (although some special pieces must be surrounded by 3 sides). Specialties selected from the beginning of selection The game, and has different abilities when borrowed from chess. The presentation of this interpretation is similar to Battle Chess, with bold 3D graphics and numerous

animations. Kingdom hamil (1987) MS-DOS: Kingdom hamil by (1987) The Kingdom of Germany (1994) Based on the engine of the Kingdom of England, the game is the same game, but is flown now by German lands. Like its predecessor, the game is in turn based on a medieval strategy game by up to six people or computer opponents. Each player assumes the Role of the Lord in control of the Kingdom, whose leader is up to twenty armies, in an attempt to become the sole ruler and king of medieval Germany. From the very beginning of the game you are in the composition, so that you can control your kingdom in a complex way. Using your mouse as a controller and its marker as a powerful finger, you need to develop your skills not only as a leader of the campaign army, but also skillfully manage the infrastructure of your kingdom. There are two scenarios of the game: 1. Against up to six people opponents. The scenario is based on each player's ability to build his Kingdom into a society that needs to thrive so that the player can build wealth in order to expand the growth needed to increase the size and strength of his army, which will allow him to strategically conquer the territory of his opponents in order to become king of Germany. 2. Head to head against computer opponents. In this scenario a human player must acquire skills as indicated in scenario one, but he is pitched against the War Lords (up to five) who play by different rules, their goal is to gain an inquest of wealth without the thought of development. They act like barbarians. It's up to human players to use a more constructive approach to outsmart a computer player. Kingmaker (1994) Based on avalon hill board game of the same name. Kingmaker is a strategy game set during the rose period of the medieval England War. You can play either York or Lancaster, and your goal is to get your choice of royal heir crowned king of England. You do this by giving titles to people who are in favour of your business and by removing those who would object. The kingmaker has a simplified combat interface while focusing on politics and dirty tricks as choice strategies. Kingpin - Arcade Sports Bowling (1995) Kingpin: Arcade Sports Bowling is a bowling game with support for up to 6 players who can be human or processor-controlled. Player statistics can be created during play. In the lower-right corner of the bowling alley screen there is a power meter that can be changed by pressing the up and down arrow keys/graphic buttons on the keyboard. Pressing the left and right keys changes the position of your avatar, and pressing Enter/Fire creates a small moving arrow in the bowling bar. This shows the direction your character will throw the ball when you hit enter/fire again. Klass of '99 (1999) This remake of Skool Daze limited 8-bit graphics and sounds from the original with a new enhanced asset while maintaining Same classic game since 1985. In addition to general graphic enhancements, this version adds small touches, such as casual weather and other special effects. The player assumes the role of Eric, a school student in a desperate quest to delete a disastrous message file from the principal's computer. Teachers and other co-students appear moving on the scroll side to view the building, where the player must lead the main character classes and make him participate and perform other work from the daily routine. The protagonist can communicate with the environment and cause pranks, write messages on the available boards, punch other children so that they fall on their backs, and shoot stones at distracted teachers with a sling. Eric must press the panels that adorn the building's many rooms to get the password of the head manager's computer, which stores the report file. After being caught doing any misconduct, he receives a number of random lines as punishment, with 10,000 as the maximum allowed before being expelled from school. Most children are anonymous characters milling around the place, but some names and personalities that can hinder progress. Angelface is a local bully who sometimes makes up a pig, infects Eric if he crosses the road with him and causes the end of the game, because the sick boy sends one of the teachers home. Einstein is itching to tell teachers about any inappropriate behavior he's seen. Klax (1990) Action/puzzle game, the goal is to catch different colors of falling tiles and create rows, columns, or diagonal one color. Each level requires a different pattern, and the tiles fall faster, more at once, and more and more colors as the game progresses. Klondike Solitaire (1984) Mouse-only game DOS, Klondike Solitaire is his namesake simulation. Using YOUR MOUSE to click the cards, you can move the cards in alternate costumes on top of each other in order to move them away from the tableau. Cheating is technically allowed, but it will get you yelled at by the program. Knight's Forces (1989) In the Knights Force ground Belloth, an intersection between five periods, conquered by the evil wizard Red Shabov. And if that is not enough, he also kidnapped the princess. The player takes on the role of knight, who has everything correctly set. To do this, it must complete five levels that reflect different periods. The goal is not only to destroy the wizard clone, which takes a period, but also to collect seven mascots that have wizard minions. Each collected mascot gives advantages to the hero, but works only in the right period, which may not coincide with where it is found. To make the best use of them, the player can always pull them out of the level and choose the next one. Challenges include platforming and melee sword fights against various enemies. The player can make eight combat movements. Knight (1988) The Knights Games consist of eight independent small games with a medieval theme. Two shooting games. Crossbow's case involves moving across the crossroads to reach one of an array of rotating targets. Once you have mastered this, you are ready for archery - this time you have to hit targets that move from left to right, so time is more important. The other six are involved in fighting one to one. There are two sword fighting battles against different backgrounds; In each of them you have to make 10 hits to get your opponent down, and make that 10 times to win overall. Time for your jobs and shields to achieve this. The other four events correspond to the same formula, but with slightly different weapons. The Quartermaster event is in the journal, although the action is still only 2 dimensions. Ball & Chain, Aderes and Pike battles to complete the set. All can play 2 human players. Knight Orc (1987) Knight Orc is a text adventure with graphics. The protagonist, Gringlegots Orc, swears revenge on all mankind for the treatment of his race. The game flows in real time; each person and creature continues their daily life and adheres to its schedule. So if the protagonist views the area and finds a person who has previously disappeared there, it may mean that the person concerned is in a different place. Player decisions and time play a key role in the results of the game. Knight's of the Desert - North Africa's Campaign 1941-43 (1983) Knights of the Desert is an activity-level simulation of Rommel's famous North African campaign in World War II. The game begins in March 1941 and ends in February 1943 with 12 revolutions each representing 2 months. Both players have the same goals. This is sweeping through the north Coast of Africa to push the enemy as far back as possible to capture major cities such as Benghazi and Tobruk along the way. The only difference is the direction you go. As a German commander your main goal is east to Alexandria. As a British commander your main goal is to sweep Rommel all the way back to El Aghela and win the game. Desert Nights provide solitaire play where the computer directs the British. Knightmare (1992) Knightmare, a player takes control of a brave knight named Popolon who has saved his cute Aphrodite from the clutches of the evil Hudna. The game is basically a top-down shooter. Popolon can shoot arrows at his enemies, and levels the end face of bosses such as witches, etc. shooting monsters, avoiding obstacles, passing bridges and collecting upgrades to his gun leads him to fame. Digitized music and sound are more inclusive in an arcade-like game. This game can also be about two brave knights - you and your friend who are doing the same thing for victory on one screen. Knights of Legend (1989) Knights of Legend is located in the fantasy land of Ashtalaru. Evil Pildar captured the ruler of the earth, known as the Duke, and a soldier named Seggalin, who fought and defeated Pildar The player controls the adventurer's party, the purpose of which is to save the prisoners, and eventually defeat Pildar. The player can create an adventure party by choosing between traditional races of people, dwarfs, and elves, as well as a new race called Keldar, which has flight power. The world of the game is explored from a top-down perspective. In turn, a reasonable fight takes place on separate screens. The combat system in the game is quite complex, including various types of attacks, parrying and dodging, as well as the ability to target individual parts of the enemy body. The player also selects the teams for the defensive round, trying to anticipate the opponent's step. Knights of Heaven (1990) Knights of Heaven is a World War I flight combat sim where you pilot one of 20 different aircraft (each handles differently) as you engage in simple missions or join a whole campaign where you will progress during World War I, take part in various missions, patrols, and even encounter enemy aces. You can engage in balloons and blimps, enemy fighters and bombers, even star scout targets such as supply trains. If you are really good at the game, one of the enemy aces can drop out to challenge you in an air duel. A unique feature of the game is the possibility of a modern link, so you can challenge fellow modern owners with dogfights, something that none of its contemporaries had. Kobayashi Naru (1987) Divided into chapters of knowledge, wisdom and understanding, kobayashi naru must be completed in order to gain immortal status. Collect the necessary objects from each game in this adventure. The game offers pictures from each location and important objects, and a text description of each place, but the system for this game is an atypical 1980s adventure, especially those that originated in a cassette. The top of the screen displays a set of icons that are selected to activate movement, manipulate elements, stage analysis (by selecting specific text words), and for actions such as carpeting, throwing, and swimming. Solving puzzles always uses objects in the scene description or in your inventory. Koolah (1991) Koolah is an English-language spelling finnish word for kuala, meaning a metal ball that cannot be compressed and is used as a key character in the game. The idea of the game was taken from a children's board game where one tries to guide a metal ball through a wooden maze without touching the ball. The ball is controlled by two knobs on the side of the labyrinth. One of the handles tilts the maze horizontally, and the other vertically. The route through the maze is drawn on it, but there are holes on the route that easily swallow the ball. While the children's version used handles, this version of the computer uses the arrow keys. Different labyrinths, scores and deadlines have also been added to make use of computer technology. So in this game the player tries to point the ball through the maze to the goal until time runs out. Koolah falls into the hole, the player gets one point for each hole successfully left. If time runs out before the player reaches the goal, the player gets as many points as there are holes in that maze. But if a player manages to clear the maze over time, s (he) gets 150 points plus the remaining time turns into points. The more time a player has left, the more points s (he) gain. The top ten records list show the best players. KOPS (1996) KOPS is a two-dimensional gravitational cave flying game. The game is primarily designed to be multiplayer, but only the space split screen game mode is provided. It is best played with 2-4 players on one computer, but there is also a single-player mode that is mostly suitable for practice. The original version was released back in 1996 as shareware software. After that the game was released as a special thin-down edition of the Discovoo game competition. In 2001, the game was transferred from DOS to Windows and released as freeware, and a few months later it was also transferred to Linux. In 2003, the game was released as an open source, so it is publicly open for further development. Astronaut (1990) Astronaut is the original idea behind the game Skyroads. In this game you control hovercraft, flying over obstacles on various platforms where you have to avoid falling off and gap holes. Flying over certain platforms can increase your abilities and give special powers, or kill you. The game features a high score list of different skyroads. Kronolog - Nazi Paradox (1993) Kronolog is a graphic adventure that is located in a alternate world in which the Nazis won The Second World War and later forced world domination. The world is as it is now, because of over-pollution, environmental problems and similar rot. Players participate in Hoffman, a member of the government who is searching for his missing son. The game uses a standard 2D adventure interaction system. There are several icons that are clicked to achieve the action you want. Kronlog features VGA graphics and includes a series of voice and digital photos for specific conversations. Krymini (1991) Krymini is a puzzle game in which the player gets placed with a 6x6 grid. This grid extracts balls of different colors along with some unoccupied fields. The goal is to move each ball once: depending on the color of the ball must be moved in different fields. After the ball is moved, it is transformed into a permanent stone. Each level must be resolved within the time limit. Krypton Egg (1994) Krypton Egg is a breakout clone. As in all such games, your goal in each level is to break all the bricks with the ball you rebounded with the paddle, and try to save it from falling from the level. Some bricks have random power. There are many different power-ups (most useful, some of them harmful), such as: lengthening/our paddle, increase or Our ball, adding traction to the paddle so that it can fly, adding different weapons so that the paddle can shoot and destroy the bricks, and much more. From time to time, various monsters will appear on the playing field and begin to fly around. Most of them are harmless and do nothing except interfere with the ball (if he hits them, he bounces). But some monsters will destroy your paddle if they touch it. Each of the several levels comes in a special action sequence where you try to defend yourself from the incoming monster crowd, or defeat the boss by firing and avoiding your rocket. Kurtan (1990) Kurtan is an old Sokoban clone created by a joint US-Germany (former USSR) company. The game was widespread in the post-Soviet space. It consists of a series of puzzles that need to be solved by moving all randomly placed boxes to their destinations. Some management issues exist when a single keystroke would cause the player's character to move multiple spaces instead of one, making the game incredibly challenging. The main character was replaced by a stereotypical Georgian leader, and the design of the labyrinth is slightly different from the original. The game uses 16 colors in high res 640x350 EDA mode. Kwix Nax (1993) Vertigo has saved four of its Yolkfolk (groan) chums in this game, from Cuckoo Land, Ice Land, Cloud Land and Zak Castle. Like fast food, it is not directly similar to the main series of arcade adventures, but is a one-screen action game similar to Pengo. The main idea is to move a maze of blocks to collect fruits, but the style twist is that you push into the maze blocks to kill or trap these enemies. After each level is completed a short bonus screen looks where more fruit can be collected. During the game, various other tokens are released, such as extra points, smart bomb and control recoll. L'Empereur (1991) L'Empereur is a military strategy game. The game takes place during the violence after the French Revolution and follows the rise and fall of Napoleon Bonaparte, who became one of the most popular and charismatic leaders in France. Gameplay You start as the officer in charge of military and local urban affairs, and later in your career you become France's first consul and eventually emperor and take responsibility for coming with it. You can only rise to the rank if you have to get the support of people. You have to build and organize a loyal military army and lead them to war. Defeat the militant neighboring countries and collect taxes and pay scholarships in time. But be aware of the military uprising, strikes, rebellions and the weather conditions of harsh winters and other natural disasters that can happen. You fail if you catch the enemy or die. Scenarios The scenarios of the game that can be chosen are based on Napoleon's military life: 1. The beginning of Napoleon. 2. Desire of power. 3. The end of the revolution. 4. The Glorious Empire. L.A. Game (1992) L.A. Law: A computer game casts a player as one of three characters from an American television show that aired from 1986 to 1994: lawyers Jonathan Rollins, Abbey Perkins, or Victor Sifuentes. The player's goal is to show that his chosen character is worthy of a comprehensive partnership at a law firm. The player will direct and click on a variety of choices, from collecting information and evidence to decisions on his/her introductory report. Since the player collects useful information and advice, it is attached to the file, which can be specified throughout the game. The game is separated into different cases, starting with the Wrathful Race case, where the player has to prove his client's innocence in a car accident. There is limited time to prepare each case against him on the court and each choice takes time in the game, so the player must be well prepared. When a player feels he is ready to go to court, he can go to court. The courtroom sequence allows you to choose from a wide range of different choices, such as which witnesses to question, when to raise objections, requests for a break, etc., and the final decision may change depending on how good the player's arguments or choices were in pre-trial preparation. To win each case is acquired by the player senior partnership L. A. Law Firm. L5RC (1998) Micro game that challenges speed, memory, concentration and dexterity. Combine both elemental characters with the corresponding arrow number before the timer expires. Practice in EASY mode, Play for high scores in EXPERT mode. LA Crackdown (1988) In L.A. Crackdown you play a cop sticking out of a warehouse to gather evidence in order to break up a drug ring. The action is controlled by observers of the surveillance van. A novice officer helps you search rooms, plant bugs, and even interrogate suspicious characters (beware, he learns from experience and can help you make decisions or may disobey orders if he disagrees with the decision.) La Espada Sagrada (1990) La Espada Sagrada is an action game consisting of three stages, the third is more arch-focused than the first two. Protagonist Atahualpa Yupanqui seeks to get the Holy Sword, and problems in the two early stages must be solved in order to find it. Then in the third stage, full of action, the hero uses that sword to be triumphant. The two early stages do not have a lateral scroll, and the third is a arcade with horizontal scrolling and non-stop action and large sprits. To reach levels 2 and 3, the player needs a code that is provided at the end of the previous stage. Lagaf - Les Aventures de Moktar - Vol 1 - La Zoubida (1991) Moktar is an Arab man who is lost in a large city. You have to bring him back to the Arab world. The game is a platform game, basically the same as Titus Fox, with another main character. Lala Prologue (2012) MS-DOS: Lala by (2012) Lamborghini - American Challenge (1992) (1992) To perform with just a basic Lamborghini and \$6000, your goal is to climb to the top of the 4 divisions of racing through the success of 60 race tracks across America. There are 20 rival racers in each division, of which up to 3 compete in each race at the same time. There are also many local drivers in the race (who can take decisive positions from you and other championship drivers). Sunday drivers are going at normal speeds, and the police. Before each race you will be told about the quality of the locals and the likelihood of police presence. When police are in the area, speeding at 110 Km/h may see you branded as a criminal, in which police will try to ram you off the road. Chase H.Q.-style. You can try to reach the end of the race, despite this injury (which ultimately hinders your speed), or just pull and take a penalty and the loss of racing points. If the police stop you later, the fine will be more severe. Each race costs money to enter, and your income can be increased by betting on results with other championship drivers. If one of you wins, each driver gives you either the amount they are building or the amount you bet, choosing a smaller amount; If you place the wins you will get your stake back. Many power supplies can be purchased along the way, including tires, radar stoppers, engine improvements and nitro boosters. To move up the division you must take the challenge of the division, a one-off hike through a solid section within a set time frame. You buy 3 passes for this, each allows one test. Lamers (1992) A small Lemmings clone with a twist. This time you have to kill lamers and not save them to prevent lamers from reaching the computer. If enough of them reach, they will destroy it and you will lose. You have several weapons at your disposal that include a handgun, machine gun, bomb and mine. Lancelot (1988) Travels back to the Chivalry age, when the Knights were brave, jumping across the countryside and rescuing dams in distress. This game restores the time of wizards and roundtable knights. Lancelot is a three-part interactive fantasy adventure that covers the whole saga from ordering the foundation to the best hours - the Quest for the Holy Grail. Guide Lancelot through his many exploits in Camelot, battle with the towering knights, and win the love of Guinever and Elaine. The challenge that has fascinated treasure hunters over the centuries is now yours - and you will need all the strength, wit and valor to achieve your goal. To get the highest possible result, you should kill only combat enemies when it is absolutely necessary to survive. The game command set includes the ability to give instructions to other knights and automatically go to a place you've visited before. Lane Mastodon v Blubberman (1988) The year is 2029 and the evil Blubbermen invaded the ground. Only the heroic Lane Mastodon can stop them, in an environment similar to 1950s science fiction. Lane vs. Blubberman is, along with Gamma Force Pit of a Thousand Screams and two ZorKQuest games, part of the so-called InfComics. The game also has a system like other games: the player reads text and views comic plates (presented with CGA graphics in vector format, including automatic zoom, panning, and rotating), are sometimes encouraged to make a decision, making the story to the other side. Larn (1986) Larn is one of the first Roguelikes (RPG dungeon scans with top-down or isometric graphics and high levels of random selection; Rogue or Nethack are examples) with wildlife and more than one dungeon. In this game, you are looking for Larn Caves to cure your daughter's strange illness. The game world is only presented with ASCII text characters. Laser Chess (1994) Laser Chess is a chess variant for two players. The goal is the same as in the traditional chess game - to defeat the opponent's king. The game is reinforced by laser armaments, although players can choose the standard way of playing. The player can manipulate (moving and rotating) all pieces. There are eight types of units with special abilities, such as breaking down or absorbing a laser beam. Basically, most of the pieces are covered with mirrors, reflecting the laser beam. A piece of laser fires a laser beam in a straight line to the opposite of a piece of mirror. The laser beam reflected by the mirror moves forward until it strikes another mirror (including the opponent), the wall (the beam disappears), the absorbing part (the radius disappears) or the slumbering creation (including its own). The king and the laser do not have mirror protection, some other pieces are protected only on the selected sides, and the diagonal piece can not be destroyed by a laser beam, because all its surfaces reflect. The loss of the king means the end of the game, the loss of a laser - the need to play chess in the traditional way. Laser Light (1994) An interesting puzzle game in which you arrange mirrors of light on the target. New obstacles and powerups keep the game fun. Laser Surgeon Microscopic Mission (1987) Laser Surgeon: Microscopic Mission is an educational game where you are taught (or lose a patient trying... oops) to exacerbate their medical skills, especially in the field of surgery. You start as a medical trainee and work your way up the medical ladder for every successful operation. Each case comes with medical questioning about the patient's historical origin and medical procedures on how to deal with the patient. The game is focused on the microscopic surgery monitor's approach to the patient's area requiring surgery (e.g. brain). As surgery is in real time, you need to clean up your biology skills and medical skills: * Determine which cells(s) need surgery. * Decide which procedure to perform. The game is a game help file to teach you about various microscopic cells An incorrect diagnosis can lead to the death of a patient (and a major negligence claim...). Who said it's easy to be a doctor? Laservars (1994) Artillery game players are forced to calculate physical forces, such as wind speed and gravity, to determine where their shot lands. In the grid of this duel arena (reminiscent of a simplified one) players spy on photons rather than lead shots, so they are worried about the arrangement of diagonal mirrors, each reflecting and bending the beams of light at an angle of 90 degrees. When trying to hold the upper hand, players, in turn, insert mirrors to increase their range and accuracy, insert mirrors to frustrate your opponent's goal, and move and rotate yourself. The winner (each round of two players between people, computers or both) is the one who first marks the next player with his destructive laser light. The Last Action Hero (1994) Danny Madigan watches a sneak preview of the latest movie by his favorite hero, Jack Slater, when he is mysteriously catapulted inside the screen; Now stand next to your favorite idol. You are Jack Slater, the hero of the action movie, who takes the axe to the maniac ripper who is preparing a school siege, and Benedict, a villain who wants to use Danny's ticket to bring terror to the real world. The game, based on a film of the same name starring Arnold Schwarzenegger, is very different for each platform. For most, the game can be divided into two parts: the levels of lateral scrolling fighting and the pursuit of wild cars on the streets. The Last Days of Doom (1988) MS-DOS: The Last Days of Doom (1988) The Last Half of Darkness (1989) The aunt of the main character was the voodoo witch in New Orleans, which made potions to help friends and neighbors with their suffering. She was killed, and the protagonist inherited all his possessions - with a catch: In order to get the happiness that comes to him, the hero must complete the potions that his aunt worked for and solve the mystery of her death. The last half of darkness is an adventure game that takes place completely in and around a haunted mansion, full of cemeteries, crypts and entrenched swamps. The game graphics consist of a collection of unconvincing images. The home screen is divided into five main parts: the game world, inventory, exit list, commands, and the description box below. The player must place the mouse in the team (Move, Check, Grab and Control) and left-click to perform this action. The game is available in both EDA and 256 colors in VGA mode. The last half of Darkness II (1992) This sequel to the first last half of darkness picks up where Part I ended. The protagonist wakes up only in a strange room, near the dungeon. The girl he saved in the first chapter of the saga was found nowhere, and the hero soon learns that she will be sacrificed in the deity of the ancient volcano. The player must stop this at any price. The last half of darkness II adventure game that uses the same as its predecessor. To maintain a horror atmosphere, the game player interacts with the environment by selecting verb commands and collecting items to solve puzzles and advance the story. The Last Knight camelot (1996) In the age of King Arthur and his roundtable Merlin and the King send a call for a new knight to join the court. The player's character takes on the challenge of proving he is worthy of honor, and must eventually wash the kingdom in search of Excalibur and the Black Knight, whose dwarf minions stole him. There are also hidden treasures, teleporter and special items. The last knight camelot is a side scroll platformer bit in the epic megagame's Jill of the Jungle series tradition; The player does not have weapons, however, and must either completely avoid enemies, or jump on them to defeat them. Keyboard four arrow keys to move knight left and right so that he can search up and down, climb up and down, move switches and enter the door; Shift key allows him to jump. Last Ninja 2 – Back with Revenge (1990) With scrolling now on its property, The Last Ninja starts teaching a new order ninja. During the workout, he is mysteriously transported to 20th-century New York. Evil Shogun is back! Torn from his time, The Last Ninja must defend once again nothing more than faith in his abilities. Last Ninja 2: Back with Revenge is an action/adventure game where the player, controlling the powerful ninja, must fight his way through opponents while collecting the necessary items. The game is divided into different levels, each of them depicts a different locale and is divided into several screens. The image is isometric and the ninja can move in four different dimensions (he can also walk back) and jump. Enemies, armed with fists and various weapons of ninjas, wander around the levels. Ninja must fight them either with bare hands or with the weapon he finds along the way; in any case, he has several strokes and attacks, as well as the ability to block. There is a special weapon, shuriken, which is thrown into a straight line and not used in a melee fight; If they strike the enemy, they will kill it immediately, or at least severely damage it. There are items scattered around levels such as keys, rope, map or hamburgers (which restore health while eating). Collecting these items and using them in the right place is necessary to complete the game. Laura Bow 1 - Colonel Bequest (1989) The Year is 1925. Laura Bow is a young student attending Tulane University in New Orleans and an aspiring journalist. Her friend Lillian invites her to spend the weekend in a mansion owned by her uncle Colonel Henri Dijon, a Spanish-American war veteran, and the owner of a large but crumbling sugar plantation on a secluded island. At dinner, Laura meets lillian extended family members and their supposed friends. How Laura begins explore the mansion and talk to its residents, it unravels old family feuds and realizes some of these people - if at all - have their own plans and schemes. Things get much worse when strange accidents and murders begin. Laura needs to investigate those terrible events and find the culprit. Colonel's Bequest is a detective mystery adventure game very similar to the style and presentation of Agatha Christie's novels. The world of the game is limited to the island and consists of many interconnected areas, such as various rooms in the manor, garden, smaller structures, etc. The game clock advances quarter hours each time Laura performs an action related to the plot. Characters have their own schedules, and clues are often obtained by discreet observation of their actions. The player interacts with the environment by entering combinations of verb object commands (e.g. Search Garden, Talk Colonel, etc.). Some common actions have keyboard shortcuts. During the game, the focus is on exploration. Most of the plot remains in the background and can be uncovered by talking to characters on various topics (mostly other people). There are inventory and several puzzles, but they play a much less important role in the game compared to other Sierra adventures. The game can be completed without the discovery of the whole plot or even the discovery of the killer. There is no scoring system, but after the game is over the player is given a detective ranking and told about the story of affiliates or other items he might have missed. Lawnmower (1987) Lawnmower is just a text action game in which you play, well, a lawnmower. Of course, this is not very interesting in itself, so there are several catches. First of all, you need to mow the entire lawn over time. In addition, you earn money for cutting and the less time you need, the more you earn. To save time, you can change the cutting speed, but be careful: if you go too fast, you press some things you are not going to cut, thus getting time fine and damaging the lawnmower. After ten hits, you need to change the blade of the lawnmower when returning to the original room. All this is aggravated by different obstacles. Gopher appears randomly and leaves holes, and at advanced levels the dog begins to chase you - all destroy your lawnmower. Each destroyed lawnmower costs you 10 dollars, and you only have a limited number of lawn mowers. Getting levels can seem easy, but don't get cheated: it soon becomes quite difficult. The game ends when all your lawnmowers are gone, and if you cut well enough, you get a chance to get on the high score list. Le Fetiche Maya (1989) As an intrepid explorer, buy equipment, tools. And head to the wild Yucatan jungle to find a mysterious Mayan fetish. Two is: platform mode and 3D mode when the player drives a Jeep. Learn How to Add (1987) Learn to Add is an educational game for children between the ages of 3 and 7. The object of the game is to complete the rainbow by solving a number of problems. At each turn, first select a number from 1 to 9. The computer will then report a problem with this number, along with several groups of balloons of varying quantities. Then you need to direct the animal to a group of balloons, which has the same number of balloons as the number that solves the problem. At simpler skill levels, you only need to select a group of balloons that match the selected number. Heavier skill levels cause replenishment problems when it comes to filling a blank. Every time you answer correctly, a part of the rainbow appears on the screen. Complete the rainbow, and you win! Skin Goddess Phobos 2 (1992) Almost twenty years passed, since the inhabitants of the Earth defeated the Leather Goddess Phobos. The year is now 1958, and the scientific world is pleased with the news of the discovery of a new planet in the Solar System, called Planet X. One night, a spacecraft crash lands in a small town in Atom City, Nevada, home to a military base and nuclear power plant. Alien Bart, an self-described pulsating nuisance from Planet X, brings terrible news to the people of Earth: Goddesses conquered Planet X and forced their denizens to become sex slaves. Gas Pump Girls is a sequel to the Leather Goddess Phobos. The player can choose from three different characters: alien Bart, gas station owner Zek or Lydia, the daughter of an astronomer who discovered Planet X. Bart's script, covers different tasks, and the game of people is essentially identical, except for different dialogues. Unlike the previous game, the sequel is a graphic adventure without text input. The player interacts with the environment by point and click, with a smart cursor that automatically changes its shape, depending on the possible action that can be performed with the person or object. The game has several choice conversations, many of which are optional. The Legacy of the Old (1989) In the world of Tarmalon, you are a simple shepherd who one day discovers a panic-driven dying man on the sidewalk who carries a strange skin-tied scroll and a gold bracelet. This begins an adventure race with time to destroy the evil scrolling and those who want to kill you take your power for your own use. This role-playing game uses the same game engine as Arkon. Your journey will take you through the highlands, dungeons, cities, castles, oceans, pirate caves and among galactic museums to finally face the real threat to the world of Tarmalon. You will have to fight using weapons and magic, gamble, and trade items. Your character is valued for dexterity, strength, charm, endurance and intellect - a skillful game will maximize them. from Faerghail (1990) Something had happened in elves racing. Without provocations, they attack innocent people and prepare to conquer the peaceful city of Thyn. The Earl of Thyn has someone to go to the city of Cydane and ask the local count to send reinforcements. This task is dedicated to the protagonist of the game, who must recruit other adventurers to help him in dangerous battles. Soon the heroes will find a greater evil than the sudden madness that plagues the elves, and will have to find a way to defeat him... Legend of Faerghail is a role-playing game with an interface similar to the Bard's Tale series. The player explores cities, deserts and complex game dungeons from a first-person perspective, fighting against the opposite turn. The combat system requires the player to pay attention to the position of the characters in the battle. For example, the mage will lose concentration and will not spell if it stands too close to the enemy. Legend of Myra (1993) Legend of Myra, mankind tries to exterminate all rabbits. And obviously, the best way to do this is to keep all the cabbage underground so that they can't reach them. The player takes over the rabbit Myra, who has to try just that. This is a Boulder Dash option: Myra must dig through dirt in each of the 120 levels (just walk through it) and collect all the cabbage. Of course, there are many monsters that are deadly by touch, which can be destroyed by dropping a stone on the head: gravity takes over as soon as the dirt under the rock disappears. But, of course, Myra can also die when he is on the road. During the game there are additional obstacles (such as teleporters, switches, mines or doors) and energy windows such as pistols found. Especially useful are carrots, which give Myra the opportunity to bite through stones and monsters. Legend of Saladir (1999) MS-DOS: Legend of Saladir under (1999) Legends of Murder - Volume 1 Stonedale Castle (1989) Legends of Murder is a fantasy/role playing/murder mystery game. In Volume 1, you inspector were summoned to a small castle near the port city of Erdwyn to investigate the king's murder. Hired by a deceased king counsellor named Ash, after a long journey through the sea you lifted your leg in the castle, and the game begins... The ultimate goal of the game is to discover the king's killer. The symbol is walking on a small map size 1/5 of the screen, and when it comes to a new room, the description is written. There are many riddles and puzzles to solve along the way, as well as lots of people to meet and places to explore. It is very important that we talk to everyone you encounter, you look in all the castle rooms and pay attention to what you learned later. The inspector (fighter/mage class) has some personal attributes common to RPG that affect the game game. Spells must be learned from special The higher the level of the character, the more powerful the spelling he can learn. Legends of Murder - Volume 2 Grey Haven (1991) This is the second adventure in which a player takes the role of inspector, crime solving fighter/mage. This time, a pupil at a magic school was killed, and the player must investigate and find the culprit. The player must move on a relatively small map of his surroundings, looking for clues, talking to other characters and sometimes fighting in front through a menu-based combat system. There are items to collect and equip, experience points to gain, spells throw and, of course, offense to solve. Leisure Suit Larry 1 – Land of the Lounge Lizards (1987) Larry Laffer is a short, tacky, balding, forty-year-old man who lives with his mother until recently. He used to be in the software business, but decided to leave everything when he moved to the city of lost wages in pursuit of sexual enforcement. Clad in a white polyester casual suit, Larry finds himself at Laffey's Bar, determined to finally lose his virginity - or commit suicide if he can't achieve that goal before dawn. Leisure Suit Larry in the Land of Lounge Lizards is the first game in Al Lowe's Leisure Suit Larry series, mostly inspired by the text adventure Softporn Adventure, albeit with a much improved script that contains more humorous descriptions and dialogue. The game is similar to other third-person Sierra adventures: a text analyzer used to enter commands for interaction with the graphical environment. Progress is achieved by collecting various items and finding out which one can be necessary to conquer the hearts of several female characters appearing in the game. The game allows the player to reach most of their seats (bar, casino, convenience store, etc.) from the beginning, only a few major ones are banned due to the lack of an essential element. Movement between some places can be carried out only in the cab. To pay for these trips, as well as to purchase some items, it is necessary for the player to manage Larry's finances in the casino. In typical Sierra games, progress is tracked through a set number of points allocated for progress or small actions. There are several ways to die in the game, most presented in a humorous way. The game contains adult situations and semi-implicit sex images. Leisure Suit Larry 1 - Land Lounge Lizards VGA (1991) Leisure Suit Larry 1: In Lounge Lizards Land is the first game of Leisure Suit Larry's series remake. It introduces a new interface. Instead of entering commands, the player performs the steps you want by selecting the right icons, and then clicking objects on the screen to interact with them. The graphics are now available in 256 colors VGA. There is also much more music than the original version, and it supports more advanced audio formats. Casual Costume Larry 2 - Goes Love in Several Wrong Places (1988) Leisure Suit Larry Goes Looking for Love (Several Wrong Places) is the second game of Al Lowe's Leisure Suit series. Continuing the plot of the previous game, swing single Larry Laffer finally found his true love and happily lives with her. Right? Incorrect!.. Because Larry is ruthlessly thrown out of his great love and is left alone, fearless, and without a woman, in Los Angeles. Inadvertently, Larry will contact KGB agents who will now pursue him around the world. And also there is the evil doctor Nootonyf plotting evil schemes on a remote tropical island ... It seems Larry will have to forget about his women's problems now... or is it? The second game of the series presents an improved engine (allows full screen graphics and mouse control movement). Unlike the first game, which relied on the exploration of one large area, the sequel has a linear progression, the player is constantly moved to new places, as dictated by the plot. There are fewer puzzles in this installment than in the previous game; However, the number of ways to die has increased, the danger awaits Larry in many places he visits. Leisure Suit Larry 3 – Passionate Patti in Pursuit of the Throbbing Pectorals (1989) Passionate Patti in Pursuit of the Throbbing Pectorals! Is the third game of Al Lowe's Leisure Suit Larry series. Larry Laffer has finally found a woman of his dreams, and can happily live with her along on a beautiful tropical island... until he is kicked out of the house by his wife. His boss, who is staying at his (now ex-) father-in-law, fires him. Larry is all alone, without a woman, without a job, on an island that has long ceased to be a tropical paradise and exploits entertainment, lawyers, and the like. But never despair! Dressed in his irresistible casual costume, Larry is about to conquer the world (or at least his female population) again. Beware of fairer sex since Larry returned to his swing self! The game uses the same text interface and the same graphic engine as the previous record in the series. However, the structure of the game is more like the first contributions: most of the time the player is limited to one large area that can be freely explored. Unlike Larry's two previous games, the player not only controls Larry, but also - in the second half of the game - the enigmatic and beautiful pianist Patti, helping them reach an end that will finally bring happiness to Larry's life. Leisure Suit Larry 5 - Passionate Patti Do Little Undercover Job (1991) Passionate Patti Does Little Undercover job (s (regardless of number) the fourth game of Al Lowe's Leisure Suit Larry series. Middle-aged would-womanizer Larry Laffer fell off the boat during a cruise and sustained amnesia, forgetting how he and his cute Patti got separated as Larry got a job in LA, as Patti got work with the FBI, and what happened (never released) Larry 4. Now Larry and Patti are working independently on two occasions that are related to each other, although the heroes don't know that. Larry's new bosses are involved in the shady business, while Patti agrees to take a break from his career as a stage pianist and become an undercover agent. Will the two be together again? Unlike previous games with its own text input, Larry 5 uses a graphical, icon-based interface. The player uses verb commands (See, Speak, Use, etc.) to communicate with the environment. In this way not quite typical Sierra adventure games, it is impossible to die Larry 5, and the amount of deadlock (unwinnable situations) is greatly reduced. The game is also less puzzle-oriented, allowing the player to continue even if he/she fails to solve the required puzzle in some cases. However, the player is awarded more points than finding the right solution. As in the third game, both Larry and Patti are available as playing characters through different chapters of the story. Lemmings 2 – The Tribes (1993) Sequel to Lemmings has a plot that describes how Lemmings is divided into 12 different tribes, each of which has its own landscape and their cultural identity - they include Egypt, Circus and highland. But Lemming Island is now in danger, and you have to fill 10 levels for each tribe so that they can unite and re-evaluate the mascot from 12 units. Over 120 levels there are more than 60 skills, although no more than 10 are used on each screen. The classical tribe has original and is perhaps the best choice for first-time players. Others range from digging techniques such as scoopier (diagonal down) and hip basher (horizontal), building skills such as a planter (takes the time to produce the desired fill in the landscape) and a sand funnel, and various modes of movement, including pole-vaulter and skater (only Lemmings who can cross the ice). Some of them are just subtly different from others, and their exact use is unclear, but there are 4 levels of the coach in which you can choose any combination of skills and experiments. Unlike the first game, the player is rewarded for saving as many Lemmings as possible rather than simply passing or failing. The ultimate goal is to save all 60 Lemmings over all levels, so earn a gold medal to the tribe - silver and bronze are also on offer. The player can also return through the levels in the hope of saving more Lems. Since there are 12 tribes, and the player can switch them at any time, you have to be stuck 12 times in order to make impossible progress. The game saves progress, not using passwords, as in the first game. Lemmings 3D (1995) You, like all other Lemmings games, are responsible for helping hoarding lemmings through a dangerous environment to safety. But this lemmings game goes just that little bit further Lemmings up to 80 new 3-dimensional levels! Lemonade Stand (1999) Lemonade Stand is a simulation game in which players take responsibility for their lemonade business in the fictional town of Limonsville. Before the start of each business day, players are given a daily weather forecast: sunny, cloudy or hot and dry. After receiving the weather report, players take three factors that will affect the day's business: the number of lemonade glasses, the number of promotional signs and the price of lemonade per glass. Depending on how prices are set in daily weather conditions, players either profit or lose money until the next day. Lemonade Stand is a single-player game or can be played with variable turns up to 30 players. Les Manley in - Lost in LA (1991) Sequel to Les Manley In: Finding the King, Les looking for Helmut's human beans. Les best friend from the first game, Human Bean was kidnapped when his mansion in L.A. Unlike the first game of the series, this game is a point and click adventure; there is no text analyzer. Les Manley in - Finding the King (1990) This is a classic text-analyzer-with-moving-on-screen-actors adventure game from the early 90's. In this game you are a tech specialist for the company. (Basically Les is a poster child for nerds across the US.) Your goal is to win the Elvish contest in search and win the heart of your dream girl. You can even finish a superstar. Lethal Tender (1993) Bad boy Nick Hunter has thwarted the evil Thorne Devereaux's plan to change the U.S. currency with time-delayed explosives penetrating his base and cutting down swarms of identical unnamed guards. Lethal Weapon (1992) In this game based on a series of films, you can play as Martin Riggs or Roger Murtaugh complete four major missions before taking the final prize one. For each mission, you can select the right character. By walking around, jumping and swimming, kicking or shooting opponents you have to stop crimes against your beloved L.A. First, you have to stop drug dealers who want to transport their money from the dock where you penetrate. Secondly, you have to stop the suicidal terrorists who got on the subway. Thirdly, you have to defuse the bomb planted in the supermarket of another terrorist group. Fourth, you have to slip into the office complex to free the hostage Leo Getty. And finally, you have to figure out and stop a former police sergeant who supplies armor-piercing bullets to local criminals. Letter Goals (2004) Letter Goals is a free ASCII style game with a game similar to Hangman and Wheel Fortune. Each puzzle number has the same mechanic: you can choose a puzzle by typing a number or you can just choose to play and you will get a random puzzle. The length of the word is displayed in dots when you start your puzzle, and you press the letters on the keyboard to guess and try to solve the word. By entering seven letters that In word, it's game over. The game does not have a high score on the screen or difficult to set. Leygref Castle (1986) Leygref Castle is a remake of the Wizard's Castle. The game is very similar to the original: Explore the castle (represented as an 8x8x8 cube), kill monsters and grab treasures to find a powerful element. You do this in turn by typing short text commands. In each room of the castle there can be a monster (which will probably lead to a simple turn-based struggle), a seller, in which you can buy and sell items, or special items with random effects (books, magical pools and chests). If you are smart enough, you can also throw spells. Small extensions have been made, for example, there are two additional classes for generating characters and more monsters. The game also strengthened the text graphics and more intuitive interface - for example, the contents of the room are indicated in not a single letter, such as D, but in short words. The game may seem simple at the beginning, but winning the game involves using the right strategies that monsters attack, when to throw spells and the right to use items and special places. LHX Attack Chopper (1990) LHX: Attack Chopper is a helicopter simulation with a strong arcade focus. You are free to choose which missions to fly first and which helicopter to fly on that mission. In total, there are four helicopters: Apache, Blackhawk, Osprey

and LHX. With this great selection of death machines, you will get involved in many enemy targets in Libya, East Germany and Vietnam throughout the game. Freedom or Death (1993) History of the European Wars against Spain and France cost the British Empire dearly. In order to obtain additional funds for war efforts, the Crown raises taxes from the colonies of the New World without representation. This act forces the colonies of the New World to protest and boycott against British rule. Until 1775 The Crown is alarmed by protests, boycotts and political instability in the New World sending troops to enslave any rebellious New World colonists. This sinister attitude provokes thirteen colonies of rebellion. This is how the War of Independence begins in the New World (American Revolutionary War). Gameplay by choosing sides in freedom or death, you participate in the American Revolutionary War as a rebel - the American Continental Army or as the Crown - the British Royal Army. By choosing one of the nations, you can choose the chief commander: * Continental Army: Charles Lee, Artemas Ward or George Washington. * British Royal Army: Henry Clinton, Thomas Gage or William Howe. Revolutionary policy Every turn you will have to balance your treasury with war efforts. The money is provided by each state. The more states that support your cause, the more money flowing into your coffers. The money is spent on wage payments, strengthening the fleet and recruiting new flocks. Here, if you have a sufficient fleet, you can order your navy officer to control the seas, which carry out blockade and privatisation against enemy ships. This can lead to seized goods that will be added to your treasury. The American Revolutionary War in Freedom or Death included all but the American Indians: [1] Revolutionary Militia: American supporters but not yet fully supporting the continental army (not fully controlled) [2] Loyalist militia: The militia supporting the Crown [3] French army: the French will support America's cause after the official alliance. [4] Spanish Army: Spaniards will support America's cause after the official alliance is held. Revolutionary Combat Top-down Combat presents units available in the Revolutionary War: infantry, guerrillas, cavalry and artillery (engineers). Combat near the coast can also be joined by navy units: navy and fire ships. Liero (1999) Liero is like worms, but with players struggling in real time, not in turn based. At the beginning of the game, each player selects 5 weapons from an array of weapons, totaling 40. Weapons range from simple pistols and rifles to bazookas and increasingly deadly cluster bombs (known as the chiquita bomb game) Players can dig through the mud, jump and throw ninja ropes to navigate the area. Players must aim for each other and destroy the opposing player. When hit by a worm, ridiculous amounts of blood spurt around. All guns have endless rounds of ammunition, but they need to be reloaded after emptying the clip. The robot takes a few seconds, and during this time the player can not shoot. The more powerful the weapon, the faster it needs to be reloaded, sometimes after each shot. During the game, players can pick up boxes with the power of weapons. Once assembled, the weapon power-up replaces any weapon in an active weapon slot. Life & Death (1988) Life & Death is a game that forces you as a doctor in a hospital. Your job is to diagnose patients and administer proper treatment, or even perform surgery if necessary. To diagnose the patient, you need to click on the abdomen to see which parts of the stomach cause pain. Based on this knowledge, you can choose therapy for him (observation, medication or referrals to another specialist) or administer an X-ray or ultrasound examination to get more information about his disease. In some cases, surgery will be required. You are a surgeon and you need to perform the operation very carefully, strictly follow the procedures, preserve hygiene and maintain care when cutting the patient. If you mistakenly administer the wrong therapy, or kill your patient at the operating table, you are kicked into a medical school where you have given clues about what you did wrong. Life & Death 2 – Brain (1990) The brain is also presumed as its predecessor in Life & Death, in which the player controls an up and coming surgeon, must undergo simulated surgery in patients various problems. The sequel focuses on the brain, and the first game focuses on the abdomen. Graphics and game has been improved since the first game, but except in the case of new patients, it plays more or less the same. Lightspeed (1990) In the future, the Earth is a wasteland that can no longer sustain human life. The only hope of mankind is to find a new world to colonize. Huge transport vessels are being launched, each carrying 10 million vehicles. Sent before each of these ships is a Trailblazer class scout. To control one of these trailblazers, it is the players' mission to find the right planet for a new colony, scout natural resources and cope with various alien species that can be both friend or enemy. From the robot-controlled home base, Trailblazer begins to explore nearby star systems (two different clusters of stars are selected representing different levels of complexity). Planetary uninhabited systems may be demanding for their natural resources. If foreigners already live in the system, diplomatic negotiations may be opened. Since the resources of the uninhabited systems will not be sufficient to maintain the colony, trade agreements with foreigners are necessary. Each alien species has its own attitudes and strangeness. Not all of them are friendly, and some may require a player to attack their enemies before agreeing to trade or a peace treaty. If hostilities with aliens begin, there are various combat options. Trailblazer himself is quite slow and sluggish, but has a powerful main weapon and weapon turret. It can also launch a remotely controlled combat chassis in various configurations: as a guided missile, a kamikaze or a fighter jet, the last two are operated by a player. Trailblazer systems (weapons, shields, sub-and faster than light engines) are powered in various parts. These parts may be individually installed or removed on the engine room screen. The fight can damage the parts. The same parts are used by different ship systems and can therefore be moved to improve one system at the expense of the other. New and interchangeable parts can be collected from destroyed wrecks of alien ships and space stations or purchased through trade. LineWars (1990) Cobra Mark IV's versatile General Contact Vehicle is an astonishing star vehicle. It has received light lasers mounted front and rear and is loaded with rocket launchers. It's very maneuverable and quick to respond to you every step of the way. Naturally, such a space station will give you a great advantage. Unfortunately, your opponent fires exactly the same way. Rapid reactions will determine the results of this duel in outer space, involving up to four opponents. Be careful of other ships flying about and mind those asteroids. LineWars is a space fighter sim who goes far to reach another galaxy. You control your ship through a mouse or keyboard from a first person's perspective. Using number keys can look around the different approaches of your ship and will, of course, have to do so to install those rear beams. Your weapons are the aforementioned laser beams and missiles. Rockets only fire when locked on target, but lasers can be used to blast meteorites, passing law-abiding space ships and simply wasting their energy. Your energy (shields) and lasers have a limited meter. When the meter reduces to zero your lasers will have to wait a few seconds to make them replenish. This naturally does not apply to your energy. When those babies come down it's just a few inches of shell between you and oblivion. The missiles are only four shots away, but there is no chance that your rocket launch will jam where you have to get involved in battle without them. The game gets the name not from liner polygon graphics, but from the fight on-line. That is, the phone line. Multi-player battles can be fought through a modem between four players, but there is always a computer if friends are missing. Game settings are adjustable because you can choose the friction and the speed at which you react and the number of opponents fighting. LineWars 2 (1994) 3-D space shooter is a la Wing commander, but on shawarew. You are a certain space marshal/cop, and must complete 10 scenarios (with 10 goals each) missions that range from asteroid bombing, pirate removal, patrols, escort ships, etc. the game uses a polygon engine whose graphics emphasize line drawing and very radical light as a way to convey a lack of space visibility due to asteroid-created dark pockets and so on. This allows for less dogfighting and more hunting than action as the main goal of the game. Little Monk (1995) Little Monk is a frivolous top-down action game, starring a bald little monk from shaolin temple, famous for Shaolin Kung Fu as a fighting style. Your mission is to restore peace on earth, defeat enemies such as dragons, beetles and snails, in many scrolling backdrops. Many of your enemies are based on beings from Chinese myths. During the trip you can pick up power-ups and buy new weapons as well. Livingstone Supongo 2 (1989) This is a sequel to Livingstone Supongo. That means Dr. Livingstone will return to our screens to be finally rescued. In this game you have to pass 2 worlds filled with dangerous wild animals, unfriendly locals, many mortal traps and, of course, risk and adventure in the net state. Livingstone Supongo 2 starts when you've finished the first game, and that, as I said earlier, you have to surpass 2 levels to find a place where Dr. Livingstone is a prisoner. In this sequel you must take some important objects to go to the next level. Livingstone, I'm Presume (1986) Livingstone, I think? There are video adventures technologically almost identical to Goody, but this game has a more complex map and duty to alternate between three weapons and poles The player has from the very beginning of the game. The title of the game shows a tour of every search by David Livingstone, who plays journalist Henry Morton Stanley in Africa in the nineteenth century. There, the similarity to reality ends and turns into a platform game. Forklifter Larry (1992) Larry Lantrose is a part-time dock loader. He is very ambitious and wants to be promoted to the corporate ladder. Solving 40 mind-bending puzzle rooms, you can help Larry realize his dreams. Each room has such objects as boxes, balloons, TNT and much more! Use these objects and avoid others by reaching the door in each room to complete the level. Lock On (1987) You are a fighter pilot going through a wave after waves of enemies from a 1st person perspective. You control the sight of weapons and you try to shoot as many planes and land defense while you fly through the air. Your celebrities will automatically lock-on to the target and you can shoot missiles to hit them. Lode Runner (1983) Bungeling Empire stole the huge cache of gold from its rightful owners, and your mission is to penetrate your treasury and recapture it. This means progress over 150 display platforms, ladders and ropes. The empire has sent robotic guards down to protect gold, and contacting any of them will cost you life. Your way to escape them is to hit the fire by digging a hole in your movement line, so they fall briefly, allowing you to move through the gap safely. After collecting all the gold, ladders are added to allow you to move to the next screen. To complete these screens, you often need to plan and plan accurately. It was one of the first games to include a level editor, allowing you to create a new level of design without programming skills. Logo (1990) Logo features three independent puzzle games with 120 levels each. The main motivational factor is digitized, more or less, which appear between levels. All levels must be resolved within the time limit, and the password is provided once every five levels. In game one and three, all movements can be undone. In the first game, the player must restore the stone combination displayed in the lower part of the screen. To do this, he puts one stone on the playing field. However, the value of each stone is also one to four, which needs to be reconciled. Every time a stone is placed without another stone, the value of the stone already rises in the field alone. If the value was already four, it is reset to one. In the second game, the predefined stone combination must be erased. To do this, the player clicking on the stone, which then disappears. But stones around the clicked stone (left, right, top and bottom) also disappear. If there is no stone in or around the clicked place, one is created. In the third game, the goal is the same as in game two. However, only two stones of the same value and color can be taken from the playing field. The value of stones around the taken one by one. Lollypop (1994) Sweet shee is and sweets shee wants. Young Lolly wakes up and has an incredible appetite for candy. Chocolate, caramel and gingerbread, biscuits and chips, and marshmallows and lemonade, bubblegum and jelly for bears and ice cream and ice cream and sugar frosted chocolate bombs. Okay, we all had those moments. But Lolly is a doll. Animated by lightning strike, she suddenly has a life, sweet tooth and quest: Further to the ground where the candy grows and the refrigerators never escape! It's a hostile world for small, innocent and rather hungry little dolls – that's why you have to help Lolly find her way through eight big levels in this jump'n/run game. After escaping from the candy factory, the road to the promised land leads through places like the ghost town, the snow world and even lolly cotton dreams itself. The road is far from safe: many traps and monsters threaten the doll's life, but good time, sports jumps and a large supply of lollipops will help escape to intrusive enemies help absorb any challenge. In desperate situations, Lolly can take pictures with a pocket camera, which instantly destroys all opponents on the screen. Huge-level bosses guard the exit of every world; Defeat mega-monsters requires specific tactics. Fortunately, there is support: chests are the main elements (unlock different parts of each level), power-ups and lots of sweets, of course. Another flavor, boxes can also give harmful objects that fascinate Lolly control or even injure her. Tender dolls in this pattern can keep three hits before they break down. Each level has a time limit, so the popicles sucking in the corner will not. You can't save the game, but you'll get a personal passcode after each level. Lombard RAC Rally (1988) This is a driving simulation that you will get to drive all stages of the Lombard RAC rally. The game includes day and night stages, as well as different weather conditions such as fog and snow. There is also a workshop option where you can repair and change your car to get a little extra speed. The main innovation of the game is that the screen screen is from behind the front seats - you can see the driver adjusting the steering wheel and gearbox, and the driver has a map that changes color when the track is covered. Lone Eagle - Columbia Encounter (1994) Point and click adventures in the style of old Sierra games. You begin your adventure when you learn that your friend has been killed by South American pirates. You travel to the area to investigate and then find yourself in trouble with the pirates of the district. The maritime environment is more than a play - sailing, fishing and diving are included in the game as a puzzle scene, and marine elements are more integrated than monkey island games. You control your character (man or woman, you choose) by clicking on a set of icons. This includes movement and the study of objects. There are many many sea and land. Looppz (1990) Jigsaw Puzzle, where the main purpose is to make loops! Random cuts are placed above the board, including simple lines and corners, as well as S-turns and other cut shapes of varying sizes. The player must tie them in the form of loops, then proceed to the next level. The pieces can be placed on any empty space in the grid and rotate into one of the four main directions of the compass. Any pieces that are not part of the finished cycle when the level is finished are left on the screen, so there is a value to play toward 2 different loops to ensure that you have options depending on which pieces are drawn - unlike pipe dream, there are no hints about which cuts come next. There are three game modes, two of which can be played with two players. Game A is freestyle - just make loops, gain extra points in size and style. Game B is a game about unlocking bonus boards to achieve a certain score and uses the bonus multiplier method depending on the difficulty of the line. The third mode of the game begins with an already made loop and then removes the random pieces of it, so the player must try them again when they reappear. This is basically a memory test and logic puzzle mounting pieces back as you remember – although a presentation piece where it seems to fit is also often effective. Lord Avalotas (1994) In 1179, on a small island off the coast of Wales, Baron Michel de Lustie interrupts the king's ha'penny game with his daughter, asking for her hand in marriage. The king teases the break and sends it, but the baron kidnaps the princess and holds her for a ransom of 50 pence. The best knight in England is too busy on holiday to save her, so he sends you, Lord Avalot d'Argent. It depends on you to go get the princess back, solve puzzles and meet different characters along the way. Lord Avalot is a humorous text adventure game. The game is much like an old Sierra adventure (King's Quest, Space Quest, etc.) where you move Lord Avalot's environment and enter teams to do things. You are also given a mouse menu. Conquest Of The Lords (1985) The Lords of Conquest is influenced by boardgame Risk. You and your opponent begin by selecting the party in a row from the map. This can be randomly generated based on the number of countries requested and the amount of water selected from one of the 19 predefined countries, or created using a built-in editor. Your army has a fleet of infantry, cavalry and water. Natural or produced resources, such as gold and iron, are identified - the countries in which they are located may be the best to invade. You can play 4 skill levels, and decide how big a factor in success. With calculations that the computer has decided on, players can focus on power games. Lorna (1990) Lorna is a typical sexy heroine who fights foreign foreigners in the distant This game follows the standard style to go ahead and all that interferes in your path, those friends who will want to complicate your existence will be various mutant monsters, and to defend yourself, you will be able to use hand-to-hand offensive techniques, and if you want, you can use your always effective assault rifle. This game is based on the popular Alfonso Aspiriz comic book. Lost Adventures of Kroz (1990) This larger than usual Kroz game (75 levels of value) has the same elements that were placed in previous installments: monsters, puzzles and many levels. Lost Crown of Queen Anne, The (1988) This game, part of the Classic Adventure series, is an adventurer looking for the crown of Queen Anne, which was lost in the 18th century and last seen in the Arabian desert. Although the game is completely textual, it looks a little visually at interactive fiction. The screen is divided into multiple cells: a description of the area (indicating visible outputs), inventory, a list of visible items, an auto map, and a list of verbs. At the bottom of the screen, several statistics are tracked: result, movements, hunger, thirst and the number of treasures found (out of 12). The replay value is enhanced by the fact that certain elements of the game are randomly selected. Lost Dutchman's Gold (1982) Lost Dutchman's Gold is a text adventure game. Your goal in the game is to find the legendary lost Dutch gold. You start the game miners shack; Look about, you will find a map that seems to show where the lost gold is. Now you set on a dangerous quest through deserts, mountains, and even ghost towns in order to find a mine where gold is buried. Back-Pack Sam's Ghost (better known as computer) will help you on your quest by providing descriptions and clues. You get around and interact with the game by typing two words in commands. Success! Lotus - Ultimate Challenge (1993) Licensed by a classic British car company, this game featured 2 game modes - one you race against 19 computer competitors (with wits titles such as Alain Phosphate and Crash-Hard Banger), and other pits you against the clock. There are 13 different types of races, from highways to nighty sections, separated by road works, and some are waist-based, while others are simple A-B. 2 players can play in split screen mode. The game's crowning glory, however, was the RECS editor who allowed you to create courses of your own, theoretically millions possible. Love's Fiery Imbrogio (1988) Hyperfiction masquerading a piece as a rare romantic text adventure game about a big date with what could be Mr. Law. Choose-your-own-adventure interaction rotates the individual player along the whimsical tangents, but eventually all plot forks either cause a dead end or reconnect to a fixed rail central narrative. Manic and wacky energy drive even second chances, resulting from the selection of obviously wrong choices, all while skewering conventions Genre. Low Blow (1990) Low Blow is a game for rules boxing where illegal hits are, in fact, legal. Unloading a punch on someone's genitals is not only a legal step in this game, it is also quite effective. You can play a tournament against your computer or a simple game against your friends. Lucky Luke (1987) Based on the famous comic book series about the good cowboy Lucky Luke. In the game you, as Lucky Luke has arrested four Dalton brothers - Averel, William, Jack, and Joe. In your mission you will move from level to level shooting bad cowboys, prison breakers and bad Indians with your revolver; collection of bullets, dynamites, sheriff's stars and other useful items; running, jumping, ducking and climbing. Places vary from forts, towns and prisons to mines, trains and ghost sedans. At each level you have to fill in different statements for progress - either release the bank's directors, or collect three Nuggets for miners to get nitroglycerin, or create an Apaches totem and so on. At the end of some levels you encounter a big boss, he is often a dalton one. Different arcade sequences between levels allow you to chase the Dalton brothers or train while riding their faithful horse Jolly; Escape from the Tornado; and ride the raft. Bonus level arcade sequences represent your wrestling challenge with jolly, bottle shooting, or revolver barrel roulette. To access one of the three parts of a particular game, you can enter a password. The game was in French/English/German/Spanish. Lucky Luke (1997) MS-DOS: Lucky Luke before 1997 (1997) Lucky's Casino Adventure (1993) The game is a set of multi-casino games with the ability to play one game, win a tournament, or spend 3 weeks on vacation in Quantum City full of casino houses. Casino Games are available: Baccarat Big Six Wheel Bingo Blackjack Caribbean Stud Casino Craps Keno Pai Gow Poker 5 Deuces of Poker (5 Card Stud, Texas Hold'em, 7 Card Stud, 5 Card Draw Jacks or Better, 5 Card Draw Lowball) Red Dog Roulette 8 Types of Slots (Joker's Wild, Magic 7, Nevada Nickels, Fruit O' TheMb, Desert Dollars, Diabolo Dollars, Buggy Bucks, Midas Touch) 3 types of Video Poker (Jacks or Better, Joker's Wild, Deuces Wild). In single-game mode, you choose the right game and play until you win enough money. In tournament mode, you select one of the seven tournaments with different track charts and you try to win. In three-week vacation mode you will find yourself in Quantum City. Full of different casino houses, such a place greets you with all your money. Initial coupons are given to you to visit certain places. Walking the streets or calling a taxi, you can choose a place, and inside one of the casino houses you can play casino games, you can find here. Three weeks are running, and your game effort can be successful or not. If you ran out of money, Crazy Mike's Pawn and loan shop are there. You can always sell your items, Watch here and continue your vacation. Holiday. The goal is to spend your vacation well. The game includes videos and player profiles. The player profile can be saved during and uploaded. The best winning scores will be stored and displayed in hi-score tables. Luigi en Circusland (1994) Luigi en Circusland is a sequel to Luigi kamp; Spaghetti, but this second unofficial of Mario's brother is basically a level modification of his predecessor, with little change in terms of gameplay, sound or graphic appearance. The only thing that's notorious is that this time you won't read with the help of spaghetti! Now you will lead Luigi as he explores different parts of the circus, beating some evil clowns and other funny enemies who would like to eliminate him, so to avoid this, he will be able to use two kinds of punches (impact or smash), a classic jump on them and sometimes a chance to escape. It was also the last to try to keep himself on the market before completely disappearing from the gaming scene. The Lunar Team (1993) Lunar Team is an updated version of Moonbase, a lunar colony simulator where you have to supply oxygen, water, energy, heat and shelter for the entire colony. Starting from the virgin lunar plain, rich in minerals and elements (but alien everything human), you create your own shelters and life support facilities, observing your inhabitants, stocks, and level of support from the earth. You will only succeed if your city becomes self-sufficient. Lychnis (1994) A hundred years ago, a towering dragon almost destroyed the whole world, but it was stopped and sealed by Bamas Prince Grinstant and Pars royal Princess Respina, who used the magical Hartinum equipment. However, in the land of Laurasia appeared a malevolent wizard named Sakiski, using the Princess of Bamas in a cruel sacrifice to restore the power of the dragon. Young knight Lychnis and apprentice magician from Pars named Iris are the only ones who can get a hidden Hartinum arsenal and stop Sakiski. Lychnis is a Korean-made side scroll platformer. The player can choose to control either Lychnis or Iris; Knight fights his sword and can jump on walls while the magician uses various attacks with staff and can double jump. Some areas can only be accessed by using a specific character. Enemies, treasure chests and various items can be found in stages. Enemies drop coins, health restoring items, or other power-ups after defeat. If a special store icon has been collected, the player gets access to the store between the stages, which allows him to update the weapons of the characters and maximum health. Except for the final confrontation, there are no boss fights in the game. There is also no password function or other option to save a player's progress. M.C. Children (1992) Hamburger stole Ronaldo's bag for magical tricks! In this 2D platformer, it's up to you to play like Mick or Mac and get it back. Go through Lands and meet McDonald's characters as you travel to places like Ronaldo's Clubhouse, Birdie's Treehouse, and Hamburger's Hideout as you collect Ronaldo cards. To kill many animal enemies you will find, you must collect bricks and throw them. In some sections you will travel along the water dinghy; As well as watch moving platforms and bonus sections, the game features seven different worlds with over 30 basic levels and nine bonus levels. M.U.D.S. - Mean Ugly Dirty Sport (1990) M.U.D.S. (Mean Ugly Dirty Sports) is a somewhat humorous but really violent game in which the game itself won by scoring at least 7 of 14 goals or killing enough opposing teams. The deal, pummelings, is thrown into the vultures, where a shark-like thing will eat you if you don't go into time- these are just some things that can happen to your team. Ofcourse, there are more ways to win: bribe the opposing team, referee, or creature, which is used as a ball worth considering. If your team needs a little extra morale, just choose a fight or buy and sell players in the slave market whenever you want. M.U.D.S. vaguely resembles speedball in the sense that you're trying to throw the ball at an opponent's goal, but that's where the similarity ends for me. Macadam Bumper (1987) This simulation features one classic-style pinball table. The table editor is also provided - it allows you to select the shape of the table and arrange the components as you want. Up to four players can take it in turn, each with five balls in turn. Unusually, the default table has several flippers at the bottom of the table, as well as some of which are above. Use them to return the ball above the table and prevent it from losing at the bottom of the table. Hitting some valuable table areas gives you a bonus. Get as many points as possible to rack up a high score. MacArthur War - Battles for Korea (1988) The MacArthur War is in turn based on 2D simulations of the Korean War. The player takes the role of Douglas MacArthur, commander-in-chief of the United Nations, but you can also assume the role of China's General Staff. Faced with the Korean crisis, you can manage the conflict at a limited level, or you can escalate it into an Asian or global superpower. Included scenarios: During the 38th, Taejon, Naktong Bulge, Unsan, Ch'ongch'on River, Chosin Pond, Chipyong-ni, River Imjin. Mach 3 (1987) Kill all enemies, avoid mines, and travel between different worlds to kill the evil mastermind in this shooter for the hero view. Machiavelli Prince (1995) This game is a remake of the popular shopping simulation merchant prince. You take control of one of the most influential families of the 14th century. From their home town of Venice, Italy, they controlled most of this era's trade in the sea and land. Games the main ideas very well done and based on Niccolò famous famous A prince who analyzed the political and religious situation in the 14th century. Mad Cow Man and Deep Fried Beef Fat Boy (1997) In this part of the Blender competition (#40) participants were invited to present works engaged in superhero, robbery and England themes. While Captain Britain is a beautiful traditionalist, the authors here chose Mad Cow Man as a zany defender of the British Isles madcap of the late '90s. You're looking to text rich portions of London for his sidekick, Deep Fried Beef Fat Boy, last seen absentmindedly wandering the city's hangover-induced amnesiac stupor. Collect clues and essential superhero accessories from Watford station to Piccadilly Circus and all the points (well, a few points) in between, taking one of the least efficient routes possible between the grottiest bathrooms in the old London Towne and the convoluted underground mazes hidden in their drains. Mad Mix (1988) Mad Mix is a Pac-Man variant, with a typical bird's-eye image for each level and the pellets you have eaten to get to other stages. Explore the maze you are trapped in and gobble up food while trying to avoid ghosts who are chasing you. As a Pac-Man option, there are some changes that differentiate themselves. Some levels provide transformative powers. This includes turning into a hippopotamus - which allows you to take ghosts - and a vacuum cleaner - to clear the pellets damaged by the wandering enemy. On some levels, you can also briefly turn a protagonist into a spaceship or tank, where you can shoot ghosts from a fixed vantage point. Like most arcade names at the time, there is no real end: The game loops back to the first level when you finish the last. Mad News (1994) Mad News is another german business modeling. You are the editor-in-chief of the tabloid newspaper. With impressive stories, you try to push your newspaper editor (and your account). You can also make money with advertising on your paper. The other two documents compete with you. This is the unofficial sequel to Mad TV. Madman (1995) MS-DOS: Madman under (1995) MAG (1988) In this ASCII rogue-like (underworld scans with randomized maps) the player explores 20+ levels of the underworld in order to capture the magical artifact of subdury sapphire of the Imperial Dragons Group. Features include animated grape trails, labyrinth traps, burners on walls that can be illuminated, and vomiting pools. Note: Mag was originally developed in 1985 by UNIX. Magic Boy (1993) Join The Magic Boy as he tries to become a master wizard, and he does so by shooting enemies, putting them in a bag, and throwing them away. It must also get through four areas: Sand Land, Wet World, Plastic Place, and The Area of the Future. There are also some power-ups that help him in his quest. Magic Crayon (1996) Magic Crayon is a children's coloring book game in which you get colors of more than 30 pictures. You can colour in four different parts: shading, cartoon critters, coloring book and Color. During coloring, you look at a photo of an animal or plant and try to see if you can find it by coloring a background made with a lot of holes. Other modes allow you to play and color freely. Magic Johnson's Fast Break (1989) Magic Johnson's Fast Break is a fast-paced two-on-two action rather than the usual five-on-five contest. On the screen you will get a full-court, horizontally scrolling game. The referee watches the action and calls out the fouls if the game becomes too rough and the crowd cheers you up. Your team starts each game at a certain salary level. Your goal is to beat the opposition to earn higher wages. Keep winning and you can engrave your name to the Big Earners screen. Choose from five skill levels - Rookie to Professional. Each level provides faster game play, tighter defense and bigger money if you win. Each game lasts four to three minutes, real-life quarters. Between quarters, you can view statistics, such as the field goal percentage, three-point, rebounded balls, and steals. If the score is tied for the final buzzer, you play in extra quarters before someone wins. You control one player at a time. An arrow is displayed above the displayed player's head screen. Just press B to switch players. You can play against your computer or up to three friends. Magic Maycabs (1994) Magic Maycabs is based on the classic BBC Micro game Magic Mushrooms. However, the player controls the car in this restored version of dos game. The small car must zoom in on each level to collect each mushroom. Once all the level mushrooms have been found, the exit block leads to the next level. There are various enemies to avoid, some look like crabs, spiders, and green monsters. They are quite smart and will follow the car around. There is also a timer for each level only to add an additional challenge. Magic Maycabs also includes a level editor to create custom levels. Magic Pockets (1992) In Magic Pockets, players control a cool Bitmap Kid who has deep pockets that can hold almost everything. The Raster Kid mission is to return your toys that have been stolen by some creatures. The game is a lateral scroll shooter that plays through four worlds inhabited by various enemies. Players can do more harm to these enemies by charging their shots before shooting. The player's weapon also changes its shape and characteristics according to the requirements of each world. Bitmap Kid has special athletic abilities. He can jump high, stepping into the whirlwinds, and can even destroy all the creatures he hit after falling from a high place. In addition, players can drive a bike, dive and even fly through the use of special items. Magnetic (1993) This strategy board game is flown between two players and it deals with tiles in two colors. In turn, players put the tile in their color on the 10x10 board, and if one tile opposite colors are Tile player color, such a tile changes color and becomes the tile of the player. The aim is to To the game is to collect your tile number higher than the opponent's number until the entire board is filled. The game can be played relative to a computer or other player, but additional modes are available for different platforms: * Demo mode in C64 when the computer plays against the computer. * Expert mode dos version when the board is already half-filled. Magnetik Tank (1987) This is an intoxicating isometric game in which you begin without having a clue about your mission. You drive a tank that moves under heavy inertia through the directional controls and bumps into the walls and can only shoot. The game resembles such names as Alien 8 and Sweevo's World. Some blocks can be pushed, some move after you shoot them, and some can be used for elevators. Most rooms have multiple exits, but some are locked, while others are not on the same vertical level. Avoid lasers and blocks, solve puzzles to push or trigger blocks, and eventually solve your quest. Mah Jongg Solitaire (1987) Mah Jongg is a solitary tile matching game first invented on the computer in 1981. This can best be described as a puzzle game of memory and strategy. The images on the tiles are from the 19th century Chinese game Mah Jongg (board game for four players). One set of tiles is standard with an unregistered version. Registered users receive special files to create their own tile sets and use other pre-created. Majik (1990) Fans of Kroz and ZZZT come textmode dungeon romp even busier and more abstract! You play a wizard who ventured into caves in pursuit of greatness - as measured in the form of loot, here divided into gold, gems and orbs. You are against seven different types of enemies, each with different types of behavior and attack, but to defend yourself (well to protect your invasion of your home 8) you have your trusty magic staff at your disposal, which in addition to the good club allows you to throw spells, including rocket attack fireball, area effects of Abiotic Blast, and Teleport. Use them sparingly though, as each spell consumes one scroll, and while you can find more dungeon when you take them all you are left with nothing but your purposeful staff swing (attacking with arrow keys while moving with the keyboard) to keep the monster in the bay. When you're satisfied with your reckless robbery, find the warts and enter it to the next randomly generated level. Major Indoor Soccer League (1989) Official game mist, this game allows you to build a development team and build it into a championship franchise. You can trade and create players, modify team lists and train players for the season. Team stats are stored for 9 seasons, and the game provides an opportunity to coach, GM, play or 3. Major League Manager (1986) As a name means you run your baseball team. You play all sort of powerful coach in full control of your team; You want to have players who can play well though, you can Delete, and create new players will, and you don't have to worry about work strikes. You can decide where to put all your players, you can tell them what plays to play. All this is done with the real names of real baseball players and real teams. The graphics are colored in ASCII. Major Stryker (1993) Major Stryker is another attempt by Apogee to create a commercial-level stock game. This is a pretty typical shoot-'em-up vertical scroller with EDA graphics. Maker's Matchup (1994) Maker's Matchup is one of a series of concentration games in God's games about the Bible. This game focuses on teaching about God and Jesus. The game is played like other concentration games, where 1-3 players try to match up pairs of cards. Cards in this game are based on Jesus and God. The winner is the player with the most matching pairs at the end of the game. Malta Storm (1989) Malta Storm is a battleground for mediterranean simulation, which took place from December 1941 to August 1942. This is a turn-based war game that is completely text-based. Each turn takes three weeks and you will each have to make decisions on strategic and operational plans. In the strategic part, you set priorities, and in the operating part you place orders for different groups. After the turn, you will receive intelligence to help you implement strategies. You can play both as an axis and as allies. Mambo (1989) Mambo, the most insane secret agent of the galaxy, must accomplish a dangerous mission: to enter enemy base Base is filled with crazy patrons who do not hesitate to shoot against the smallest movement or launch missiles that can pose a serious threat to humanity. They are not the kind of people who allow free driving on the streets. Once inside the camp, the first action will be turning four captains, pulling out each of their codified cards. At the same time, it is necessary to find two security computers: one opens the door of the underground base, and the other allows access to the control room. Finally, you should come to this room and activate rockets with cards. Then you will need to leave the base. Manchester United (1990) Simulation of football management with an arcade component, in which you lead the world's most famous football team. Lead them through the season to see how many trophies you can win. You can choose your dream team for the desired positions and see how they work in the championships. The management side allows you to select and configure your team, choose training schedules so you can improve your players and view their skills. The arcade side can only be used as hands from modeling, or as a way to have a direct impact on the result. Manchester United Premier League champions (1994) After Manchester United won the English League Championship for the first time since 1967, it is no surprise that Krisal again used his licence for his third licensed football game. Little of them that the club was in an unprecedented run of success, which continued in 2010. The basic control system will be familiar to anyone who played the Kick Off game because it involves holding a fire trap ball under your player's feet, and releasing a fire pass, although the ball will be started if it moves fast when it comes to you. Other features of the game include diving headers, variable pitch conditions, penalty shooting and accurate diversions. The 2,500 players featured in the game all had different abilities statistics as well as different skin tones. In addition to individual matches and custom-made tournaments (which have many of the same functions as Sensible Soccer, as well as a full calculation of the severity of injuries and suspensions, including disciplinary points and different injury lengths), you can play all season matches for any of England's top five divisions - all domestic league and cup matches with promotions and divisions taking place after each season. Tacti-Grid editor allows you to configure and experiment with advanced tactik tactics. Manchester United's Double (1995) Krisal's fourth licensed Manchester United game - a title that refers to their success in winning both the Premier League and the FA Cup in the same season (93-94) - has been achieved by only six clubs. The game has an overhead image, and has a lot in common with Kick Off, offering free control, moving range, and a focus on short passing. At first it is not easy, but perseverance gets rewarded, especially with a two-button controller. To make life easier is the tacti-grid tactics editor, which allowed you to customize tactics by instructing players exactly where they go when the ball is in a certain position. The editor is the most comprehensive action football game ever seen, allowing you to rename players, change their appearance and skills, move them through clubs, move clubs around departments, change their sets and more. Manhunter 1 – New York (1988) The Earth was invaded by the Orb Alliance, and a strictly restricted regime was initiated for people who remain. Brown monk gowns are the only allowed clothes, speaking is a crime of capital, and everyone has been implanted with a tracking chip, capturing every step of them. To track down criminals, orbs enlist Manhunters - people given access to advanced technology and selected to be a combination of police officers and bounty hunters. A player controls one such manhunter as he confuses a conspiracy inside the collapsing hearts of New York ruins, and a mysterious serial killer on the loose. Each chapter begins with Orbs assigning a player an unnamed manhunter to a crime (such as murder) or a purpose to investigate. Player gains leads through mad computer usage, which shows an image of all civilian movement logs in the field overhead map. Starting with the victim and People who encountered him that day, the player can go to a first-person investigation opinion of various New York landmarks to find clues to the suspect's identity. At the end of the day, the player must inform Orbs of the correct name of the suspect. Manhunters uses a modified version of the Sierra AGI Translator, with the starting point and click interface used to find and reveal clues in the study locations. In various studies, the player will also have direct control over Manhunter's arcade-style challenges, such as dodging gang attacks or throwing knives between the fingers of a bar patron. Maniac Manor (1987) Edison Manor was always a towering old house on the outskirts of the city. There have been rumors of bizarre experiments taking place and the odd creatures living among the Edison family. There is even a story that a meteorite once crashed near a home nearly 20 years ago. More immediately, a girl named Sandy disappeared from a local highschool and her boyfriend Dave swears that he saw Dr. Fred kidnap her. Dave knows that he can't do it alone and he'll need help from two other students if he has hope to infiltrate the mansion and save Sandy. Players start selecting two students to accompany Dave to Edison Manor, and can then move between these three characters to be. Most of the steps are done by selecting verbs on the screen and applying them to an object (for example, OPEN Door). Each character retains a separate personality and may have a different way to solve the problem from their classmates. So many puzzles can be overcome in different ways, depending on the characters used. If any of the children are captured by Edisons, they are thrown into the dungeon and must be saved by any character who still has their freedom. Maniac Mansion Enhanced (1988) Purple Tentacle, one of the crazy Dr. Fred's creations, drinks contaminated water from Dr. Fred's Sludge-o-matic. He mutates into an insane genius and grows arms, and now he's plotting to take over the world. In an effort to stop him, Dr. Fred sends three friends, Bernard, Hoagie and Laverne back to yesterday, to turn off the sludge o-matic and stop the spill of sludge into the river, preventing the whole incident. Naturally, a cheap doctor uses a fake diamond through a real machine of his time, which blows up by sending Hoagie 200 years into the past and Laverne 200 years into the future. Now the player must bring back Hoagie and Laverne, with the help of time machines the ability to move objects between periods, and then stop the evil Purple from taking over the world. Tentacle Day is a point and click adventure game and sequel to Maniac Mansion. The player controls Bernard, and later Hoagie and Laverne, can switch them at any time. Using commands at the bottom of the screen, the symbol can pick up use them to other things, talk to people and more. Any of the three friends can also send their belongings during time to another friend. The game takes place in the same area, but in three different eras, and thus the history of influence occupies a vital role in some puzzles. For example, Hoagie can hide an element in the 18th century, and Laverne discovers it in the 23rd century - but by then the element may have been affected by time and changed its properties. The game's CD version contains voice-overs for all dialogs. Marble Madness (1986) The idea of this arcade game is deceptively simple: Guide the marble down the road without hitting any obstacles or stray from the course. The game is viewed from an isometric perspective, making it harder to focus on the direction the ball must follow. There are strained corridors to follow and enemies to avoid. There is a 2-player mode in which players must race to the finish; otherwise you are racing against the clock. Mario Brothers VGA (1990) Mario Brothers VGA is an unofficial remake of the classic Mario Bros game arcade VGA in 16 colors. You control Mario, who has to flip the turtles, comes out of the top of the two tubes on the screen. The object of the game is to defeat these turtles and score points to flip them from below and not jump on them. All games are on one screen, there are no scrolling levels, such as regular Mario games. The registered version also allows a second player like Luigi. Mario Game Gallery (1995) The game is a collection of board games in which you play with Mario. He chats with you, playing checkers, Go Fish, Dominoes, Backgammon, Yacht. Most games can be played yoshis or koopas - tribal animals. Marooned Again (1985) Your useless ship crash landed, once again, a hostile alien planet. Fortunately, the computers on board are deserted by alien ships without any signs of life on it. It seems that you may be on the way out of this cliff earlier than you expected! All you have to do is probably collect a few bits and pieces lying around inside that ship while trying really hard to avoid a certain death. Since you are not the best forms of traipsing around alien ships you can look death in the eye and use a clone manufacturer on board which will create a new one for you every time you are off. Your clones can not think for themselves and need simple instructions on how to perform any task, so you need to give them the right phrases and instructions while they are looking for alien ships. When going together, do not forget to save your progress. Marooned Again is a text adventure taking place in the meandering and twisting corridors of an alien ship and the surrounding land. Use direction commands, such as U Up or W West, to direct your clone movement. Simple two-word phrases, such as Examine or Take, will help you communicate with the surrounding world. Your progress can and should be maintained frequently and the inventory is available when the player clicks I. Simple ASCII graphics are used to show props and give a general idea about your surroundings. Marshmallow Duel (1997) Is a simple platform game. However, this game is played with only 2 people. There is no single player - But let me tell you, this game is genius. The main idea is to throw your enemy in space to the bottom of the gloppy pile marshmallow level. Weapons such as pistols, mines and invisibility are used to create a unique experience for several players. The Martian Memorandum (1991) Martian Memorandum is a sequel to Mean Streets. Six years ago found that private investigator Tex Murphy broke down, down to his luck, and seriously needed a new case. He gets a call from Marshall Alexander, a business tycoon who owns most of the Martian industry. It seems that his daughter Alexis fled the house, and took someone with her. Marshall won't say what that something is, but he is willing to pay nicely to get (and his daughter) back. Unlike its predecessor, the game is just an adventure game, eliminating flight simulation and action sequences. The basic game mechanics are very similar to the first game, placing surveys and choices over objects-based puzzles. Verb commands are used to interact with the environment, and interrogation of suspects usually includes a selection of conversation options. Making the wrong choice can sometimes be premature to finish the game or make it inconspicuous. Mass Destruction (1997) Mass destruction puts players under the control of a one-man tank. The environment ranges from arctic to desert to city. The player can blow up trees, buildings, walls - whatever you do not like. Enemies will come to you tanks, planes, helicopters, and on foot. Each player of different weapons available works best for a particular enemy. The player can use guided missile helicopters and run through infantry men with a tank. Master Mind (1990) The object of the game is to guess a combination of four chips. The player gets ten tries to guess. After each guessing, the computer tells the player how many chips have been guessed correctly. The computer also tells the player how many chips appear in the combination but in a different position. The player should use this information to guess the combination as fast as possible. Master Ninja - Shadow Warrior of Death (1986) Defend your country from the evil

forces of Sanjo Paragon's first commercial game, Master Ninja. This is a traditional lateral video fighting game in which you also have many special weapons used to defeat your enemy, such as blindness powder, throwing stars and catanas. Practice mode is available before the game itself starts. The Master of Magic (1994) The storyline of the Magic Master is to become the dominant wizard in two planes of existence, a normal similarity to Earth and a fantasy-based airplane, Myrror. You can do this by destroying competing wizards (up to 4 computer players) or by touching The game is executed in 2D from a top-down perspective. You move your armies around the board, fight monsters to get the treasure, and more importantly knots. When you control the knot, you can summon the spirit to meld with a knot and get mana out of it. You also need to build your own cities to be able to support and train your troops. The management of the city is very similar to civilization. You also have to devote your mana to use, or research. You need to do research to learn new spells. You can make a battle with the enemy with a quasi-isometric prospect or you can have a game to simulate battles. The game ends when your home tower is destroyed; You banish all other wizards (destroy your home tower) or something pours a spell of mastery. Orion Teacher (1993) Orion Teacher coincides with Civilization as much as you are the leader of one of several races. Technological progress, sphere development and struggle are key elements. Where it differs is determined in space. The Planet of Orion itself is a lush, fertile planet with huge mineral resources. It is protected by the Guardian - a powerful ship that you must defeat to rob Orion's wealth. As you try to expand your empire, you will have to trade and steal technology to form competitors, again much like Civ. Your ships can be upgraded during the game, taking into account engine power, shields, clogging devices and weapons, and various combinations of them can be integrated. Resource management is basically determined by using sliders, which reduces the amount of time that is rotated for microprocessing. MasterMind (1989) This is a free adaptation of the classic code breaking board game Mastermind, where the player has guessed a combination of 4-peg colors, taking into account cues with black and white keystrokes. The game is available in English and Norwegian, in addition to the standard rules, it allows for alternative settings: from 4 to 10 colors and whether they can be used more than once. The screen also displays the answer counter (number of tests), the clock that measures the playing time, and the help in the game. Maxit (1982) Maxit is a strategy game for two players or one player against a computer. The game has an 8x8 board; Each space on the board contains a point value. The object of the game is to earn as many points as possible by moving the cursor into a non-empty space to collect how many points are in that space. The first player can move the cursor only horizontally, and the second player can move the cursor only vertically. There are both negative and positive point values on the board, so ideally you want to occupy a high, positive point value and force your opponent to take a negative value. The game ends when more moves are possible, and the player with more points wins. Labyrinth Mission Adventure Game (1991) A player here controls a secret agent represented in the middle of the X-textmode map window, searching for a labyrinth of randomly generated uneroded and destructive blocks for three randomly spying must be collected in a row. The player has a limited amount of moves, measuring oxygen, navigating (poison gas flooded) maze and finding objects. This complicates sensors for drones, x and o, which zap agent and return it to its original location (a trend that can be strategically used in low oxygen times). Drones can be destroyed with a limited number of Ray-gun explosions, each of which clears the enemy screen, while weak walls can be demolished using limited TNT supplies. Finally, the player has a certain number of hints that can be used to indicate where the current section displayed on the screen is in the larger maze. The player can also teleport randomly around the level to search for his assigned objects, both through limited personal supplies and find telepads at the level. Oxygen, TNT, Cues and Ray-gun blasts can also be supplemented to find their power-ups while wandering, as well as map magnifier power-ups that briefly increase the amount of maze that is revealed at once. The game will randomly generate six levels in total, each more likely to survive than the last. Labyrinth Wars (1992) Maze Wars is a bizarre cross between Wolfenstein 3D and Pacman. You navigate around the 3D maze, shooting and running against enemies who represent the wireframe pyramid. When all enemies are dead, you can exit the maze and move on to the next one. If you run out of ammo you will lose. If you bump into the enemy you will lose. If time runs out, you will also lose. There are 11 progressively harder mazes to play through. The game also allows you to change the color of walls and enemies depending on your preferences. Mazzably 1997 (1996) A roguelike inspired (and released) annual Assembly demo party held in Helsinki's Hartwall Arena, this virtual demo party simulation player controlled by DemmuLamu, a sign wandering around the party at HelsinkiFaircenter. Here he encounters ELITE dudes whose elites he aspires to (and can achieve through defeating them to fight), Llamers, surprised by the accounts of his elite exploits, and party organizers who have much more important and pressing things to do than waste their time interacting with you like. The average 18 (1986) Mean 18 is a gk simulation released in the first 16-bit years of technology. The three-click control system was used when the first click starts to swing, the second sets the power, and the third starts draw or fade. In the Bush Hill course the game comes with the famous course drive Volume 1, which includes: * St. Andrews, Scotland, UK * Pebble Beach, California, USA * Augusta National, Georgia, usa unique feature of the day was the course architect who was quite versatile with the practice. The possibilities of beginners and experts are given the opportunity - the latter mode has a more pronounced drawing and fading effect, so the time of the third click is even more important. You can also choose between ordinary and professional tees - in the latter option, the distance on the holes is longer, and the computer does not automatically choose the best club. Since long drives are not an essential aspect of many holes, the determination of beginners/experts is a bigger factor in your likely scoring. Mean Streets (1989) Private detective Tex Murphy is hired to investigate the murder of a university professor. It turns out that he was one of eight scientists involved in the Overlord project, a mission to remotely control humans. Tex will soon become aware of other related number of deaths. Suspects may include the head of British intelligence, the owner of a surveillance firm and the daughter of a professor. Tex's first adventure takes a player through the seedy West Coast world in 2033, a setting that combines futuristic elements with a film noir and a hardboiled detective fiction style. The game's main adventure parts are icon-driven, with object puzzles less significant than detective deduction and character interaction. Symbols are represented by digitized photos. Mean Streets features dozens of characters interacting with asking questions or offering bribes. There are often struggles, but the diplomatic approach is more successful with characters whose guilt is unproven. While it's mostly an adventure game, travel between cities involves piloting the Tex Lotus Speeder flight simulation section. The game also has lateral scrolling action sequences where Tex has to remove the number of enemies before being able to move to the destination. The Mech Brigade (1987) Mech Brigade is a platoon-level tactical simulation of armored warfare, depicting a hypothetical battle between NATO and Soviet Union forces. The game can be played by up to 2 players (both of which can be people or AI) who can choose to play one of the 4 historical scenarios or can choose to create their own script. NATO players can choose their citizenship from France, Britain, the United States or West Germany. The game also has 5 obstacle (difficulty) levels. The game consists of two stages: the order phase, where the player(s) gives orders to each individual unit under their control and the fight phase, when all units execute their orders one unit at a time. Units, although most are armored vehicles, can also be attacked by helicopters, artillery and infantry. The game will automatically end after 15 revolutions (20 if an attack battle is played). However, the game can be finished earlier or continue after it is over if all sides agree. At the end of the game will be awarded victory points, which will determine whether the fight was a draw, a fin. Medieval Lords - Kings of European Soldiers (1991) Medieval Lords: Kings of European Soldiers are a simulator of political/military strategy that begins (in the original scenario) in 1028 AD and lasts up to 100 turns or 500 years. Up to 10 players can participate and Control up to 6 players. It is possible to set limits on how many actions can be taken at each turn, so be careful about excessive expansive if there is not much time to give orders. The game takes place in Europe, North Africa and the Middle East, a world full of conquests, diseases and change. The player holds an immortal counselor king, caliphate, sultan, or other leader, and must first manage domestic issues such as economic and political stability before attempting to conquer or form alliances with other regions. Random events, such as plague and religious order, ensure that each game is different. Medieval Warrior (1991) Before the days of a real-time strategy game such as the WarCraft series, there was a medieval warrior who is in turn based on a fantasy strategy game that looks like an early prototype of the RTS genre. It was the same updated version of TeleEpic with enemy AI, implemented so that it can be played separately. Medieval warriors, you control either the Blue Team or the Red Team, each with twelve soldiers. There are four maps, or battlefield terrain, where battles take place, and each of them poses different obstacles and challenges. For example, Frontier Outpost teams are placed in separate forts divided by forest and pond; in Castle Keep, but it's just a maze of rooms and corridors. Each of the twelve soldiers differs in their statistics, such as the range of motion and point of impact, and they can also equip with different weapons, such as a bow or sword. They even have their own names. Strategic decisions, such as the formation of your party, as well as their position in the area, must be taken in order to take advantage of their strengths and protect their weaknesses. You also need to be able to determine which weapon to use, and since the weapons are depleted, you need to be careful not to waste anything. Although you can choose to play against your computer's opponent, you can also play against a human player via a modem. Mega Blast (1995) Mega Blast is a game based on simple rules popularized by classic names such as Dyna Blaster or Bomberman. A couple of players are placed in the maze and each of them has time to bomb the disposal. The goal is to eliminate opponents; Players can achieve this by detonating an explosive when the enemy is in its range. Walls and obstacles at first will make it difficult for you to move, but most of them are not resistant to explosions, so you can blast your way so. When you knock down a part of the labyrinth, it can reveal a hidden bonus, such as increasing firepower, additional bombs, and so on. The most important thing and the basic concept of the game is that the bombs delayed the time of the explosion. You need to be very careful and pay attention to where to put them, so as not to turn later, so that not only did you not harm your enemy, but also took your own life. Mega Blast also new features of the game such as: Flying bombs. The player has the opportunity to throw a throw in four directions. Bombs bouncing off themselves and the edges of the screen, exploding when they reach other bombs in the area of fire, or spontaneously, after some time. This provides many new opportunities and enriches the strategy of the game. Bonuses. In addition to standard bonuses (prices, found in destroyed walls), such as increased fire range, or additional bombs, the game delivers surprise items. This can have a positive effect (the ability of the player to walk through walls, increased moving speed, unlimited range of fire), as well as quite undesirable (bombs spontaneously fall out of the player's hands, exchange places with another character or mixed controllers). Mega Man (1990) It's up to a blue robot megaman to stop Dr. Willy's plot, a maverick lab assistant, jumping and shooting his way past an army of robots. At the end of these levels are three Dr. Willy robot masters, Dean Man, Sonic Man and Volt Man, who each drop the key when defeated. These keys are then used to enter the room where the megacomputer Crorq is stored to make the final appearance. As always, Megaman can absorb the power of the robot's masters weapon and use it as his own. Mega Man is a side scroll platform game. It is very different from the previous console release, only three bosses, not very many accessories found. Smaller robots can defeat and drop various power supplies, including an energy capsule to fill energy, a weapons capsule that restores the power of captured robotic weapons, extra life, sequel and energy tank, which will once restore all megaman energy. Mega Man 3 - Robots Revolt (1992) Dr. Willy seeks to conquer the earth again with his robotic creations and it's up to Megaman to stop it. This time Megaman will face the likes of six different robotic masters and monsters at its level. These bosses include Torch Man, Blade Man, Oil Man, Bit Man, Shark Man and Wave Man. Mega Man 3 is a side-scroller platform game. Megaman's main abilities are his ability to fire energy shots out of his arm and his jumping ability. When Megaman faces the boss, he must bring his energy meter to zero, in which they are destroyed and Megaman can claim a special weapon unique to the boss. Megaman can also swim in this particular game. Mega Math (1992) One of the least famous Sierra game ever, Mega Math is the last name in the short-lived Turbo Learning series. Children will learn a simple algebra in 3 mini-games and will try tests to go to the next level. Mega Phoenix (1992) Mega Phoenix brings the concept of the previous arcade game Phoenix into the 90's, so much so that the coin-op version was later a gaelco. The game is a one-screen shoot 'em up in which the player moves from left to right while shooting multiple waves. There is a function of the shield, which lasts for a short time (after which it must be charged to be used again) and paralyzes the craft when it is active. First waves from several small alien creatures to identify a model that moves down from navy to player at random intervals- contact the player with these kills. Deadly Phoenixes shooting at you come side by side, followed by mega Phoenix itself and then the ultimate boss until all this recurs with greater difficulty. MegaDestroyer Frantis (1991) Highly armored and armed space platforms must be destroyed. Hop into your megadestroyer and shoot down countless enemies, turrets, and command centers at MegaDestroyer Frantis. This fast paced top down shooter allows you to direct the fighter and shoot enemies in the battle area. You have three lives to perform in each level, but have lots of shields and power-ups like invisibility to help your fight. Levels are passed when all base enemies are killed and there are nine levels in total. Megapede (1992) This straight forward Centipede clone uses ASCII graphics for its presentation. You can move your base up, down, left and right to shoot missiles into the approaching megapede. Megapede will utilize growing pills in the box to get even bigger and benefit screen edges and bunkers to make your way further down the screen towards you. When the megapede touches you it's game over. Grow pills can be destroyed by ten shots, and each segment of the megapede takes only one. The bunkers will also take ten shots to destroy as they speed up the megapede descent and interfere with your shots. Be careful also of the spider, which scams through the screen depositing growing pills as its touch is also deadly to its base. The player has only one life to show his merits. A high score in the table shows the record for the end of the game. MegaTraveller 2 - Quest of the Ancient (1991) Three hundred thousand years ago, the ancient ruled galaxy. It's now -4000 AD and they've long gone. Unfortunately, one of their pyramids began spewing mucus that threatens to shroud the entire planet Rhyllanor. A player's party adventure has scrubbed four sub-sectors of the Spinward Marches looking for clues to solve the crisis before Rhyllanor is destroyed. MegaTraveller 2: Quest of the Ancient is a faithful adaptation of traveler board role-playing game with over 100 fully explored planets (most with multiple cities and each with its own sub-quest) and non-linear storyline. Megatron VGA (1993) Megatron VGA player sits in a cab of a large walking tank similar to the FASA BattleTech universe cabin. The player can walk in a first-person perspective through a maze-like environment similar to a technical presentation to Eye of the Beholder (the player can walk only in fixed steps of one 3D tile). Control several different weapons the player must destroy enemy mechs before they try the same. Separate shields at the front and back of the mech must protect players from destruction instantly. The player can choose between different mechs and several Levels. The level map is always displayed at the bottom of the screen, but the player can detect the enemy only when it is in the radar range. Threat (1989) Six ruthless dictators collaborated to create the Planet of Draconia, which contains some of the most terrible and damaging forms of life that can be imagined, all of which lead to some rather unpleasant actions. So you have to go to your space to destroy them all. The game is a side scroll R-Type influence shoot 'em up composed of six visually different levels. Waves of enemies come toward you to be shot, and unleash tokens that when shot will cycle through several available weapons. These include lasers, cannons, improved ship power and shield. Merchant Prince (1993) Merchant Prince is a historical marketing simulation set in Renaissance and Golden Age of Venice. Here you play the role of one of the wealthy traders during that period, managing not only economic power, but also political, religious and military. The main job of IM is to manage their trade routes, warehouses and merchandise. You believe that ships and land hubs have transported various goods, trying to buy little and selling where the price is high. The map (historical or casual) looks very similar to Civ (top to bottom, tiles and cities). You can not only make money, but also expand your influence in the Senate (bribe senators and direct them to ministers) or in the Church (bribe cardinals, fight for being pope) with all the opportunities he opens up (for example, to make accusations of treason against your opponents or to call it the Holy Crusade). You can also hire mercenaries (known as condottieri) to attack your enemies or force cities to open commercials or become an art sponsor. There is also more subtle art to be used as a murder... But beware of being caught. Your goal is to be the richest and most influential player at the end of the game (which can end in different turns, each of them represents the year; the game must still end in 1492), is a key indicator of your popularity rating. Merlin Challenge (1993) In this game you fly a Royal Navy Merlin helicopter, through a navy training simulation environment. The action is viewed at a 3D angle from one of the camera angles and digital sound effects are added. You start near the frigate, and the goal is simply to land on the stern of the ship. There are three levels of complexity that increase the realism of the flight pattern, as well as adds other factors, such as wind. Once you touch down, you will be given detailed points and review your landing. Metal Gear (1990) Near the end of the 20th century, a small fortified nation named Outer Heaven (founded by a mysterious war hero whose name and identity are shrouded in mystery) threatens Western nations with a new prototype weapon named Metal Gear, a pedestrian tank that can launch warheads from World. As FOX-HOUND's (elite black ops unit) is the latest recruit, going under the code name Solid Snake, your mission is to infiltrate the outer heaven and save your missing friends, Grey Fox (who was captured after the failed infiltration) while gathering intelligence on Metal Gear. To achieve this goal, the player must collect various weapons and equipment (including key cards for further entry into the fortress), avoiding visual contact with the enemy. The player must also face bosses in the form of Outer Heaven's elite mercenary forces and rescue hostages hidden in the fortress in order to increase the rank of player, which gives snake an extension of the life bar and increase storage capacity to complement items and ammunition. The player can use a wireless transmitter to contact his commander Big Boss to learn more about his current mission goals or to contact one of the local resistance members who secretly operating in the fortress to get useful tips and insights. Metal Mutant (1991) Metal Mutant is an action game in which you control the name machine sent to the planet Kronox to find and destroy the insane computer AROD 7. Each level is not a lateral scroll smoothly, but is divided into separate screens; you move to another at the edge of one screen. The metal mutant can transform into 3 different forms: humanoid, dinosaur and tank. Each form has different options. For example, the humanoid form can jump and the tank can shoot missiles. You will need to change the shape often, depending on the situation, because most obstacles and enemies can be beaten only in a certain shape. Throughout the game, in addition to fighting enemies (and bosses), jumping, climbing, etc., you will find additional upgrades that will give you more abilities. You will also encounter a charging station where you can regain your health. Meteor Mission (1995) It seems that something is gone and abandoned by some poor astronauts on the desert planet once again. It's your job to swoop them up and bring 'em home to a meteor mission. In this fixed perspective arcade game you control the rocket ship as it falls off the mother ship. You will direct the rocket with boosters and softly land on the surface. As you land on the pads you will automatically pick up the astronaut. The second part of your mission will come where you have to direct the rocket back to the mother ship. All the while avoiding meteorites floating around the screen. Your carpet you luckily laser gun runs so that you can shoot form your ship's nose, but on the descents you just need to be bright finger. Rescue all your astronauts will advance you to the next level where you will have to deal with even more meteorites, but you will also get upgraded fire power! Meteorites (1989) A player flying a scout ship in space is asked to rescue survivors from the space station caught by meteors During the game, the player ship moves forward from the bottom up of the screen. When it hits the top of the screen, it returns to the bottom. Control consists only of movement to the left and right or shooting to destroy meteorites. To win, the player must save fuel and shields and save all crew members. Metropolis (1987) Metropolis is a city of the future, founded in 5067. You are a software company IC&M The security agent and your adventures are about to begin. Solve ten different crimes and travel around the city through a series of Zoomtubes. Just don't give your M.U.M code to anyone! The game is mostly chat-driven, with 20,000 word-spoken vocabulary and advanced artificial intelligence. Michael Jordan flight (1993) 3 for the 3rd basketball game confirmed by Michael Jordan. Features digitize players and basketball court. The 3D camera follows the lawsuit around the court, zooming in and panning around. One of the first 3D engines in the sports game. There are no NBA licensed players or teams. Mickey's ABC - Fair Day (1992) Mickey's ABC's: Fair Day is an educational game for preschoolers, aimed at introducing them to Alphabet. The game is a licensed product featuring Mickey Mouse and other Disney characters. The player has a choice between two scripts, Mickey at home and fair. In each of them, Mickey can perform 26 actions; each of them means the letter from the alphabet. For example, if the letter I is pressed at the fair, Mickey eats ice cream. Mickey's Colors & Shapes (1991) In Mickey's Colors & Shapes he will take on the role of magician to play the magic show. The game helps young children start visually identifying shapes and color matching, while Mickey speaks and supports feedback on puzzles presented as magic. Minnie Mouse is his assistant among the acts. Mickey's magical show has three acts: * Act 1 - Mickey juggles different colors. * Act 2 - Mickey builds scenes, so objects appear. * Act 3 - Mickey pulls the animal out of his magic hat. The animal hides behind one of the objects in the scene, and Mickey temporarily disappears to search for the animal. Version patmpo VGA graphics, voice, and music options. It also uses a keyboard overlay to assign specific shapes to the keys so that the player can press the appropriate key on your keyboard to match the shapes on the screen. Mickey's Puzzle (1991) Mickey Puzzle is a simple, early child development, form learning game for young children. This allows the player to choose from 15 different photos of Mickey and friends. Players can choose how many pieces should the puzzle must allow many different skill levels for children. When the puzzle is finished, the child is rewarded with a simple animation of the picture. Pictures can also be printed to create a coloring book. Mickey's Memory Challenge (1990) Mickey Memory Challenge is a puzzle/educational game. It stars Mickey Mouse and other Disney characters make guest appearances. The game itself is a simple but colorful matchmaker game. Eight inverted cards are presented to the player, which can only rotate in two at a time. The goal is to find the missing pair of each card. Mickey's Runaway Zoo (1991) In Mickey's Runaway Zoo both Mickey and Goofy team up to return all the animals back to the zoo. This is done in a series of screens for young children to begin to visually identify the numbers included in the bright color landscapes. When a child finds a number and presses the appropriate number on the keyboard, it is awarded with a quick animation set. Each animation shows that the numerical amount of animals entering the wagon return to the zoo. Mickey's Space Adventure (1986) Walking along one day, Mickey and Pluto encounter a spaceship. When they board, the XL30 from the Planet of Orono gives them a quest. A long-time thief stole a planetary mercury crystal and smashed it into nine pieces, hiding them on every planet in the solar system. It's Mickey's job to travel to every planet and find crystals so that the inhabitants of the planet Oron can get their memory back. Information about the various planets and places visited is shown on arrival, and the XL30 can sometimes give clues through the ship's computer. The game interface does not use text parser, and short sentences are created using cursor keys to highlight the necessary words from the selection on the screen. The game will also offer better options if you are asked for illogical or impossible action. Micro Bucks II (1993) Micro Bucks II is an updated, standalone version of the Micro Bucks slot machine game that was part of the Las Vegas EGA Casino. The game is a classic slot machine simulation you want to find in any Las Vegas casino. You can insert up to five credits to play up to five rows. The more you bet, the more likely you are to win something - and the higher the allowance you can win. The people who registered the game also received a free copy of Big Bertha, a computer game replica of a large slot machine that used to be in a gambling hall in Reno, Nevada. You can build up to three coins at a time, and you earn different benefits, depending on the combinations you receive - up to 50,000 credits. The game also has sound effects and music. Micro Machines (1994) If you get bored racing Formula 1 cars, rally cars or MotoGP bikes in their natural habitat, the Micro Machines series may be for you. This includes racing thumbnails depicting certain types of vehicles in a particular area found around the house. Sports car racing on the desktop, 4x4s sandpit, Formula 1 cars on the snooker table and so on. These levels were packed with changes. Snooker tables have a painted track, although it is open to deviation (like most levels), and you had to race through the pockets and through the table rim. Tanks raced as well, with the option Shoot from your opponent if they got right in front of you. Desktop levels include binders, jump, pencil skewers to avoid, and many visual anecdotes in open homework. Seen from overhead with small graphics, the race is up to 4 cars. In single player challenge mode you race through 21 tracks in the prescribed order, selecting your 3 opponents as you go along (adding a fair amount of strategy - ideally you should aim to eliminate the better cpu car early), eliminating one after every third race (assuming you can finish in the top 2 races during your 3rd life). If you win 3 races in a row without using further you will get time to test races that can earn you extra life. The real innovation of the game was in multi-player modes. You started with 4 points each, and when one car gets far enough ahead to force another car off-screen, the slider moves in their favor. When it's reached the end (which involved beating them 4 times more than they beat you) you win the level, although if 3 laps were completed, the person leading at that time is declared the winner - with a sudden death playing off if the scores are equal. 9 tracks can be found in this mode, although you can also play this head to head system as a 1 player game on all tracks. MicroLeague Baseball (1991) Microleague eschew action in favor of the strategy of this licensed baseball game. Includes real-life teams and players, as well as classical teams from the past - many data discs with additional series have been released. Each play is graphically illustrated, with a running commentary detailing how it unfolds. There are various strategies. You can bring stand-in players, and instruct players how to play aggressively when opportunities arise, with 7 different batting strategies. When on the field you have options for outdoor display and bowling style - use fastball and curveball wisely. Players sometimes pick up injuries (a fair warning level can reduce this risk), or argue with the umpire over controversial decisions. MicroLeague Baseball 2 (1989) MicroLeague Baseball II baseball management simulation game. The player holds the lead role of league manager. There are actual pitching, hitting, fielding, running and more stats. The games have an exclusive Quick-Play options menu, as well as past and present powerhouse teams. MicroLeague Baseball IV (1992) In this section of improved graphics, digital video and network support, you will continue to manage one of the baseball teams in the Major League. Exhibition and league play, Shedule and Playbook editor, manager profile is available. You can initiate your league, add and delete commands, set up a team list, assign a manager, update the season, and so on. MicroLeague Football - Coach's Challenge MicroLeague Soccer: Coach's Challenge is an early American video game DOS and part of the MicroLeague Sports series. You can teams and leagues and play all season, or choose pre-established real-life teams and players from years past. The game is more strategic than most action sports games. You do not directly control the players; Instead, you choose offensive and defensive plays and players try to make the best of them. Deluxe Edition has an improved engine version from the original gameplay. New features include more detailed player statistics and ratings, the ability to assign macros with certain keystrokes, more play to choose from, and better artificial intelligence. MicroLeague Football 2 (1993) This section improved graphics to select and manage the success of the team from the National or American League with the 1991 list. Available exhibition and league game, schedule and playbook editor, manager profile. You can initiate your league, and then add and delete a command from it. MicroLink Push Your Luck (1990) Push Your Luck is a version of the classic pips game. In each round, you roll two dice like blockers. Then twist the five dice as much as you want, getting the number of points shown by each death. The catch is if you roll the same number as one of the blockers (it's possible, but it's unlikely that both blockers have to be the same number), you don't get points that die and can no longer roll. If you continue to roll until you wrap all the blockers, you'll get zero points in that round. You can stop at any time. In total, there are five rounds. The player with the highest total of the game wins. For example, let's say that 2 and 5 are your blockers. In the first roll, you can roll 3, 5, 4, 1 and 3. You get 11 points (3 + 4 + 1 + 3) and die rolling 5 is removed from the game. Your next roll, you roll 2, 3, 5 and 5. Your total is now 14 (11+3), but you only have one to die left on the roll. It's a good time to stop! (Don't push your luck too much.) The game was created for PC/XT/AT computers with any monitor. The graphics are made up of ANSI characters that allow for a more colorful display than the CGA would. The computer's speaker gives a simple sound. MicroLink Shut Box (1989) Shut the Box is a classic dice version of the game. Players roll a pair of pips. Then they choose the digits from 1 to 9, which make up the same number as the dice. When you select a digit, it cannot be used in subsequent rolls of the current round. When the player can not select the digits that sum the roll of the pips, the round is over. The player score points equal to the sum of the digits used in Round 3. If a player successfully uses all nine digits, they get five bonus points for a total of 50 points per round. The game consists of five rounds and, of course, the player with the highest score wins. The game was created for PC/XT/AT computers with any monitor. The graphics are made up of ANSI characters that allow a more colorful display than cga The computer's speaker gives a simple sound. MicroLink Yaht (1987) Yaht is an a computer version of the classic dice game that Milton Bradley popularized as Yahtzee. Players roll five pips trying to get certain combinations on their scorecard. Players can rewind any of the five pips twice after the first roll. (They may also decide to stop rolling at any point before.) Deciding where to put the score can be as important as actually rolling a certain combination. If the player rolls especially well, he can get extra points. The game was created for PC/XT/AT computers with any monitor. The graphics are made up of ANSI characters that allow for a more colorful display than the CGA would. The computer's speaker gives a simple sound. Microprose Pro Soccer (1989) Arcade style football game. It has two different parts: Indoor and Outdoor. Outdoor game is normal European football. You can play one match, league or tournament (world championships). Optional features include: weather effects, replays, customizable game length. There are some rather funny movements and shots (for example, banana sides). The indoor game has U.S. soccer teams (?fictional?) and plays on a much smaller field. It has different rules compared to outdoor football. You can play one match in the league and an All Star tournament. The same movements and shots can be, sometimes even funnier effects (such as a banana bullet bouncing the wall and into the target). Microsoft Decathlon (1982) modeling the 10th event of the Olympic Decathlon, this early game was basically a series of 10 arcade games back. The player used the keyboard to control how fast the symbol would go to the race or when to throw javelin, for example. Decathlon also had a training regime that allows you to play any of the events alone. A nice feature of the game is that up to six players can play the game in hot seat mode. Several events were one player at a time, but many races were two at a time, giving you some live competition. You were scored for your performance in each event, and the player with the highest amount at the end was awarded a gold medal. The ultimate challenge was to try to beat Bruce Jenner, winner of The Decathlon 1976 Games. Microsoft Flight Simulator version 4 Flight Simulator was released only 15 months after version 3. The changes include: * Makesift airplane designer, which allowed wing adjustment and weight, speed and color changes. * New aircraft: Glider * Random weather patterns * Dynamic landscape (e.g. air traffic) As in the previous release, version 4 had a landscape for five cities (New York, Seattle, San Francisco, Los Angeles and Chicago). It featured CGA via VGA (EDA resolution) support, and several users play. Version 4 also supported newer add-ons, such as Microsoft Aircraft & Scenery Designer and The Badic US Landscape Series. Microsoft Flight Simulator Flight Simulator with three different more than 100 different airports and maps for large US cities. Microsoft Microsoft The simulator also includes forming a flying, NAV system and several other bells and whistles. Microsoft Space Simulator (1994) According to the tradition of most Microsoft Flight Simulator series, Space Simulator takes you on a journey through the Milky Way and even beyond if you are brave and you have plenty of time to kill. Developed by the same company that has worked with Flight Simulator Games, SS is a carefully detailed spaceflight simulator that allows you to explore the galaxy's various ships, from spacewalking to MMU's massive Zander Freighter. The entire solar system is modeled, along with dozens of other hypothetical systems, and you can also explore cosmetics, nebulae and other celestial bodies. You can program your flight computer and autopilot so you can travel in advance or take controllers yourself. Nine special missions are included that show the depth and characteristics of the simulator. There are also detailed customization options to adjust the complexity of the modeling. Space Simulator has an SVGA schedule with Gouraud daver 3D models and resolutions up to 800x600 with 8-bit color. Midway - The Battle That Doomed Japan (1989) Midway: The Battle That Condemned Japan is a 2D naval simulation. The scenario is the Battle of Midway during World War II. You accept the U.S. command - or the Japanese strike fleet. The Japanese navy is on its way to the Midway Islands ... U.S. forces must defeat them there. Simulations take place in three to seven days. Each day is divided into twelve turns. Each turn consists of the american player's activity orders, followed by a Japanese player. The Halfway Campaign (1983) Halfway Campaign is a computer simulation of the Battle of Midway in June 1942, arguably one of the most important battles in the history of war. The computer controls the huge force of Japanese ships, the purpose of which is to invade and capture the island of Midway. You command badly beats and outraged American forces with their only advantage is the element of surprise. The game ends if either all one-sided aircraft carriers are sunk, or any map of Japanese TF exits to the west or U.S. TF exits map east without air strikes in the air. At the end of the game, a summary of all carrier damage, aircraft losses and winning points from other targets and the halfway invasion is provided, followed by evaluations of the results. Midwinter (1990) Midwinter is set in a post-apocalyptic world as the Earth entered the nuclear winter caused by the fall of meteorites. The home island was formed by a group of islands in the Azores caused by volcanic activity. The player initially controls Captain John Stark, the commander of a local militia known as the Free Villages Police Force (FVFP), who is trying to protect his home from the invasion of armed soldiers under the command of the masters. Like Stark, the player must recruit civilians and FVFP members to join forces and prevent to reach the base located in the south-eastern part of the island. Midwinter is a hybrid game that combines strategy and action elements. The player selects and controls 32 recruits as they try to protect the island in limited time. Each employee is assigned two hours of play; After that, the strategy battle moves to the next turn. In their turns, recruiters fight enemy forces in an action-oriented fight reminiscent of a first-person shooter. Specific and detailed injuries to these battles add a tactical advantage. Enemy units consist mainly of armed snow bags, as well as supply vehicles. The removal of a large quantity or the killing of a unit commander usually successfully completes the mission. Terrain plays an important role in the game, since many snow-covered mountain areas are insurmountable, and the player must plan in advance, as in advance. The player can use snow buggies, skis and lifts to reach the target. When recruiting characters, the player must pay attention to their personal relationships. For example, Stark can recruit his girlfriend, but another character will refuse to join because he is in love with her and jealous of the captain. The MiG-29 Fulcrum (1990) MiG-29 aircraft, nicknamed Fulcrum West, features this flight simulation, professionally modeled by former British Aeronautics flight simulator designers. You are armed with cannons, missiles and Oras-air missiles and Air-to-Ground missiles. Aerodynamics, blackouts and physics are restored. There are six missions to take, starting with your basic training. After that, there are four different missions with color-coded identification and a final non-heavy mission that you can only perform after successfully completing others. Missions include ARC exploration, dog fighting over the Great Wall of China, refinery and destruction of terrorist infrastructure. Your last task is to destroy the nuclear power plant in the desert. Missions have primary and secondary objectives affecting the collection of scores. MiG-29M Super Fulcrum (1991) Take-off from where the MiG-29 Fulcrum left, Simis has developed a new simulator around the top of the modern MiG-29M. The M model is equipped with upgraded avionics, a fly-by-wire system and stronger engines. Unlike its predecessor, Super Fulcrum takes place under one big scenario, not a single mission. Your task is to represent the Soviet Union in forces sent to South America to defend a small country threatened by a larger and stronger neighbour. The game is quite open-ended, allowing you to accomplish your missions as you see fit and not monitor your every move. All missions and their results are processed in your pilot log. Might and Magic - Book 1 (1986) Adventure Party in what appears to be a medieval fantasy world called Varn looking for an entrance to the much-coveted Inner Sanctum. Not long after, the heroes realize that one of the the kings who rule the Crow's country are actually self-determination, a creature from outer space. Their task is to find the true king and finally stop the mysterious space traveler by revealing the truth about the origins of the world in the process. The secret of Inner Sanctum is a role-playing game and the first installment of the Might and Magic series. The basic concept of the game is similar to wizardry games, although the game is not focused solely on underworld scanning and features overworld areas and towns that can be physically navigated. In this way, the game resembles the Bard's Tale, although it has a much larger playing environment with several cities. The whole game is viewed from a first-person perspective, and the game environment consists of a maze-like excerpts made of pseudo-3D graphics. At the beginning of the game, the player creates a party for six adventurers. There are six classes to choose from: knight, robber, wizard, clergyman, paladin and archer. Each character has six main attributes: power, endurance, accuracy, personality, intelligence and success, and each class needs certain qualities to function effectively. There are also five races to choose from: humans, elves, dwarfs, dwarfs and semi-orc. As with most RPG, the game revolves around exploring the world of the game and leveling to the challenges of making history progress. The party starts in a particularly weak state, equipped only with clubs and has no money. The player is free to explore most of the game locations in any order, and there are some clues about what needs to be done to make the plot in advance. Turn-based battles against randomly appearing enemies usually take place against a group of monsters with more or less flat-rate players in a controlled party, but enemy reinforcements may appear when their friends have been killed. It is also possible to try to bribe enemies or give up on them before starting to fight. The game does not have any automatic mapping function and can save the player's progress only in the pubs in the cities. Might and Magic - Swords of Xeen (1995) World of Xeen combines two games - Cloud xeen and Darkside Xeen - into one game that can be played continuously. A player-controlled country can travel between two game worlds using special devices that can be found in research. Completing the main quests in both games opens the final quest, which requires the player to unite both sides of the world Xeen. This version also adds digital language to games. Might and Magic 3 - Isles of Terra (1991) A lot of brave heroes managed to defeat the spoiled patron Sheltema when he tried to destroy the cron world. But the great battle between patrons Corako and Sheltema continued in another place - terra world, where Sheltema was originally appointed guardian. Rebelled against a powerful ancient race, Sheltem overwhelms his Nacelles, hurling them into the suns of other planets. Now up to a group of local adventurers to help Corak and vanquish Sheltem once and for all. Island Terra is the third installment in the Might and Magic series, and the sequel gates to another world. Like its predecessors, this is a role-playing game that focuses on first-person exploration in a huge pseudo-3D environment, character building and in turn based on combat. The five optional races remain the same as in previous games, as well as the eight-character class, adding two new ones: Druid and Ranger. As in the second game, characters can learn unique skills such as thieves, swimming, trader, etc. There is no possibility to bribe or surrender to enemies, and to escape the fight can simply pull out, unless the enemies have already been locked up at the party. The auto map feature is available all the time, and the player is also allowed to save the game at any time. Might and Magic 5 - Darkside of Xeen (1993) After Prince Roland's trail, six brave adventurers ventured into the Darkside, the other side of the world Xeen. There, a mysterious man who calls himself Lord Alamar defeated the local queen and usurped her throne. Allies of Dragon Pharaoh, the Darkside Guardian, either joining Alamar or killed their resistance. The Guardian bestows its powers on adventurers who must liberate Xeen and eventually help space traveler Corak finally destroy the corrupt Guardian Sheltem for good. Darkside Xeen is the fifth installment of the powerful and magic, a direct sequel to Cloud xeen, and an all-encompassing story arc that began with the first game of completion. The game uses the same engine and interface as Power and Magic III: Islands of Terra, and is almost identical to its direct predecessor gameplay-wise. Compared to previous games, it has a darker and slightly strange environment, and the exploration of the dungeons involves more puzzle solving. It is also more plot-oriented and has more cutscenes. Throughout the game world there are pyramids that act as teleporters as soon as five parts of the series, Darkside of Xeen are installed. Two games can be played simultaneously, merging into World of Xeen, which includes several cross-over quests for both contributions. In mighty Bombjack (1990) sequel to the original Bomb Jack, Mighty Bombjack brings side scrolling to the series, and brings it closer to the platform game rather than arcade/puzzle as the first. Once again you play like a bomb hungry caped superhero. Collect points bombs and avoid touching various monsters that spawn from boxes and so on. The game now contains new scenarios, such as clouds and as well as the usual sphinx and pyramid backgrounds in the original theme. Mike Ditka Ultimate Football (1991) Chicago Bears coach offers his football simulation. Modify existing performances or create your own 28 professional teams. Use 4 different passing methods and use instant replay to watch performances unfold from 4 different angles. The game can be played in real time or in stop mode. Will you take your team to the Superbowl? Mille Bornes (1989) Mille Bornes is a French card game sold by Parker Brothers, which simulates a 700-kilometre car race. It's a computer adaptation of this game. Millionaire - Stock Market Modeling Release 2 Millionaires: Stock Market Simulation, where margin and short sales are added to the game, you start a session on the U.S. stock market with a net worth of \$10,000. This market has three automotive, computer, oil and gas, aerospace and food industries. Share prices change every week due to the economic, political or social situation. For your part, you should examine the news and trends, buy or sell a certain amount of inventory, increasing your net worth. Based on net worth, you will be ranked in one of the five ranks: Newbie, Investor, Speculator, Professional, or Broker. The higher the rank you have, the more investment opportunities you use. The goal is to finish the session with as much net worth as possible, but you should remember that the highest rank is a millionaire. The game is available to one or more players. Each session is saved and can be restored later. Various adjustments may be adjusted, such as different interest (interest on the loan, cash interest, commissions, fees) or figurative. Mind Castle (1993) Word/ Dictionary learning game age 8 and up. You enter word wizard castle and take a series of quiz challenges by clicking on different parts of each room in the castle. The game runs against the clock, and each correct answer gives you a bonus time to play and this way you get the chance to take on more challenges. The graphics are 2D vga imaging in each room with scores and time indicators on the screen and challenges popping ups. Mind Castle I (1991) Word/ Dictionary learning game age 8 and up. You enter word wizard castle and take a series of quiz challenges by clicking on different parts of each room in the castle. The game runs against the clock, and each correct answer gives you a bonus time to play and this way you get the chance to take on more challenges. The graphics are 2D vga imaging in each room with scores and time indicators on the screen and challenges popping ups. Mind Castle II (1991) In the second part of the series you begin to create Mr. Donald Trump - not only to play casino games, but also to explore this casino resort by the bay. one of the six games - Roulette, Blackjack, Baccarat, Slots, Poker and Craps - you can also explore Trump Trump apartments, communicate with their residents, and even read the Castle Courier newspaper. The game allows up to four players and can be saved by going. The game is directed to winning as much money as you can to make bets based on a combination of your theory of success and probability. You can be a millionaire. The CGA version of the game allows only to play casino games without exploring The Short Castle. Mind Prober (1984) Mind Prober asks users questions to evaluate themselves or other people for a series of 23 adjectives (talking, pleasure-seeking, etc.),

calculates the results, and prints a three-page report describing the person. Users have different questions by gender (male or female) and age (up to 18 years or 18 years of age and older). The program comes with a tight manual plus book that contains many chapters on how to better understand the people around you. Mind-Roll (1988) In Mind-Roll you play a rolling eyeball in an attempt to find your way through many mazes. Each maze features different puzzles to solve and objects such as keys to collect in order to find a destination. There is a limited time to solve each maze. Mindfighter (1988) The book of computer game Anna Popkess (which was originally associated with the game) uses an interactive fiction system without a name, or SWAN briefly. He set the post-apocalyptic world of guards desperately trying to keep order through hordes of genetically mutated bandits, widely using the death penalty. In this maelstrom steps Robin, an 11-year-old mental beam ahead in time from before the drama. After adapting to a completely different form of life, Robin must learn to survive and get the right food, and eventually infiltrate this vicious state of the police. Often there are meetings with other characters, some of which retain the similarity of the old humanity. Daryl, Alison and Matthew all pass by, and must be coaxed into what you want. Examining objects often gives a few clues, so the detail of the guide is vital, although few objects are very different from familiar artifacts of the 20th century. There are two levels of description of objects that allow you to play faster or immersively. Mindshadow (1984) At the beginning of Mindshadow you find yourself on a lonely beach in a dead hut. With headache and without memory. The goal of the game is to fully regain your memory. As you progress in the game a word or phrase will cause memories of the past. Like most adventure games game fun is focused on discovering you and your environment. Mine Bombers (1996) The game is a bomberman clone with different purposes for single player and multi-player modes. It starts at the Gun Shop, where players can get their favorite weapons and bombs. In single player mode you have to complete 15 monster filled levels. You have three lives. Each level starts from the upper left corner. Your mission is simply to find a door that leads to the next level. Please note that The Exit can vary from game to game, and you can't see it because of fog of war. Players who excel, get their names on the esteemed Hall-of-Fame list. Your position in the list is defined by how much you get into the game. In multiplayer mode, 1-4 players find themselves in distant corners of the screen. You should move your boyfriend around and collect as many treasures as you can in a limited time. You can also try to kill other players. If you can slaughter your opponent (before you are slaughtered), you will get a lot of cash. The level will end if one of the following options is filled in: 1. The time will run out. 2. All treasures are collected. 3. Less than two players survive. After completing the level, you are automatically transported to the store to buy more bombs. When all the rounds have been played, the winner is the player with the most money or the most wins at individual levels. There is a map editor. Mine Shaft (1983) It's business as usual, down gemstone mines... or at least that was the case until your reliable mining robots started to go hay fever and demolition equipment. Instead of reducing losses, you decide to stick around: can you dig crystals from each mine and hastily get out before the dysfunctional robots destroy my cart? The action takes you to a winding network of aisles inside the mine, where several gems are strewn about waiting to be picked up. Fast enough robots arrive and start running amok, chasing their own cart along turns and turns; any contact with them will cost you life. Fortunately (and somewhat unusually, in my cart) you are equipped with a weapon to shoot them down. When you collect all the crystals or hunt down all the er icing robots, an exit will appear: pass through it to go to the next level. You earn extra life for each level cleared, and the robots turn to multiply and get faster – later levels introduce new enemy types, including the dreaded (and bullet-resistant!) skull. Miner 2049er (1983) You play a part of Bounty Bob, and it is your mission to explore every inch of an abandoned mine. When you walk through the floor sections of the mine, the floor will change color. Once all the sections of the floor have been changed color, you can proceed to the next, more complex level. To reach all the sections of the floor, you will need to figure out how to get there. You can jump (be careful not to get too far though, whether you will be squished), climb up and down ladders, and use different transport devices that can be found at levels (e.g. lift, slides, springboard, or cannon). Wandering around the mine there are many radioactive creatures that get in the way of bounty bob. Also scattered in all mines are various artifacts left behind: If bounty bob collects one of these, the creatures will temporarily become vulnerable. If bounty bob goes to one of the creatures of this state the creature will be But if he goes to the creature while he glows the bounty bob will be destroyed. There are a total of ten different levels, and to complete them all you will need quick reflexes, as well as figure out a unique strategy for each level. Mini-Putt (1987) Mini Putt is a miniature golf game that offers 4 courses, Deluxe, Classic, Traditional and Challenge. Up to 4 players can play the game or practice any hole in any course. Each course offers its own level of difficulty. Deluxe and Challenge have complex hills and course layouts. The challenge is a more difficult course. Classic offers animated bridges and other obstacles. Traditional is your standard miniature golf course, which needs well-positioned bank shots. To make a shot using the joystick, move the crossroads in the approximate direction and distance where you want the ball to take place. When you are ready to shoot, press the fire button. You will notice a level rise in the power bar. When the tape reaches the desired distance, press the fire button again. After releasing the fire button, the tape begins to move backwards. The sign where you stopped the movement of the tape shows the power with which you hit the ball. When the tape reaches the bottom of the power bar, it moves horizontally in the precision bar. In the middle of the precision bar there is a central line. Too far to the left of the center, he pulls to the left. Too far to the right of the center, he pulls to the right. Press the fire button at the right moment to hit the ball. If the course turns out to be too heavy, visit the practice course option. Not all of us can be a pro. Miser's House, The (1981) The Miser's House is a text adventure in which a player explores Miser's House. The game has little text and features fairly simple puzzles that make it available for the first time adventure. There are no initial goals other than the desire to explore the house and the fact that the points are rewarded for the solution of the puzzle. In total, you need to accumulate a hundred points. Mission - Mainframe (1987) Some time recently, the main computer of a large corporation went crazy due to some electrical malfunctions. It gained control of its operator and began to influence other employees. Your mission is to find the main frame, defeat the operator and return to the lobby alive. Mission: Mainframe is a shareware variation wizard's castle, a board game and a combination of roles set in a strange modern/sci-fi environment. Before you start the game, first create your own character. You can select one of the four character types that differ in your D&#amp;D as vital statistics. As in other RPG, statistics can be increased by collecting experience. Then you start in the corporate lobby, where you can buy basic equipment by releasing chips and bytes (instead of gold) for such useful items as Junk Food (this is very important, otherwise you will quickly starve), strategies (corresponding to magical spells of fantasy RPG) and Accessories (replace weapons and armor to help you work with reluctant company employees). Other things you can do in the lobby are to go to a health club where you can create your own statistics, as well as restore your Power &#amp; Plans (the power level reflects the hit, and plans are needed to use strategies - such as spelling points). Finally, you can start a real game by taking a lift to other floors. The company is located in a thirty-storey building. Each floor is divided into 8x8 grid squares. Each square can contain something, such as employees you must encounter, or file cabinets that can contain useful items. Since the contents of the square are determined randomly at the beginning, each game is different. Depending on the level of difficulty you have chosen at the beginning of the game, you can see the contents of the squares or you need to go to it to know what is in it. When you meet an employee, you can treat him in several ways, for example, trying to bribe him, fight him, use a strategy, avoid him, cheat on him or try to distract him by calling. The success of all these actions depends on different statistics, both for you and for the employee. There are 24 different types of employees, and it's your task to figure out how best to deal with each of them. When you successfully work with an employee, you gain experience and you can raise your degree(s), which increases your chances of survival on higher floors, where employees become more powerful. File cabinets can contain chips and bytes, as well as items such as office supplies or drinks. Some of them are useful, some are harmful (poison) - and some can make you drunk. Fortunately, you can first sip from the drink, get a hint of what it might be. Since some cabinets are stuck, you should also be careful with them. The task is complicated by the lights that sometimes come out. To restore light, you need to illuminate the match (which can be taken from some employees) and find the fuse box. In addition, you need to get special key cards to get out for the 10th floor and 20th floor, defeating the bosses who protect them. At any time, you can return to the elevator and lobby, where you can sell your treasures, relax and buy new supplies. You can also throw the game here, get a chance to save your character first. Mixed-Up Tales (1991) Bookend was mixing up Bookworm's tale and you have to set things right to help well-known fairy-tale characters like Cinderella and Snow. To set things right, you will need to go around to purchase objects such as Jack's magic beans, to give Jack so he can lift the beans. The game is designed for younger players and has a simple VGA interface with two actions : Do and See; not the entire hidden icon bar used in other Sierra games. Mother Goose (1990) Mixed-Up Mother Goose is a classic Sierra style adventure game for kids based on various classic kindergarten (Humpty Dumpty, etc.). All rhymes from all over the earth are mixed, and the child must find the missing pieces and return them to someone who needs them. Mixed-Up Mother Goose (1991) This is an updated version of Roberta Williams Mixed-Up Mother Goose. This version uses sierra sci game translator and features improved graphics and sound. The game remains the same as the previous version; All the nursery rhymes mother goose land has become mixed! Your goal is to set things straight by searching for missing items for each fairy-tale character on earth. Wandering around the earth, you can talk to different characters (each of the different nursery rhymes) to find out what element they need; for example, Little Bo Peep is looking for his sheep and Jack Be Nimble has lost his candle stick. Things are scattered around the ground, and when you find one to pick it up and return it to the corresponding symbol. When it's successful, the full nursery beat will play with the lyrics displayed on the screen. You can carry only one item at a time, so you may need to remember where you noticed or dropped things that are not transported! Also, every time a game is played objects will be in a new place. Included in the game is a map of the mother goose land, which can help you find different fairy characters. Mixed-Up Mother Goose (1987) Mixed-Up Mother Goose is a classic Sierra style adventure game for kids based on various classic kindergarten rhymes (Humpty Dumpty, etc.). All rhymes from all over the earth are mixed, and the child must find the missing pieces and return them to someone who needs them. Modem Wars (1988) One or two players in a real-time strategy game in which you control army infantry, cavalry, artillery, and spies looking for their opponent's command center. Moebius - Orb of Heavenly Harmony (1987) Kharntun is traditionally a peaceful land, without an army or wars. The former leader, Cayman, appealed to the use of his powers for evil, and the earth did not withstand his aggression. The Saints were kidnapped, the land instead ruled by an evil group of monks. The player must defeat Kaimen and restore the path of righteousness. The game combines the best-viewed role elements with combat action. The player explores the ground, but when faced with unfriendly people, the player must fight using swords or martial arts movements, as well as long-range missiles and miraculous powers. moleZ (1997) Want a unique game of turmoil? You play this game like clay, which is the only goal is to kill every other clay. You can use many different weapons, such as sniper rifles and mines, with several unique features to help your killing spree. You can even use weapons editor to change weapons in the game. The game is a 2D game which is how documentation calls it as real as a 2D clay fighting game can [be]. The game has physics effects such as gravity and air resistance can help or interfere with you while you are working to kill all moles. Use the stage editor to create your own game scenes. Monopoly (1985) Don Phillip Gibson created this monopoly game tandy 1000 computer in order to teach himself forlard turbo pascal programming language. Released as Shareware, the game can be played by 2 to 4 players and includes the Save game feature. Gibson's finished product includes all the official rules of the Parker Brothers original game. Options and features are fully menu-driven and displayed within various color pop-up windows in text mode, reminiscent of the early Norton Batch Enhancer program. Selecting a letter from the menu calls another menu. The only real graphics are a simple CGA board. The dice move and make noise when rotating them during the turn. In the game there are other random beeps, which are applied by various choices. Monopoly Deluxe (1991) Monopoly Deluxe is a classic board game conversion. The game allows for some user rule changes, such as money, in terms of landing free parking. Monster Math (1983) Answer the basic math skill questions by erasing monsters and earning points. Monsters Murdac (1987) MS-DOS: Monsters Murdac by (1987) Monte Carlo Baccarat (1991) The game is one of the card games included in Trump Castle II - Baccarat. Now it's played in one of monte carlo casinos. The game is available to up to four players and can be saved by going. The game is directed to winning as much money as you can to make bets based on a combination of your theory of success and probability. You can be a millionaire. Monty Python's Flying Circus (1990) Monty Python's Flying Circus is an arcade style game based on the UK television series of the same name. Players control one of the p. Gummies and maneuver it through several screens, throwing fish into floating legs and similarly surreal enemies. Periodically the game cuts off the sequitur aside, such as a tutorial about larch, or a quick game breakout. Moon Blaster (1990) Moon Blaster you are a pilot from earth skimming a space jet landed on the lunar surface to remove enemies blasting them off. There are three types of moon - sand, green and ice, and you can visit all or only one of them. Sitting in the cockpit, you can speed up or turn your space jet into an enemy. Watch the scanner to see which directions and distances have threats, and watch the level of the shield - one reaches zero, the shot will force you to eject. Points are accumulated for shots and lingering time. Moon Bugs (1983) Defend the Earth from insect invaders! The game is a combination between Galaxian and defender. Alien bugs will attack you and lower and steal uranium drums at the bottom of the screen. As they fly with the drum, you have to shoot them before they reach the top of the screen to get it. Game time space station The left will load into all uranium drums and then make contact with the satellite antenna on the right, thus completing the level. At the end of each level you will get 200 extra points for each refueling uranium drum and -200 points fine for each stolen drum. Sometimes the UFO will fly from left to right at the top of the screen. The blue box will display additional dots or a word to fight, indicating what you'll get if you take a UFO. The fight means that you play a battle round where you have to shoot horizontally moving alien as many times as possible. With each hit you will get 350 points and the alien will change direction and gain speed. Lunar Patrol (1983) The moon is attacked by a crowd of aliens, and you have to stop them in your armed buggy. Drive along the surface by shooting aliens and avoiding their bullets. The surface is not flat, there are craters and rocks to avoid contact with the surface and land mines. Flying plates create new craters when they break down. 25 restart points are biting the letter. Moonbase (1990) Moonbase, Lunar Colony Simulator puts the player at the command base on the moon. You need to supply oxygen, water, energy, heat and shelter for the entire colony. Starting from the virgin lunar plain, rich in minerals and elements (but alien to everything human), you create your own shelters and life support facilities, observing your inhabitants, stocks, and level of support from the earth. You will only succeed if your city becomes self-sufficient. Moonstone - Hard Days Knight (1992) Something is happening on these lands, and the only hope seems to be the moon. You, as a chosen knight from the Druids, are going to find him and bring him back. The game can be played by 1 to 4 players at a time, without the difference between solo and multiplayer, because no matter how many players play, the story remains the same for everyone. However, if you decide to play with only one player/knight, the other three will be computer contestants. Wandering around the map, you can visit charming places, cities where you can buy equipment or try your luck in gambling, but the most visited places on the map will be cabins depicting places where there are certain enemy beasts. Each place has about two or more beasts, which after defeat they can be useful in a certain way, depending on the game's randomized display. Also, for example, if the place has three beasts and you kill two before death, the next time you (or another player) get back there, there will be only one beast left to fight. It is also possible for two players to run into each other and when you defeat another, one who prevails can steal another player's money and/or weapons. So the search for the moon stone begins, but it's only half the story. The rest unfolds when you find it. Moonwalker (1989) Moonwalker is divided into 4 levels. On the first level you walk around to avoid fans trying to find parts of a rabbit costume you need to disguise yourself from your Then you need to find a waiting motorbike to escape to Level 2 - Michaelsville. Here you need to find orb that transform your bike into a glowering Stratus car capable of jumping barriers. If you get far enough you will escape through the jetski. Level 3 you defend yourself in club 30 against Mr Big Task Force. And the final level you get in the arena is fighting Mr. Big's Storm Troopers and plasma cannons like the moonwalker himself - to survive and save the children. Moptown Parade (1984) One of the oldest releases of Learning Company, Moptown Parade is an entertainment game aimed at teaching basic model recognition and logic skills to children between the ages of 4 and 7. The goal is simple: choose the features of moppet creatures to line up in a row, obeying the specified number of rules. For example, if the rule says 2, you need to choose the features of another Moppet so that it differs from the previous Moppet 2 features, such as fat, blue Moppet can stand next to a thin, red Moppet. The number of rules, i.e. traits, can be changed from 1 to 4, so the game becomes more or less complex (although changing the traits to 4, the maximum, just the result will be your Moppets is an alternative sequence of two types of Moppets). Moraff's Stones (1992) In Moraff's Stones you play a man who comes to one of the many taverns in Moraff's World and you are invited to join the game... Stones. Stones is a game in which you trade precious /semi-precious stones around the table, trying to get the most valuable hand or the most valuable hand (you will receive a 100 piece of silver bonus for the fullest and most valuable hand). You will continue to play until you are destroyed by smarter opponents and don't have enough silver pieces to buy yourself back into the game. Moraff's World (1991) Moraff's World is a shareware role playing game. There are many dungeons and continents to explore. All dungeons are randomly generated, although when the game is played for the first time the dungeons remain the same afterwards. There are more than 40 different monsters with different signs and weak spots and 200 levels for each underworld to play with. Dungeons are explored in the first person view, but on the surface the image changes to top to bottom. There are also many items to collect, from sacred hand grenades to a standard set of plate mail armor. When registering the shareware version opens up new levels. Moria (1992) MS-DOS: Moria by (1992) Morkin 2 (1992) Morkin 2 is not too serious a freeware role-playing game written by two brothers. The game is a simple strategy RPG blend in which you take the role of one or more wizards, pitting against one or more human/computer enemy wizards. These wizards can throw all kinds of spells (attack, summons, etc.), move the board and all the usual things. Moses Matchup (1994) Moses Matchup is a concentration game that teaches players about Moses and the Bible. The game is part of a series of games focused on teaching about the Bible. The game is concentration concentration where 1-3 players try to get matching pairs of cards that are facedown. The winner is the player with the most pairs at the end of the game. All cards are based on Moses. MOT (1989) What is MOT ? Mot is an intermotic monst(er) (full of tails and horns) at least 3 meters high, which can travel through time and space planes as easily as you go from your bedroom to the kitchen. In addition, mot has bad habits to hide in your closet, once smash all the furniture in your home or eat all the food in your refrigerator at night. And, of course, when you tried to explain to your parents that not you, but mot who crushed your car, they sent you to a psychiatrist. But mot is your friend, and you won't let him down when he calls for your help, right? Motocross (1989) Competes in 10 races in the motocross season with some of the world's best racers. Cheat your bike by adjusting the angle of the fork, tire pressure, engine dynamics, suspension and gear ratio to get the best possible result. (Different bike configurations are required to work successfully on different tracks.) The dynamics of racing are also valid: your bike can stop, get your wheel or fork bent out of shape, etc. you also have complete control of squaring off (negotiating corner), whose prowess needs to do well in the game. Motor City (1994) Motor City is president of an upstart car company. You have to control almost everything, from car design and branch opening across Europe to hiring staff and engineers. You have to build larger and larger factories. The game begins in the early 20th century and slowly advances to the modern age and technical revolutions. Motorcycle Madness (1988) Motorcycle Madness views down racing from an isometric Marble Madness influenced perspective. Within the prescribed time frame, you need to reach the bottom, within the limits of the track and avoiding dangers, including water, logs and stationary cars. The sooner you finish the course, the more prize money you will receive. Repairs to any damage to the bicycle (in contact with these hazards) must be paid for, but the remainder can be spent on upgrades. The controllers are rotational, with a fire button or location used for wheels. Mr. Boom (0) Bomberman clone. The game is exactly the same and even the graphic style looks very similar to Bomberman. P. Pibb (1998) p. Pibb is an FPS game that has been distributed by Coca-Cola, and can only be found at McDonald's. Games start on your first day of school. On a busy day, the mad scientist was exasperated. He turned all your school friends into zombies to make their own suggestions. It's up to you to see if you cure them all and make them crazy. You use your belching prowess to spread the antidote to your school friends to turn them back into normal. The antidote is mixed with p. Pibb lying around Megaphones scattered around the school make them normal even faster. Your school friends aren't going to sit around while you burp on them, of course. They're going to attack if they see you, they're going to drain your life. If your life runs out, it's game over, and you will be stuck in school forever! Ms. Pac PC (1995) Ms. Pac PC is an unofficial DOS conversion for Mrs Pac-Man. It follows the basic Pac-Man formula: the player moves around the maze with the goal of eating all the drops that lie in the hallways, but there are also ghosts of different colors walking around the maze, and their touch is deadly. The player can also collect special items that either give extra points or allow Mrs. Pac-Man to eat ghosts for a limited time. Ms. Pac-Man (1983) In 1981, a sequel to Pac-Man was introduced in the form of his girlfriend, Mrs. Pac-Man. This sequel continued to eat points/avoid ghosts in the game's original game, but added new features to make the title fresh. Like her boyfriend, Mrs. Pac-Man tries to clean up four diverse and complex mazes filled with dots and constantly moving bouncing fruits, avoiding Inky, Blinky, Pinky and Sue, each with her own personalities and tactics. One touch from any of these ghosts means the loss of life to Mrs. Pac-Man. Ms. Pac-Man can turn the tables on her persecutors by eating one of the four Energizers located within the maze. During this time, ghosts become blue, and Mrs. Pac-Man can eat them for extra points (from 200, 400, 800 and 1600, gradually). Energizer power lasts only a limited time, as ghost eyes float back into its center box, and regenerate the chase after Mrs. Pac-Man again. Survive a few rounds of the game, and the player will be treated to humorous intermissions showing the growing romantic connection between Pac-Man and Mrs. Pac-Man, making it all the way to the arrival of Junior. Mummies (1986) You were attacked by mummies in the tomb of ancient Egypt. Your goal is simple survival - but without weapons and no means to escape, your only hope is to surpass them: the burial chamber is littered with pits, and as mummies keep stepping into their position, you can maneuver them into these holes if you are agile enough. Mummies have one round of play; for the breed, mummies, pits and player positions are random. The difficulty level can also be tweaked: the speed of the game, the speed of the enemy and the minimum/ maximum number of enemies and pits are redefined. Murder Club (1991) Murder Club is an adventure game with simulation elements. The player controls private detective J.B. Harold, who is due to investigate the murder of wealthy businessman Bill Robbins and bring the killer to court. The player must do all the work done by a real detective: find clues, gather evidence, question suspects, determine the motive for the crime - and finally make sure that the case will stand trial. Murder in the Atlantic Ocean (1988) The Atlantic Ocean hosts Bourgogne, a large French ocean liner, in 1938. On board: various wealthy people, along with spies who want to shut up new computer technology for their own use. The player takes on the role of detective, who has to solve two mysterious murders that took place in Bourgogne. The game is completely menu-driven. The player chooses which part of the ship he wants to go next. Here he can investigate the room or interview one of the 40 suspects. The player does not communicate directly with the suspects, he only reads their statement. During the game, he also finds a decoder that can be used to decrypt messages. Puzzles consist of code words search. This part has no end to the definition. When a player is perplexed by the decision - he also has to use a lot of documents that are presented with the game in physical form - he starts the second part of the game. Here he has to answer a few questions and if they are correct, he wins. Murder zinderneuf (1984) The year is 1936. You are a flight dirigible Zinderneuf and the murder has just been discovered! As the only detective on board, it is your job to find out who the killer is before landing. The game is played from top to bottom in relation to Zinderneuf. To resolve the case, you will need to find enough evidence to incriminate the right person. Clues can be found in search of various rooms, as well as questioning fifteen passengers on board. When you encounter a passenger, you can interview them by being polite, capable, naive, or any attitude that you think will provide you with the most information. You can even ignore passengers, but ignoring something now can make them reluctant to help you later! By piecing evidence together you need to come up with a killer before time runs out. You can play the game as one of eight different detectives. Every time you play, the killer, his/her motive, and the different clues will be different. Murders in Space (1990) The Murders in Space is a sequel to Murders in Venice, an adventure game that is played from a first-person perspective. Now we have murders in space, the mystery of the perspective of the 3rd person, which you are trying to solve a crime in deep space. You do this by asking questions and being in the right place at the right time. Museum of Madness (1994) You are a teenage boy. When you connect to the head of the computer museum, you realize that aliens are in the museum, maybe dinosaurs wake up. So you take the satchel and run to save the museum from the monsters that are computer viruses. During your heroic action, you need to solve puzzles and explore museums, study natural history and technology, and talk to historical figures. Mushroom Mania (1987) Mushroom Mania is a shoot 'em up that clones centipede's style of play. The player must shoot at a giant centipede that moves down the playing field and can win extra points by shooting mushrooms. The player must Take care of spiders and an unhardened enemy, hungry Pacperson. Mutano Zone (1988) Scorpio was one of the most beautiful space colonies of the entire galaxy, and its raw materials were one of the main points of land wealth. But one day the explosion of supernova changed the genes of the planet's inhabitants, turning them into strange beings that hate human specie and want to destroy it. In this situation, the Earth's space services sent several scientists to investigate the mutation and its way of solving it. But they were caught and forced to work on scorpions in the creation of the final weapon that would disappear on the planet of our Solar System. Only the Rainbow team can avoid this and your help will be necessary to achieve the mission. The game consists of two parts, through which there are two introduction sub-games that will allow you to get extra lives before starting the game itself. In the first part, you will have to face a lot of natural obstacles, shooting at everything with a strange appearance, because for this you count the laser and space hammer, but you should also take the batteries for a portable radar that informs you about the situation of the enemy. After completing this part, you will start the last one, in which you need to be careful not to break a newly purchased motorcycle with a lot of obstacles you will find, at the same time you will get rid of mutants, and you go to the laboratory where you will have to free the abducted scientists. It will not be easy - you will find a mutant head that wants to warmly greet you. Foot Speed (1996) Foot speed is an action/wargaming hybrid you have been possible to make tactical strategic solutions for unit placement, composition, etc. from a strategic top-down map, as well as getting on the action yourself from a first person perspective. Going on the European front of WW2, you get 150 single-player missions stretched in one scenario or career mode, where you step up with each concise mission, thus increasing the range of orders you can issue in a strategic aspect of the game. You can control 100 pieces from the US, British or German side, and while none have all the aspects and characteristics simulated, each handles differently and has different armor/weapons models. The graphics are 2d svd, and the game uses voxel technology to make fps in 3d sequences. MVP Bridge (1994) The game is a simulation of the Contract Bridge card game. The rules are common when you (South) have to enter into a contract for your group (North/South) and prevent the conclusion of a contract by the opposing group (East/West). There are well-known conventions (Take-Out Double, Stayman, Blackwood, Gerber, Strong 2 and Weak 2) and groups can be used selectively. Also eligible for other conventions - Jacoby transfers, unusual no Trump, Texas, etc. also kibitz mode allows you to be and look at the other cards. MyMan (2000) MyMan is a text graphic remake of Pacman. The game is just the same as Pacman; You go around the maze to eat all the dots while avoiding ghosts. Labyrinth has four flashing spots that ghosts eat when you eat them. At the first levels, ghosts remain eaten longer, but when the levels continue, they are eaten for a shorter time. As you progress through the level, they will prize fruit somewhere in the maze; Every new level, the fruit is worth more than it was at the previous level. The characters of the game are made of letters. For example, MyMan as c, ghosts are A is an enemy mode and m in dining mode, and fruits make up as %, v, etc. when you lose your whole life you will get the game over, and the game closes automatically, and there is no highscore. Mysterious Song (2000) MS-DOS: A Mysterious Song by a (2000) Mystery Master - Murder by the Dozen (1983) To Become a Police Detective and Solve 12 Murders in Micropolis. Players interview witnesses, gather evidence, and si fore-through lab reports to get clues they need to resolve each case. Each action, especially when traveling between places, adds time to the game clock. From one to four people can play, compete to see what solves the mystery for the first time and at optimal times. After submitting the case, players take turns selecting the option, receiving a clue number and then looking at the manager. When a player thinks they solve it, they make their decision to others. Then he's looking for a complete solution. If that's 100% right, it wins and players start a new case. If any detail is wrong, it's out of the game and others continue toward the solution. (Note that the computer requires the player's integrity when asked if he or she has received the right or not). The Mystery of Mummy (1991) The Mystery of mummy is 1912. In Hamburg, the player plays the role of detective. Along with his companion Wilhelm he has solved a case that develops around mummy and her alleged curse. After one week his boss will appear and only if the player can submit his case (answer questions correctly and having evidence) the game won. This game is an icon-driven adventure game that develops around the actual work of a detective: spend most of his time analyzing clues and talking to people. No traditional puzzles can be found without figuring out which of the 186 places to visit next (there is no linear progression and the player is free to choose the next steps) and how to convince people to help. However, the game involves various works from real life, such as the need to sleep and eat or fill gas. There are no special skills needed to perform those tasks, but they eat money and time. There are also two action-based mini-games that include driving and processing evidence in the lab. Myth (1989) Magnetic Scrolls is the Last Adventure Before Their Magnetic Windows Format Myth is a classic classic Fiction. Myth is ancient Greece, a place of myth and legend. So the name. You are Poseidon, The God of the Sea. You have to travel to the dungeon to get dark helmet hades. Its basically a small treasure hunting game where you get to play poker with Charon and Death. This is a very short game with a cunning puzzle or two. Myths (1990) After Uliises, Mythos is the second game published in Opera Soft based on Greek mythology, Mythos is a side scroll action game. In the game the player controls an archer centaur called Ahyzar, who has recovered seven lost magic coins by his god Krosar. To achieve this the player must go through Olympus. Only three lives to find coins the player must try to avoid or destroy, all mythological creatures that cross the path of Ahyzar. Nahlakh (1994) Nahlakh is a shareware game written as an RPG adventure with a sophisticated tactical combat focus, and a wide range of world exploration. Control the 8-character team on a quest to find and destroy Omaini demons. The game guide boasts more than 200 hours of decision time, 100 spells, 300 different monsters, and create potentially millions of items, combining them with a system of different enchantments and materials. In the words of the author himself: It's like a war game with a storyline and character develops. Nahlakh does not experience points... skills are learned by making, rather than mystically improving from thin air. The game begins quite part of the process of setting up your country in 8 characters. Each character is awarded 50 points to distinguish between basic signs of strength, intelligence, dexterity and health. In addition, selecting an icon indicating the symbol will affect the selected skills when you select an icon that specifies the symbol; Basically icons are character classes. The following randomly selects certain skills, the achievement of which is humorously characterized by adjectives, such as nasty, weak, frustrated. With your country created game begins, and the country is transported to the world map, where a group of enemies waits close; to the north is a city called Nedly. The map of the world will remind you of one of the early Ultima series with the character of the player, represented by a non-animated icon. The battle system is similar to that found in the Radiance Basin (1989); It is based on its turn, each character has a limited number of steps he takes, and then the adjacent enemy icon is designed for attack. The game is well documented, and pressing F1 will call context sensitive help at any time. Since the game is very driven by keyboard commands this is an important feature. Napoleon in Russia - Borodino 1812 (1988) Borodino, just near Moscow was terribly hit by Napoleon and the Russians fled. When the winter hit and the Russians were regrouped, they pushed Napoleon back to Europe. This game is a scenario that could have been the result of the Russians or Napoleon being up to you. Narco Police (1990) In the 21st century, the world is largely ruled by drug barons. Your mission is to equip and lay out three teams of elite cops on the perimeter and direct them through a network of enemy tunnels. Once you have to iron the factory with explosives. Loads and initial positions are predetermined, but you can change the load by selecting from two types of ammunition, three types of missiles, explosives, first aid kits, conveyors and armor. The game plays as a strategic third person shooter. You control the commander of the current platoon and you can switch between them. In addition, there are computer terminals scattered around that can disable some automated defenses and cameras. NCAA - The Road to the Final Four (1991) It's the Final Four, and you can lead your team to the NCAA Championship. You can customize your players and create new ones. Nectaris (1995) 2104 The Solar Union (The Land Government and solar system) is facing the problems of three former colonies. Under the guise of negotiations, colony forces attack and capture three mining worlds: neptune moon Triton, Earth-like Romulous planet and water world Pacifica. The survival of the Earth is at stake. It is the player's mission to hit back at the attackers and recapture three worlds. There is a full arsenal of Ground, Air and Naval Forces. This version of Nectaris is an updated and expanded version of the original game with a new background history, a completely different graphic style and lots of new content. It includes all maps (the setting of which has been changed from the Earth's moon to Triton) and units from the original game. Two new map sets (Romulous and Pacifica campaigns) have included a total of 96 levels. There are also many new pieces, more than doubling the original number. The non-moon setting of new campaigns allows Navy units for the first time (including submarines and ship-based aircraft), as well as units such as helicopters, jump jet infantry and paratroopers. The game does not change from the original. Units move and attack corners tactical map. Each unit has different ratings for attack and defense as well as range. The struggle is determined by a number of factors, including the capabilities of the fighters, the strength and experience of the army, the terrain and the position of the support units. Units cannot be created. The only way to acquire new units is to capture warehouses that contain neutral units. In order to win every map, the enemy headquarters must be caught or all its forces destroyed. At any time between battles the campaign can be switched between three different worlds. The last rhythm of each mission in the world is automatically saved, and previous maps can be accessed using passwords. It is also possible to save the game during the battle. In addition to single-player maps, there are also 8 special multiplayer maps that can be played by up to four players (or AI if there are not enough people). multi-player regimes, various diplomatic relations can be established between different countries, from alliances to full warfare. Nephis Quest (1990) Nephi's Quest is a King's Quest-style adventure game taking place in Jerusalem at 600 M.C. The player follows Nephi's adventures as they took place in the Book of Mormon (LDS Church). According to their teachings, Nephi was the prophet who predicted the taking of Babylonian Jerusalem and later traveled to America by boat, where he became a descendant of the Nephite people. Netherworld (1990) In this game you are trapped in Netherworld. With your space ships, you have to make your way through different levels with a hostile environment. By the time you set you must collect diamonds to get to the next level. The game is filled with dragons, moving mines, acid spitting creatures and much more. Your spaceship can shoot, in addition, you can collect several energy ups, such as sand glasses, to ease the time limit, shield restore or vulnerability of items that give you. NetWars (1993) This first-person 3D space shooter that Novell, Inc. has released to show network ipx capabilities in single-player and multi-player modes. During a game with your mouse or keyboard, you drive your ship, speed up/slow down engines, shoot enemy ships, and collect satellites to restore shields or customize your ship. Radar helps you navigate 3D space. In single player mode you complete 8 levels of hard shooting of a certain number of enemies and protect pods. There are four types of enemies (pirate, fighter, patron, commander). Records are stored in the High Score Table table. In multi-player mode through ipx protocol you with up to four other players trying to kill each other and increase your score by number of hits. This mode also includes a clogging device. Network Q RAC Rally (1994) This is the first game of the rally championship series. The Q RAC Rally, like other titles, gives you the opportunity to take part in the long-running British Rally Championship. To do this, you can choose one of five cars: Toyota Celica, Ford Escort, Lancia HF Integrale, Mitsubishi Evolution and Subaru Impreza. The only adaptable thing here is the type of tires. Managing your vehicle is quite simple, and the driving pattern is not complicated, but you can damage your car and finish the race before reaching the finish line. Neuromancer (1988) Based on William Gibson's novel Cyberpunk. In a grimy future, you play Case, a cyberspace cowboy who finds himself beaten in Chiba City. Find your laptop and the right software to break into databases across the city to regain access to cyberspace. Buy and upgrade brain implant chips to boost your computer skills, and sell your body parts to yourself with new technologies. When you get into cyberspace, you take nasty AI that stores the most important databases. All this information is Secret Secret this world of inbred corporations. Never Mind (1989) Your task is to recreate a series of photos by collecting scattered tiles and put them in the right sequence. It's obviously a simple task on the surface, but don't be fooled. You will also have to deal with tile compression chess pieces, melting tiles and knees, transporter tiles, and terribly short time limit. Neverwinter Nights (1991) Original Neverwinter Nights was the first advanced dungeons &#amp; dragons (AD &#amp; Dragons D) Role playing game online (pay to play), and ran America Online (AOL). Located in Neverwinter and more than 20 surrounding regions/locations, the game itself was similar to other official AD&#amp;D Forgotten Realms games in their time. Since it was an online game, it had some additional menus for web purposes as well as features unknown to standard AD &#amp; D games, such as the ability to teleport from one region/area to another. Although most of the game play focused on the role played with other players online, it is still possible to play the game offline. NewTrek (1982) This is another clone of Star Trek strategy like many others, but maybe this is the oldest of them. You have your own trustworthy company, and you need to destroy all the evil Klingons in this galaxy. Inevitable Romulous are also here. As in other such games, the galaxy is divided into 64 (8x8) quadrants, and each quadrant is again divided into 64 (8x8) sectors. In each sector, in addition to the aforementioned ships, there may also be friendly cruise ships, stars, stars or evil death on the planet, if it is, of course, not empty. You can hyperjump, scan, fire photon torpedoes or pheasants, as well as climb/flower the shield and carry out repairs. This game was created using BASIC one. NFL Football (1992) NFL Football is an action-oriented game based on popular sports. It is played in real time, so you have to think and act quickly. Compared to other arcade sports simulations, there are a relative lot of coaching options. It is officially licensed by the NFL and you can choose between about 30 teams. Game modes are preseason matches, practice and all season. Because there are only 30 teams the season is not very long. NHL '94 (1993) Similar to its predecessor nfl soccer is a licensed game about American football. It is action-oriented and it is played in real time, so you have to think and act fast. Compared to other arcade sports simulations there is a relative lot of coaching options. Unlike the predecessor, you can choose from all NFL teams. It has many game modes, such as the whole season, multiplayer and video recorder. Nicky Boom (1992) Sorcerer Zoldrane kidnapped and cast an evil spell on his grandfather. She wants to force him to reveal the secrets of the people of the forest, from which he is a custodian. Like Nicky, you Find a way to defeat Zoldrane, and get an elixir from his chest that will cure grandpa. But Zoldrane replaced all the peaceful creatures Forest to the guards who are trying to stop Nicky from ever reaching his castle. During trips, Nicky can move levels, jump over obstacles, and duck to avoid flying threats. Nicky has to collect gems, flying bombs, dynamite, keys, and other specific objects. They are used for tasks such as the construction of bridge-throwing logs over the river, climbing ladders, using teleporters or breaking walls to find secret areas. Enemy creatures are taken away by throwing apple residues at them or jumping on them. Nicky's energy is drained if he makes contact with them in any other way. As you do all this, the result is calculated, and then listed the high score in the table. Passwords are offered so that you can continue to the level you have previously reached. Nigel Mansell's World Championship (1993) Time smiled at Gremlin with this licensed Formula 1 simulation as Nigel's long-looking championship finally came good. The game was pitched somewhere between full simulation as f1 GP and action games like Continental Circus. In each race there were only 12 cars, which could last from 3 to 20 laps. Before each race you can customize the wing down, gear ratio, tire selection and fuel load choices - pistops are the standard function of longer races. The 16-bit versions include a unique mode, Improve With Mansell, where a digitized version of Nigel's head appears in the top corner of the screen, offering instructions and praise. Night Bomber (1988) Your mission is to destroy enemy cities. All you have to do is enter the corners through which the missiles will be launched. Sometimes the UFO's will fly over. They are trying to destroy the city or your base. You can't shoot them. The game ends when you launch all twelve missiles. Night Mission Pinball Night Mission Pinball is a pinball game simulation. You can change many physical machine settings to match your style of play or whims, such as the number of balls, machine slope, bumper launch, and so on. It supports 1-4 players and is controlled by a keyboard or joystick. Atari 8-bit version for sound effects to use the speakerphone of the keyboard press. Night Raid (1992) Remake of Classical Paratrooper. Kill all the paratroopers before they reach the ground and your turret. Night Shift (1990) Night Shift is a strange platform/puzzle combo game. The prosperous Toy Company seeks a vibrant employee who will manage an unconventional machine. Generous awards in the store for you... If you can meet the challenge? * Master BEAST bring out action figures from Star Wars (J), Indiana Jones (J) and your favorite LucasArts games. You have to meet your quota every night. IF YOU DON'T SUCCEED, YOU'LL BE FIRED!* Make your quota! Get a raise! Get a bonus! Get a bigger quota! * Fend off nasty advocates and furry pests. * Make it all the way from the assembly line to the mansion on the hill! (from Part) The game is divided into 6 different types of shifts, each of which has its own (to give power, use a wrench to tighten screws, etc.) You will use the tools throughout the game, and you will be awarded bonus items (hourglass for extra time, cash bonus for extra points). NightHunter (1988) NightHunter is an action game in which you actually get to play as Count Dracula. Dracula will have the opportunity to transform into a bat and werewolf. Your goal is to find the medallions of saints in order to create complete chaos on Earth. Of course, Van Helsing and a group of his vampire hunters are on your way, so they should be avoided so that you are not dusty. The enemies they face are priests with holy water, vultures and even the police. The game is a traditional side scroll platformer that is composed of 30 levels. Each level has 20 screens. To proceed to the next level, you need to collect eight objects: three parchments and five keys. Every fifth level you get one of the medallions. Watch out for daybreak! You will die if you do not find a crypt to protect yourself from sunlight. Nil Dieu Vivant (1989) Nil Dieu Vivant (aka Pharaoh's Day) is an action-oriented strategy game set in ancient Egypt. You begin as a descendant of pharaoh who has been exiled from his kingdom. Your mission is to return to Cairo and claim

the throne, which is your natural right. You must prove your worth to the Egyptian people by conquering the neighboring lands and defending your kingdom from attack. You can make sacrifices of various Egyptian gods in the hope of divine help, marry the bride, to ensure that your line will continue if you fall into battle, wage wars with neighboring countries, and so on. To build various buildings, you will need to find different types. Your original city will not be all raw, so you will be forced to conquer your neighbors early. The fight takes place in action style. You're going to ride the royal sharia, you're going to shoot arrows at the attackers who're going to throw lances at you. Divine favor, when they are granted, can lead to the complete destruction of your enemies, but they are very rare and largely dependent on success. Nine Princes in Amber (1987) This interactive fiction game is based on Roger Zelazny's fantasy novels Nine Princes in Amber (1970) and The Guns of Avalon (1972). The game begins with you as Prince Corwin is forced to compete with his eight scheming noble siblings in the heart of the amber throne of one real world. Corwin must travel through dimensions to this interesting sphere and from there rally forces against those who oppose him. Unfortunately, things are not always going as planned. When you wake up, you know little about how you were knocked unconscious and pummeled with drugs. All you have is your scheming sister's address. The game is mainly based on interaction with other characters, and can end in 40 different ways depending on how these works. Ninja Gaiden (1990) Ninja Gaiden film animation in which two ninjas duel to death: One One Down. It has been revealed that the doomed ninja is the father of Ryu Hayabusa. When Ryu learns about it, he begins to look to find out who killed his father and why. This quest takes him to America to find the archaeologist with whom Ryu's father worked. From there, Ryu entangled in an evil, supernatural conspiracy involving a villain named Jaquio, who plans to use an ancient chest and some relics to free the frightening evil of the world. Compared to the better known version of the console, this game is a traditional fighting game, similar to Double Dragon, in which the player walks from left to right, fighting a lot of enemies. Only if all enemies are sent, the player can advance the level. It is also possible to carry out special attacks and use weapons. The latter are either collectible power-ups or environmental objects, such as phone shoes. Ryu can attack his enemies using his bare hands and feet or using a sword (for a limited time). It can also perform movements such as flying neck throw, back flip and hang strokes performed when hanging in script objects. Throwing enemies against objects like phone cabins, oil drums or dumpsters will destroy them, unleashing power ups such as health items and swords. In some cases, Ryu will have to perform acrobatic actions. He has a life bar that starts with five units. The game takes place in American locations such as Las Vegas, North Carolina, Los Angeles, the Grand Canyon and Brooklyn. At these stages, enemies are mostly of the same five species, including the appearance of Jason Voorhees and other masked men. At the end of each stage, a boss fight takes place. There is also a two-player collaboration game. When the player dies, the next screen will appear to display Ryu chain at the table, while a circular saw descends on it. Ninja Gaiden II - Dark Sword of Chaos (1991) A year after the events of the original Ninja Gaiden, a new villain named Ashtar gets the word Jaquio's defeat. Ashtar uses this opportunity to hatch a new plan to plunge the world into darkness. Ninja, Ryu Hayabusa, hits the trail to destroy all the hideous creatures by way of getting into the world while fighting his way to destroy Ashtar, his Dark Sword of Chaos, and who else is behind evil. Ninja Gaiden II: Dark Sword Mayhem is a fast paced, side scrolling action game in the original Ninja Gaiden game tradition. Ryu is a ninja who can run, jump, and slash with his ninja sword. It can also attach to vertical walls and rise up and down, which is an ability that is missing in the previous game. Powerups are hidden everywhere at all levels. These powerups include fire and ninja stars as before; Unique new powerup is ninja shadow. Ryu can collect up to 2 ninja shadows that follow him in each movement and use the same weapons at the same time that Ryu strikes. Ninja Gaiden II tells his story too Use movie scenes interspersed between action Different levels are characterized by different environmental interactions: For example, one level has Ryu on a high mountain, where snow falls rapidly and the wind blows hard. The changing direction of snow shows how the wind blows and Ryu has to deal with the breeze. At night level, a large part of the environment is dark and illuminated only by sporadically lightning flashes. Ninja Rabbit (1993) The rabbit you control has ninja skills and the right costume. Ninja Rabbit is a platform game in which you usually go right, except sometimes you have to go down the drain or subway and fight there. Enemies at various levels are street bandits, ninjas, bears and frogs. Most screens have more than one enemy, but you fight only one by one. Be careful to avoid bouncing points as these sap your energy. It is depicted as a carrot, which becomes smaller, because it will disappear - collect additional carrots to charge it. Nirvana (1989) Lostwithiel village, nestled at the foot of bald mountain, struggles with a curse put to earth nirvana ice maiden. At the end of each month, one poor young man is tempted by her and is never seen again. Arriving in the winsey world, it's up to you to find a crystal bell, which is the only thing that can put an end to your evil ways. Find the bell and ring it in your presence to save the earth. Nirvana is an interactive text adventure, taking place in the winsey world. A game that is familiar with more than a thousand words is played by introducing simple two- or three-word phrases to direct actions performed by your character. You can use simplified letters for direct movement, such as U up or W west. Talking to a lot of characters in your adventures is done simply by inserting what you want to say in quotes. Nitemare-3D (1994) Nitemare-3D is a horror-themed first-person shooter and sequel to the adventure game Hugo III: Jungle of Doom. Hugo's girlfriend Penelope is kidnapped by an unscrupulous Doctor Hamerstein, who is going to do terrible experiments with her. Hugo must explore the doctor's twisted mansion, travel underground caves and eventually confront the villain himself and save his lovely. The game usually follows Wolfenstein's 3D conventions, which the game also resembles visually. However, his game is a little slower and includes a heavier dose of puzzle solving. In the game there are four weapons - plasma gun, magic wand, pistol and automatic plasma gun; enemies may be vulnerable to a particular weapon and resistant to others. Levels are maze-like and there are secret areas. The first episode was released as shareware; followed by two commercial episodes, a total of thirty levels. No Exit (1990) No Exit is a side view martial arts beat 'em up, similar in style to IK+. Each fight must be won within the time limit. You can pinpoint your character's abilities by dissipating Vivacity before performance Strength resistance. Your character has a special destructive mode that can be achieved 3 times It turns the character into a monster (corresponding to the opponent you are fighting with) and increases the level of damage you can do. Nobunaga Ambition II (1989) Nobunaga's Ambition II is a sequel to Nobunaga's ambitions. The setting is a 16th-century feudal Japan, a period when ruthless daimyo (feudal lords) competed with each other for dominance. After all, the winner of this fight will become a shogun and have actual power over the islands, and formally apply to the emperor. The game casts the player as one of the daimyo, allowing them the freedom to decide the feudal Japanese fate and future of diplomacy and ultimately war. The goal is to unite Japan according to the player's rule. If a player fails through death on the battlefield, killing at the hands of a ninja, or through natural causes, they can choose a successor and play. Functionally, the first job is to allow the fief (province) to flourish under player control through agricultural development and urban investment. The game has two scenarios: * Warlords: 1560 A.D. The first script begins as a daimyo to prepare what will eventually become a full-scale war across Japan. The period of warring states begins here. The script includes, among others, 28 of them: the Mori clan, the Takeda, the Hojo clan, the Uesugi clan, etc. * Nobunaga ambition: 1582 A.D. The second scenario follows the rise of Oda Nobunaga in 1582. Samurai Game improves its predecessor, including about 400 historic samurai in the game, giving player generals soldiers and governors conquered fief. Statistics are specific to each samurai: age, rank, body points, war, politics, ambition, charisma and loyalty. There are also additional attributes for specific military purposes: skills, weapons level and unit type. Some of these attributes may be improved through training (i.e. war, politics and skills), reward (i.e. loyalty) or through traders (i.e. weapons level). Strategy Game is based on turn, with each turn representing one month. Certain events take place annually, such as tax collection (March) and rice harvest (September), while other events, such as invading neighbors, follows the player's time table. The game uses a proactive system to determine what actions can be taken in a given month. Each daimyo and samurai has stock body points that represent a note he can afford to spend in action. Each action has body points costing it by executing, and if it doesn't have the point needed, it can't perform. Body points are updated slightly each month. The level of body points updated per month depends on its level of political skills. operations will deplete body points and then require bends of inactivity in inventory again, so the availability of time actions coincide with Body Point is an additional fold in resource management. Combat Each Samurai can lead a 100-strong unit that must be recruited, then trained, and equipped with weapons in battle. An army attack causes a tactical game from a resulting battle or siege. The hexagon map of the battlefield area will form a game board for movement to fight and actual battles. Anchoring (castles) has a dramatic benefit for the defender. The striker must defeat the defender within 30 days or force the withdrawal. In addition, both countries must pay attention to their food supply, because each day deprives food supplies according to the size of their army. Pieces Types Game presents 3 main types of military units: Infantry (Inf), Cavature (Cav) and Rifles (Rif). Each unit type has some special abilities and tactical advantages/disadvantages in the fight: * Infantry have the ability to ambush on any main fie map (explained later) and have 4 movement points; * The Cavalry has the ability to charge the enemy (cause significant damage on both sides) with the ability to break through the defensive unit and appear on the other side. Samurai leaders can often be killed (and not caught) if their unit reaches zero. The Cavalry has 6 points of movement; * Rifles can attack using muskets that have devastating offensive capabilities, which can also kill an enemy samurai unit if the opponent's unit reaches zero (so a standard non-rifle attack can also capture the enemy samurai leader). Rifles have 3 movement points. In addition, both infantry and rifle units can move through walls or through water during the siege of the castle for a certain amount of movement points. Tactical tactical combat takes place in two different places: The first is a tactical fief map, to which the attackers and the defender surrounding the castle arrive for the first time. In this setting, each day is divided into three periods: morning, afternoon and night, before the end of the day. At night, armies can maneuver to surprise attacks on enemies in the dark, which does far more damage than the average attack. This can be done if the enemy is at least two squares away (not near). The second is a map of the castle siege, which appears if the defender decides to retreat to the castle from the previous map. Here, every turn means one day, so the term of the attack and the provisions of both sides are rapidly decreasing at each turn. In this environment, the siege forces must destroy the gates leading to the castle for the ultimate commitment. The defender is defeated if the governor of the fief shrinks, or if his unit is destroyed: as a result he is captured or dies. The end result is either a fief fall to an attacking force, or a victory for defenders. In any case, Samurai (if any) will need to react quickly to the force of putting, head or recruitment of the winner. Nogginknockers (1993) Upset at the injustices rendered on legions of innocent midgets over Executioners, the first Bloodlust Software game, the sinister French midget stumpy, leader of the Great Midget Uprising, organized by the Lord's abduction]]elbent Deathspew and Smeigma, the creators of alter-ego game. Still with me? Torn off to create a suitably distressing punishment for them, Stumpy mounts them into electric chairs with joysticks, forcing them to the duke of pain electric shock to remotely control a very creative assortment of champions... Who try to tip the ball (actually cut off the man's head) past each other in their opponent's goal zone, gain an advantage in the opponent's accumulating power and time the use of their most inventive, violent and repulsive special attacks. All the while, Stumpy hurls devastating insults at his captives, who exchange sophomoric verbal barbs with each other depending on their performance in the game. Pong and Mortal Kombat intersection proved surprisingly tame, compared to this gutsy and visceral rival (more Pong-meets-Time Killers, a fighting game that tracks disassembled and decapitations as well as wins and losses), but not only is this paddle-and-ball game surprisingly cool (given that his game is obviously not his main selling point), it may have a good shot at the title of the most offensive game ever due to excessive gore and vulgarity. Nogginknockers 2 (1996) Upset about the injustices rendered on legions of innocent midgets during the executioners, the first Bloodlust Software game, the sinister French midget stumpy, leader of the Great Midget Uprising, organized by the Lord's kidnapping]]elbent Deathspew and Smeigma, alter-egos of the game's creators. Still with me? Torn off to create a suitably distressing punishment for them, Stumpy mounts them into electric chairs with joysticks, forcing them to the duke of pain electric shock to remotely control a very creative assortment of champions... Who try to tip the ball (actually cut off the man's head) past each other in their opponent's goal zone, gain an advantage in the opponent's accumulating power and time the use of their most inventive, violent and repulsive special attacks. All the while, Stumpy hurls devastating insults at his captives, who exchange sophomoric verbal barbs with each other depending on their performance in the game. Pong and Mortal Kombat's intersection proved surprisingly tame compared to this gutsy and visceral contender (more Pong-meets-Time Killers, a fighting game that tracked disassemble and decapitations, as well as wins and losses), but beyond this paddle and ball game is surprisingly cool (given that his game is obviously not his main selling point), it can have a good shot Most offensive game title ever due to excessive gore and vulgarity. Nomad (1993) OESI (Organization of Earth Special Reconnaissance) sent a human astronaut on a scouting mission. The ship is stuck in orbit shortly after launch due to a faulty engine. The protagonist is rescued by Granger Tinker Brin O'Keef, a member of the Galactic Alliance, who is fighting a highly advanced mechanized race known as Korok, whose goal is to destroy the entire life of the galaxy. The hero decides to join the Alliance and help them fight Korok. Nomad is a space exploration, marketing and fighting game. His basic game mechanics revolve around trading with various alien races (based on bartering rather than currency) as well as defending the ship from hostile craft action-oriented space combat. Compared to other space simulations, the game is a more based story, featuring scripted conversations with character and information gathering. In the game world there are several hundred planets and eleven alien races. A player-operated vessel can be adapted for weapons (e.g. missiles), trucks, panel generators, engines, scanners and jamming devices. North and South (1990) Based on the Belgian comic book Les Tuniques Bleues, this strategy game allows you to repeat the American Civil War from the north and south sides. In the strategy game, you can move your troops to the U.S. map. If two opposing armies fall into the same state, the battle takes place in a sequence of actions. When capturing an enemy fort or train, additional sequences of actions must be performed. The game also offers a two-player mode. Noruts (1992) The purpose of this other Tetris clone is to clear as many rows as possible, and not allow the blocks to stack up to the top. The new feature is NO activated player during the game. When four rows are cleared simultaneously the player receives NO. Each NOT cut from both sides, starting from the bottom. There are 9 difficulty levels along with different background images. Nova 9 – Go Gir Draxon (1991) It's been two years since Star 7 War. Gir Draxon, villain, not found. Nova 9 just announced a distress call... Captain John Alex, my experimental Raven II tank to explore the distress call... Nova 9 is a sequel to Dinamoix's Stellar 7, a futuristic tank shooter, and features a similar gameplay. Played from a first person perspective in your tank booth, the goal is to destroy all the various enemies found on nine planets. John Alex's tank, Raven II, is equipped with a range of weapons and a long range scanner to assist the mission. It also contains a clogging device for emergencies. Additional power supplies, such as pickup energy and amplification modules, can be radiated or saved from enemy debris. NovaIght Tetris (1995) Beautiful Tetris clone featuring reflections at the bottom of the rectangular playground for each drop block. Novatron (1982) Novatron is a pc conversion arcade game that in turn inspired the classic film Tron. Basically you and the computer control the sort of motorcycle that leave the light trail. Your goal is to make the computer smash into your footprint light, so win the round. Now you see this (1990) This modeling of the famous TV game show asked questions, and players need to find answers that are hidden in the mail grid. Players win points to find answers against their opponents to do so. The first player to score 1000 points is the winner and continues to play in the championship stage. The rules for this computer's release are: In the main round of the game, a question is asked and a game board appears. Players need to buzz when they have the correct answer to the gameboard. Players are buzzing by pressing certain keys on the keyboard. In the main round of the game, a new game board appears and the points are doubled. The second round is played in the same way as the first round. To find the answer to the game board each player should: a. Use the ARROW KEYS to move the pointer up or down to the correct line and press SPACEBAR to confirm; B. Use the arrow keys to move the cursor through the columns to the first letter of the answer word, and press SPACEBAR to confirm. c. Use the ARROW KEYS to move the cursor over the word and press SPACEBAR on the last letter. d. Fix any error and reset the row or column by pressing Backspace. This resets the cursor to the upper-left position in the grid. The 1000-point major game-round winner plays in the championship round. 1. The human player can be changed to the computer if you want. 2. The category is published, and the game board appears with six hidden answers. 3. The first player to find one of the answers buzzes and finds him. Then that player has 20 seconds to find the other five words. 4. If the player is successful, he/she wins the amount that the board is worth. (The first round is worth \$200, the second round is worth \$300, all the way to the fifth round, which is worth \$600). 5. If a player who is buzzed for the first time can't find all the answers in time, the other player will be able to find the remaining words and win the money. 6. If the second player also can not find answers, then the first player wins money. 7. Play continues until one player wins \$1000. 8. The winner of the championship stage continues to play solo round. Solo Round 1. In the solo round, a new game board appears, and the player is given 60 seconds to find answers to 10 questions. If the player succeeds, he/she wins \$5000. 2. The player can pass any question by pressing the P key and return to it after the tenth question. 3. If the player does not find all 10 he/she earns \$100 for every correct answer. The game is available to 1-2 players. Hall Hall protects all the most successful players. Nuclear War (1989) Nuclear war you have to blow the opposition smithereens - you have four opposing factions. You can either drop a bomb on them using a bomber, fire a rocket, or try to seduce your residents using propaganda. An occasionally random event occurs, for example, aliens would land one of the factions and the population suddenly grows, or someone throws cows into opposition, causing a major stamp and killing millions. Number Munchers (1990) Learn basic math skills with number munchers. Keep your muncher away from troggles munching on multiples, factors, prime numbers, equality and inequality. If you can stay away from the Troggles and earn enough points, you will be part of the Muncher Hall of Fame. Nyet (1988) Nyet is a free Tetris clone using ANSI graphics. The following was taken from the game readme file: Although I did not invent the game, I will write this implementation from scratch (using Turbo Pascal version 4.0). I did it mainly because of his hell, but I improved on the original where I thought I needed to. Two major improvements are the ability to operate on monochrome screens (although it looks better in color) and a more responsive feel. Finally, my version should work at the same speed, no matter how fast your processor; I heard that this is a commercial version problem. Nyet 3 - Mutant Stone Revenge (1993) In his heart Nyet 3 is a Tetris clone. However, it does add many options to that venerable classic. The game is divided into 7 sets of 18 levels, and allows the player to go through the levels set in any order. To beat the level the player usually has to make a certain number of rows disappear, much like any other Tetris clone. The difference is the same levels. Some levels may have invisible blocks, others insatiable snake that player has traps until theres the ability to make the line disappear. For the level of beating, the player gets the amount of money, depending on how well they did during the game and the level of complexity. Money can be used to buy powerups, of which there are many different. Some power supplies are permanent, such as monitors that view another block. Other power buttons are paired with keyboard function keys and can be activated at any time during the game. This ranges from a level type of specific powerups like a fork that traps a snake that has common powerups like a bomb that destroys the top row of squares. To save the game the player must buy a powerup as well. Oberon 69 (1990) You find yourself in a world where the weather has become unresupplied, and the sun's light barely reaches the planet Earth. With their planet almost deserted, many cities have begun to build on other planets in the solar system. But... Oberone, the fourth satellite, appeared in a strange form of the light, which simply awoke from its lethargy. The worst part is that these new creatures began to attack human populations, even if they are babies! Without wasting more for a second, you decide to go to Oberon to save a few babies still alive before they eat these monsters. Once there, your mission would be to find babies and send them to the planet on Earth safely. To do this, you will need to purchase a cryogenic valve for each of them at the company's ATMs to make them safer to travel. When you're done with the mission, you'll have to buy a ticket back to Earth. Oberon 69 is an arcade platformer where you will have to use your pistol to kill larvae, tentacles, robots, alien queens and its eggs, with the advantage that you can make for front or vertical pictures. Obitus (1991) A medieval history lecturer named Wil Mason was transported to the fantasy world of Middlemere, which is run by four rival brothers. Wil's goal is to find a secret as he was transported here and discover the way back. Obits are a role-playing game with action elements. It uses a first-person image for exploration, much like Dungeon Master and Eye of the Beholder. One of the more great features is first-person mode: instead of just 4 points to your face and flashing between them, there are 8 directions and the image scrolls smoothly as you approach. This smooth scrolling continues as you move forward, giving the game a more 3D feel. The elements of the action consist of horizontal scroll areas, where you fight the opposite with your bow, avoiding their attacks. Later, you encounter a similar type of game, which involves exploring castles and adds 4 directional movements. Ocean Trader (1995) You have to create a trading company in this game. The only possible mode of transport is the ship. There are 100 ports with 32 different goods. You can build your own ships when you have enough money for it. But be patient in putting it out, a little storm can cost you your existence if you play without thinking. Also, other events, such as the UN embargo, quarantines or charges for the ominous nature, can take effect for your business. Off Shore Warrior (1988) Society has become extremely peaceful, but some retain the lust for violence and carnage. Off-shore racing fills that void perfectly in this racer for the boat, which resembles Titus earlier in Fire & Forget. Four X1 boats armed with rockets cool it through chains set up in lakes and lined with rocks, desperately trying to avoid finishing last because it will remove them from future competition. Contact with other vessels can also be harmful and will cost you time. Offroad (1988) Offroad is an arcade action game in the style of Moon Patrol. You drive a four-wheel drive truck through a one-dimensional desert. You can speed up, slow down, fire rockets and jump with your truck. On some levels you can also shoot bombs at enemies in the sky. The game has 8 levels, you complete the level to survive long enough. Each level has its own set of obstacles Risk. Level one has rocks and motorcycles that drive slower than you do, so they easily shoot. The first level is the same, except for the red cars that can drive faster than you, so you need to slow down and then jump over them. Other enemies include bouncing squares (level 3), fighter jets that drop bombs (level 4), take-off bombing green planes (level 5), helicopters and mines (level 6), giant squirrel heads (level 7) and finally mini triangular shaped space ships and giant diamond-shaped head. Ogre (1986) Direct computer conversion of Steve Jackson's board game super tanks takes place against superinfantry with superhowitzers. Playing exactly like a board game. Oil Barons (1983) Business modeling that allows you at the helm of a petrochemical conglomerate where your sole purpose is to increase your fortune by deciding on oil. You can choose a guide for the company from 1 to 10 tanks - each game in turn accounts for half of the financial year, and allows you to buy domestic and foreign oil, spend it in refineries, review your profits / losses and net worth, manage your cash reserves, make investments and trade in the stock market. To expand your business, you can put your hard-earned petrodollars to work by purchasing additional wells, refineries and gas stations, investing in R&D (to increase production efficiency) or by paying lobbyists. Debt can force you to liquidate, and equipment failure can lead to pollution and fines... not to mention annoyances such as strikes, union disputes, oil spills and hostile takeovers. And if beautiful boys in the IRS bust you tax fraud, you can even find yourself in jail! Oil's Well (1990) Guide your drilling a bit through underground tunnels and collect oil points. Be sure to avoid underground pests at eight levels and beyond. With each completed level you will get to see a small movie slater petrosaur's antics in this original remake. Oligopolisa (1987) Oligopoly is a turn based strategy game for two to six players, which is similar to the monopoly of the board game. The goal of the game is to build your business empire and become the richest player, while other players are forced to declare bankruptcy or resign. The world of the game consists of 52 different countries, each of which has one company. You start the game with 100 million dollars, and you need to travel around the world to buy companies. Each turn begins in the boardroom, and then you will be accidentally sent to one of the parties. If the company has not yet been bought, you have the opportunity to buy it, but if another player already has it, you will have to pay them a profit for landing. In addition to landing on the property, you also have other options at every turn: you can invest in companies you own (this increases their profits), borrow money, return money, sell make deals with other players or even resign if there is no hope of winning. Each turn equates to about a month. Each of the companies are owned by different industries (chemicals, manufacturing, electronics and textiles). In addition to construction factories, you can also increase the profits of your companies by building vertical monopolies. To gain a vertical monopoly, you need to have three companies, one in each area of a particular industry (for example, the vertical monopoly of the electronics industry requires you to own copper mining, semiconductor and computer companies). They are also the fifth industry that belongs to the computer and can not be bought by players: shipping. Since the companies belonging are located in different countries, each player will have to pay shipping costs on a quarterly basis (every three turns). The cost of sending players depends on the number of companies they own, their locations and what kind of industry they are in. From time to time, an accidental event can occur at the turn of players, which can help or hinder progress. Natural disasters can destroy factories, workers can strike, you may have to be able to gamble in casinos, you can take a vacation (and lose your turn), you get a grant from Washington, D.C., or you may get sick of there are some events that can happen. Omar Sharif on the Bridge (1991) This bridge game is a built-in tutorial mode that makes it easy for novice players to start enjoying the game right away. Omar Sharif himself will help you through the rules, and sample hands to show you the best deal or play that in various situations. For a more experienced player, you can dive straight and start playing on your own, but Omar is just a mouse click away if you need advice at any time in the game. Omega (1988) Omega translates the player into the role of cyber tank designer and developer. The goal is to create a powerful tank capable of defeating opponents in the frames of a limited budget. Successful performance of this task gives the player a greater security check and a large budget. Combat plays little to no role in the game; the game is designed to design the tanks themselves. The player programs tanks using an integrated text editor. It is possible to assign different AI script commands that control various aspects of the tank, as well as allow to communicate between several tanks of the group. The player must take into account the equipment of the tank and its characteristics in order to create a vehicle that is successful in the fight. Omni-Play Basketball (1990) Two different basketball games are offered in this package, with 3 skill levels and player sets. One plays the real game closely, offers a whole league of 1 or 2 human players that can be saved on disk. The other is faster, with traffic control to make it easier to take pictures. The time limit for a shot and the duration of the match can be as diverse as the color of the set and the court. Long-range shots and slam-dunks are available. The game contains 9 years of historical statistics for teams and players. About Ball - World Cup Edition (1993) It's unusual to take a football management game in which there are almost no statistics. Up to four managers can join, leading their chosen team through the World Cup, from qualification to actual tournament. Tactics and training are very important for the short playing time. Players each have separate personalities, and they were taken into account during the game. Sometimes players will drink too much, fall in love, or personality clashes with their team-mates or with you, all of which need to be taken into account. The press will ask you the questions you have asked, so be careful when answering. At half-time in each match, you can single out a specific player for praise or criticism - if the team thinks you've been dishonest, their performance may disappear. The World Cup is emulating exactly, except having a 2-point win instead of 3. Colorful match graphics and oil-painted stills are in the same style as the League Edition. Once Upon a Forest (1995) Help three Furlings save one of their sick forest friends who ate poisonous mushrooms in this cartoon adventure based on a cartoon released by 20th Century Fox in 1993. Although the film was known for its eco-posts, this game has a more traditional quest story. In your game mission to find some hardening grass, you can pick up objects to use, solve puzzles and overcome obstacles. There are more than 40 animated screens to explore and you can interact with more than 20 characters with full voices. Abigail is a heroic but bossy mouse who you control and others follow. Russell's happy but hungry hedgehog can put items to find and food in his backpack. Edgar's smart cat keeps a log with useful clues, a map and plans for flying contraband. Once Upon A Time - Abracadabra (1991) Abracadabra is another part of the Once Upon A Time series and an interactive book for children similar to the next part of the series Baba Yaga. It has been some time since the dragon brought the child to one of the kingdom's four houses. The child grew up and became a brave guy. One night his parents left the house for some reason, and the evil wizard Satanicus stole a very precious item from your parents. To keep your parents upset, you decide to return this item. In sections 7, you will switch to three game modes: 1) Search for the object in the first person view through the point, and click; 2) Move through the forest, jumping, duckling, and using a gun on the third side of the image; 3) Fight one of the big bosses in the first person's point of view through the point and click. There are three levels of complexity available. At the end of the game, the player can repeat the game starting with one of the four parts of a certain game. The game is available in English, Spanish, German, Italian and French. Once - Baba Yaga (1991) Baba Yaga is an interactive book for children that alternates between two main opinions: a first person image with a point and click mouse when the player has to click on the stain screen to find objects and fight monsters, and a third person image with keyboard control arcade sequences in the forest where the player jumps, groats and fight monsters for his way out. The plot revolves around a magic glove stolen by the witch Baba Yaga. One Must Fall 2097 (1994) One Must Fall 2097 is a fighting game with a twist. Instead of the usual Street Fighter II trend games, in this game you play one of the 10 characters to control one of the 10 huge robots fighting match. According to the game, in 2097 the human race is controlled by one company known as W.A.R., which started out as a small company providing the Earth government with construction robots. After a while, the W.A.R. grew further and further and eventually took over Earth. In 2097, W.A.R. decided to colonize Ganymede, one of Jupiter's moons. Because of the harsh climate and difficult terrain, they were looking for one person, the best of the best, to govern them in Ganymede. They decided that the best way to choose this person is to organize a huge competition, in which the winner will earn a place in Ganymede's high advisors and control. You are one of the rivals and you want to win. One step after (1993) The star of the game is Colin Curly, a dog who loves quavers (snack). It was a tumultuous night and Colin was playing his favorite game Pushover. Inadvertently, Colin was digitized and curly on his computer by the time he finished the final game level. Colin was trapped inside his computer and an amazing array of challenges standing between him and escaping from this electronic nightmare. You have to move Colin Curly from the ENTRY package to the EXIT package by jumping from one platform to another. Colin can escape from the level if all platforms have been closed before he reaches the exit. As Colin steps away from the platform, it will slide close behind it, never open again if it has special features. So, it's important to figure out the right route to go in order to close all platforms until Colin reaches exit, while being able to move at the level. One-Nil Football Manager (1992) Your job in this game is to manage the football team. The team needs to play to make money. This is one of football's first management games. Onesimus - Freedom Quest (1992) You are a Onesimus, Philemon slave. You want to escape from slavery and be free. For freedom, you have to go to Rome. There you have to find the Apostle Paul. He will teach you to become a Christian. Only then will you discover true freedom. This game uses jungle engine Jill. As in this game, you have to find the keys to open the door, apply to keep your health and knives to protect themselves from dangerous animals. Oo-Topos (1987) By transporting expensive cargo cargo in the world of their home land, hostile aliens cause your shipwreck on the planet Oo-Topos and take you Your goal is to bust out of jail, recover ship cargo, and carry out impromptu ship repairs necessary to get off an alien planet. Oo-Topos is an interactive fiction with optional graphics that illustrate the process. Ooze - Creepy Nites (1989) Ooze - illustrated text adventure: Your uncle Chez Burger left you a house called Carfax Abbey, placed in the small town of Salmos' Lot in the Southeast. Like Ham Burger you are the heir to something evil and sinister on a frightening and thrilling journey into the world of ghosts and demons. Operation - Cleanstrets (1988) You dirty Harry and you need to find and beat dealers to get drugs and burn them outside the city, which will regain their energy. This is silmaril's first game. On 9 screens you can fight ninjas, amazons, punks and other bandits and low life, and you only have your hands and feet in order! You start on the street, the punk in front of you, you beat him and he drops his drugs, he'll continue upstairs to find a guy with a chainsaw, beat him and keep his drugs. Go outside the city to burn drugs in a barrel to regain life and return to the dark side to make the streets safer. Operation - Overkill II (1990) The earth's water supply contaminated during generations of heavy industrial pollution, the remaining amounts of untouched drinking water have been transformed into a stable form of water crystals. Planetary defense weakened at this time of ecological catastrophe, we mounted a valiant but ineffective defense against water crystals looking for extraterrestrial hydrides, led by their brutally common overkill, into a conflict that reduced human civilization to several obscure forgotten outposts and turned our remaining ecosystem into radioactive wastelands, prevalent with tunnels and ruins and fecund breeding ground diseases, mutants and abominations. Now this is 2060 AD. You are an HX-909 soldier of the HeXonium force, the only known remaining human resistance group. From the Zzexon compound in Zzezia, perhaps the safest place in the world where walking down the buckle apparel remnants irradiates you, you can mount exploratory expeditions into a vast unknown in order to recover the main water crystals, harden yourself to fight, and come to a better understanding of what your planet has become. When the time is right, you will descend deep into the damaged land, the extinct air bases of the past and toxic landfills to take back the water and land that is your natural right, and rest the rumor that the notorious General Overkill will still befools terran soil with its footprint. The game output is limited to text descriptions and color ASCII characters on the map. The gloomy atmospheric tone of writing is complicated by the irrevocable strangeness of the setting. The sense of urgency is complicated by a reflex-based combat system, both long-range and melee targets, lined up successfully by applying the spacebar at the correct computing moment, the harder the target is faster - a real problem with the slow modem delay era, prompted by the release of the ansi terminal game, to retain most of the data (and digital audio) at the end of the client, not the server. Operation Body Count (1994) In 2012, foreign terrorists, led by the infamous Victor Baloch, took control of the Twin UN towers in the United States, capturing world leaders who had held a summit at the time. As a member of the government's Elite Forces, trained to take terrorists when it comes to stopping, you have to get to one of the towers through its surveillance zone, which can be accessed through sewers. The OBC has 40 levels with the first 5 going down the sewer, where the player, bizarrely, fights off giant rats and mutants manually calls for silt minions before they enter the first tower to take on terrorists. The weapon held by the player includes a rifle with endless rounds, Uzi, Gail, Flame Thrower and Grenade Launcher (although it acts as a rocket launcher). The goal of each OBC level is to kill a certain number of terrorists on the map before using one of several elevators or stairs to go to the next floor. The OBC has launched many features, including managed allies (other members of your platoon who join you when you enter the tower). You can order them to follow you or roam the floor to kill everything they find. The player is also free to jump between his body games to take the life system; as long as the team member in which they are killed is not killed, this is not a constraint. The OBC also has an almost completely destructive environment; Flame Thrower can identify the bad guys in the landscape and the same level on fire, which can make movement very dangerous for a player, especially as the fire accidentally spreads. Meanwhile, a grenade launcher can destroy any wall (with some hard codes). Like blake stone OBC, there are also textured floors and ceilings. Although unlike Blake, oob can have several different floor textures on the same map. However, the OBC floor/ceiling graphics were partly parallax in the sense they looked war as the player was moving around. Operation Carnage (1996) Operation Carnage is an arena shooting game similar to Smash TV. The player controls a guy who tries to frustrate the evil aliens who conquered and enslaved the Earth with a soft interception tactic. People are no reared as cattle and foreigners feed their souls. There are 8 sectors and each sector is divided into rooms. In each room the player must mow all enemies, after which the door will open to another room. There are power-ups and weapons to pick up, such as a machine gun, fire gun, plasma pistol, scatter bomb, energy, bonus points, etc. in the last room of each sector, the player encounters the end boss in the form of large space ships or aliens. Operation Cleaner (1998) Operation Cleaner is a Finnish freeware game exploring a very unique genre demolition demolition The player is responsible for the demolition company, and the goal is to demolish the buildings of customers with as little explosives and collateral damage. Due to its simplicity and the age of play, buildings are depicted as 2D cross-sections with all the clearly visible bearing structures. The player must put various types of explosives in buildings with a minimum amount of detonation wire and blast caps used. Nearby structures are protected by valves. Although the physics engine is very simple and has obvious flaws, which sometimes lead to physically impossible situations, the game is very versatile, since often there is no clear way to optimally detonate the building. Operation Combat (1990) Operation ComOMBat is a basic, turn based strategy game. Two armies stand against each other on the battlefield in order to destroy enemy headquarters. Using a snap-in map and statistics for each vehicle, players plan their movements for each turn: moving the vehicle within a certain radius and then choosing a target to fire. In addition, there is also a powerful air flight, which uses the full turn. The map can be a combination of three scenarios (change what kind of vehicle is used) and six battlefields. There are also options for changing the game settings, such as a turn time or unit shooting behavior. Operation Crusader (1994) Military Strategy Wargame focusing on the African desert campaign of the legendary Irwin Rommel; specifically, the period from November to December, 1941, when the Rommel attack is driven close to the Suez Canal and American supply has given an advantage to the Commonwealth's eight armies. Consisting of 5 single battle scenarios and one campaign game, you trust the allies or the side of the axis, using a modified V version of the victory engine with the same wargame mechanics, but with several additions, such as a more realistic fog of war, the ability to choose different types of attacks, from low intensity probes to all attacks. You can play vs. human opponent via email or take the computer using the Random Option option, which guarantees some surprises for each game. Operation Europe - The Road to Victory 1939-45 (1994) The game is a historical simulation of European and North African theaters in World War II. The game allows up to two players to play roles as army commanders or axis or allied forces. This game highlights the military aspects of war and leaves diplomacy to politicians. Operation Frog (1992) Operation Frog is the name of education, where players explore the inner body of a frog. In the References section, you can choose between male and female frogs. There are two game modes: disperse and reconstruct. In dissect mode, players must cut out the body of the frog and remove its organs; and in reconstruction mode, players must return the organs already removed to the body of the frog in the correct order. This game offers you scissors, probe, magnifying glass and tweezers - necessary tools for your work. Scissors (there is no reconstructed section) helps you to reduce the frog's body and remove organs, the probe gives you clues as to where to cut (dissect section) or which part to put in the first place (section reconstructed), the magnifying glass gives you information about each organ, and tweezers help move organs. You don't need to remove all the organs to see their information, because you can view them at any time in the frog files index. You can also see the organ layout in the Section OptiFrog. The game offers players a saving feature. Operation Harrier (1990) Operation Harrier is an action game played by Britain's famous VTOL aircraft. It uses an improved version of the Rotoscape system, first used by Creative Materials in the previous Rotox: its own plane is visible from above, and when steered to the left or right, a polygonal background rotates around it. A new addition is the ability to change height. The game consists of several missions, each of which has a specific purpose, such as destroying an enemy cruiser or power plant or defending the airfield from enemy fighters. Before the mission, Harrier can be armed with a variety of weapons, including air-to-air and air-to-ground missiles, as well as two types of bombs. Standard weaponry is a forward-firing cannon with unlimited ammunition. The radar screen and map help you find the enemy during the mission. Fuel is limited, but refueling is possible in some missions. While Harrier may survive a few hits, it can also be repaired (and refueled) after the end of the mission. Sometimes it is also possible to restock the medium mission in a friendly base. Operation Wolf (1989) You were recruited by Operation Wolf, a desperate attempt to save prisoners from the enemy. During a series of missions, you engage in a variety of enemies, from soldiers to ninjas, patrol boats to helicopters, and more. Can you perform the day? Operation Wolf is an arcade game also. This is basically a bitmapped railroad shooter where you basically hold a gun and shoot almost everything that moves while preserving your ammo and grenades. Shoot ammo/grenades and healing items on the screen to pick them up. Your main machine gun can kill everything if you hit it enough times, but you can also use grenade launchers for truly deadly targets like helicopters or armored cars. You can collect a machine gun that will allow you to shoot faster for a few seconds. You will be pummeled by many enemies. Some will be firing, others will be tossing grenades, knives, and more. Some are armored and require more than a few hits, others dodges. You can shoot grenades and knives from the air if you aim well enough. There are also civilians running around that can be shot, but it's not helpful. Bosses appear for some and each has a specific weakness needed to be exploited. The Orbiter (1986) Orbiter is a space shuttle simulator based on actual commands and procedures used by NASA. It mimics the experience of launching, landing and subtle missions required by NASA astronauts. Accidental problems, such as mechanical failures, will occur when you try to complete your mission and return safely. This will test your knowledge of the space shuttle and mechanics. Oregon Trail Deluxe, (1992) MS-DOS: Oregon Trail Deluxe, by (1992) Oregon Trail, The (1990) As a covered wagon party pioneer, you head west from Independence, Missouri to the Willamette River and Valley of Oregon. First you need to accumulate supplies, and then, on the way, make decisions, for example, when to rest, how much food to eat, and so on. The Oregon trail includes modeling elements and planning ahead, as well as discoveries and adventures, as well as mini-game activities (hunting and floating on the Dalles River). Ore! Hersher's Strike Zone (1989) Strike Zone Baseball is an action-oriented baseball game with a DOS version played by baseball star Ore! Hersher. This game offers 2 game modes - strike zone (main game) and home running derby (batting drills). This game consists of animation and user interface for baseball players, allowing you to adjust the bat's speed and direction with screen gauges The player can select from 26 teams and play directly in batter and pitcher positions. An element of management is also included: when playing throughout the season, the player can choose a series and a batting order. Origamo (1994) In the game you have to exit a maze filled with mythological characters of 5 different philosophies (Japanese/Chinese, tribal, Egyptian, Indian, European) with Time Orb. To buy it, you need to take a little thing in one room and bring it to another room to get another and so on. In each labyrinth room you have to solve the puzzle where the main game flows. You have to put the tiles in place to fill all the numbers of different kinds. Seven types of tiles are convex combinations of triangles of the right angle. Tiles are moved to you on the conveyor belt. To successfully complete the level, you can unload unnecessary tiles (up to 50) that do not fit in places and will occupy limited space on the conveyor belt. When the tile is placed in all specific types of places, the conveyor belt will be cleared. Time is counting and allows you to make the best time level. Completing each puzzle successfully will give you a fixed amount of money and unsuccessfully take this amount from you. These amounts can show how hard the puzzle is and how fast the conveyor

belt will move. Once you're in the game with a certain name you'll start your career. There are four game modes: basic, basic, casual and adventure. In Adventure Mode you have 3 lives at the beginning and can gain another points Points, and in other modes you have an infinite number of lives. Different levels of difficulty allow you to collect the standard, more (+25%) or less (-25%) number of points. Highscores also show the best of the best. Orion Odyssey – The Search for Magic Ankh (1991) Evil overlord Bytor and his supreme wizards stole Ankh. This Ankh says that incredible powers if released and in the hands of such evil would be devastating to the entire galaxy. Like Wally, a space pamphlet, your job is to survive the harsh planets you have to cross and reclaim Ankh before they use it to your evil means. Orion Odyssey is a platform action game story told in eight parts. As Wally you have to monitor your four stats; health, oxygen, fuel and ammo, while taking on robots and aliens strewn across and under the landscape. You are equipped with a blaster gun and jetpack, which without walking around is your main mode of transport. Jetpack is your only tool to jump, so watch that fuel meter. Your weapons can be upgraded by searching for artifacts and pressing the appropriate key to unlock your powers. Fuel canisters, shields and health power-ups are also positioned throughout the landscape to play. You will also see that there is a gold meter that you need to assemble in order to be able to purchase the needs of the pods you run into. Alien and robotic enemies are not your only concern when it comes to keeping your health meter up as flying too fast into the wall can also cause damage or even can kill. Flying jetpack requires practice and skill. The meter meter shows how much inertia you have left, so the jetpack will not allow you to fly across the entire level. After collecting artifacts from a certain world, you need to go back to the teleporter that you have started to continue in another world. Other worlds will present different locations and alien species and different levels of oxygen density, so don't forget to monitor that oxygen meter. Othello (1982) Commercial Othello Simulator with ASCII graphics. The goal, as always in Othello's game, is to capture more opponent units than another player. There are not many options to configure the game. The player can choose only if he wants to play against the computer or compare with another player, and if he wants to make the first step. During the game, the player must enter the row and column in which he wants to move. Othello (1988) Commercial Othello Simulator with ASCII graphics. 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The party can be changed before each trip to the dungeon dropping/picking up characters from the local tavern, Outer Ridge (1995) Outer Ridge combines asteroids with 3D in space seen from the cockpit, similar to the Wing Commander. At each level there is a certain quota of asteroids, which is destroyed before moving to another sector. The controls are similar to asteroids, the player can rotate in a 720-degree direction, and can pull or fire a weapon. Destroy items to release power-ups such as shield playback, shield doubling, cannons, rockets, super-s and output (you need to get to the next level). Along with fighting asteroids, alien enemies appear and must be destroyed. Over the net (1991) Over the net you can play volleyball matches lasting 1, 3 or 5 sets, with each set winning the first player to reach 15 points. Teams include rollers, CoCo, beach boys (an obvious pun on their behalf) and domestic geniuses. The lawsuit is assessed from the side, and the whole court is visible. When the fire is not pressed, the joystick movements move your player in this direction; When he is, they try to hit the ball in that direction. As in the real netting, the ball, hitting the ground on your side of the net, or coming out of bounds without bouncing, costs you a point. Overdrive (1995) This top-up racing game is similar to Micro Machines, in which a player gets control of 4x4s, buggies, super sports cars and GP cars, etc. Race about 20 grueling courses in five different locations. Features extremely smooth, fast scrolling, excellent color graphics with 2 player support. OverKill (1992) You arrive on your home planet after a long flight into space, only to find it destroyed by a demonic militant alien race that kills sheer pleasure. You are in revenge. Your single-minded goal is to destroy the battle star. But before reaching it, you will have to fight your way through huge planets packed with danger and destruction. You can get fuel, new weapons, and new parts of your space ship as you play. Overkill (1996) You arrive on your home planet after a long flight into space, only to find it destroyed by a demonic militant alien race that kills sheer pleasure. You are in revenge. Your single-minded goal is to destroy the battle star. But before reaching it, you will have to fight your way through huge planets packed with danger and destruction. You can get fuel, new weapons, and new parts of your space ship as you play. Oxyd (1992) You control a black orb that is trapped in a puzzle like a labyrinth. The level is called landscape and there are 200 landscapes to solve. The game element consists of the opening of so-called oxidative stones. You can emerge before oxydstone and a colored symbol will appear. Unless two of the same colors and they will remain open, making memory like a game. Open all oxydstones to solve the landscape. To make things more interesting, there are walls, traps, quicksand, one-way walls, broken tiles reflecting lasers (Deflektor as a puzzle solution), movable blocks (for Sokoban as a solution for puzzles), tiles that crumble when they are inverted, doors, switches, etc. Some landscapes contain items that you can pick up and use. Items include sheets of paper with hints, umbrellas that give you the ability to glow, bombs to blow up walls, spring jump through gaps. To mix the game, every tenth landscape is a landscape of meditation, where you control several green orbs at once. Maneuver each orb into the pit to solve these landscapes. The P47 Thunderbolt (1990) P-47 was one of the heaviest aircraft used in World War II, and this side scroll shoot 'em up puts you in control of one as you take the crowd to the Nazis. 16-bit versions have 2 player mode at a time, as well as the ability to wrap the game with increased difficulty up to 4 times. At first you are armed with a machine gun, but you can also pick up bombs, spray rockets and many missiles, taking the corresponding letter. Each weapon can be upgraded by picking up further tokens of the same type. Tokens offering extra life and an accelerated life are also offered. Pac PC II (1995) sequel To Ms Pac PC freeware remake of a real classic game Pac-Man. The main game is the same. You, as the head of the sector form, should eat all the dotted seeds in a labyrinth full of four ghosts. Eating a magical seed, you are allowed to eat these ghosts for some time. Some tasty fruits are also in the labyrinth for additional points. By eating all the seeds, you move you to another labyrinth. Each edible object or creature will increase its score. The game can be played by 1-2 players and contains original music. Pac-Gal (1982) is an 80s clone of Namco's Pac-Man. The player is a square block traveling around the maze, which contains 468 pellets to eat. Players must also try to avoid the ghosts that in this game are shaped like hearts, clover, diamond and petal. The game has a numbers-based option to determine how fast the game works, with 0 being the fastest and 30,000 being the slowest. Pac-In-Time (1994) Everyone knows who/what Pac-Man is from his heyday in the '80s, but this time, we're getting a whole new adventure for our little eater. Guess that his stomach is full, because there is nothing to eat here, just collecting points. It's much like some Indiana Jones adventure, just your little hero's Pac-Man instead of Harrison Ford. Pac-in-time is the fury of the US release of Fury from the Furries. This is exactly the same Game. Only characters have been replaced: not so famous European cans (from Skweek/Super Skweek/Tiny Skweek/Tiny games) was replaced by the widely known Pac-Man. Pac-Maine (1988) This game pac-man clone-oriented encourage you to pursue a college degree. I'm not kidding! You run around the maze, and instead of scoring, you have to collect as many A, avoiding these monsters: Goodfot, Bad Study Habits Advocate Chicky: Applier from Fellow Pressure Boozer: Drunk Waste Case Junky: Drug Trafficking thinner Oh, and remember: This floppy can only be copied in its entirety and just to encourage young people to pursue a college education. Pac-Man (1983) One of the most popular and influential games of the 1980's, Pac-Man stars as a little, yellow dot-muncher who works his way around to clear the maze of various points and fruits that live on the board. Pac-Man's goal is to constantly challenge four ghosts: the shy blue ghost bashful (inky), the rear red ghost shadow (Blinky), the fast pink ghost speedy (Pinky), and the forgotten orange ghost Pokey (Clyde). One touch from any of these ghosts means the loss of Pac-Man's life. Pac-Man can rotate tables on his persecutors by eating four Energizers staying within the maze. During this time, ghosts become blue, and Pac-Man can eat them for extra points. It only takes a limited time as ghosts' eyes float back into their center box, and regenerate the chase after Pac-Man again. Survive a few rounds of the game, and be treated to humorous intermissions between Pac-Man and Ghosts. Pacific Strike (1994) This is a fighter simulator that uses a slightly modified version of the RealSpace engine from Strike Commander. You play a World War 2 pilot and get to fly on various historical missions such as dogfights, bombing runs and rocket attacks, many of which are based on real battles. U.S. and Japanese planes at the moment, and their weapons, are resuscitation to life. One thing that makes the Pacific Strike unique is that rather than simply retelling historical battles, the course of World War II has an impact on the player. Failure to destroy specific goals will ensure that they remain a problem for future missions, and that the Allies have been very successful. So, regardless of the true course of war, events unfold. For this reason, it is possible to end the war prematurely before Hiroshima was bombed or ended up in a situation where American forces surrender to the Japanese. PacWorm (1982) PacWorm is an early snake-like game dos. You play worm. At the beginning, you can enter the game through the lower wall. Your goal is to eat 10 foods that appear randomly outdoors. Every time you gobble food, your worm becomes longer; if you hit someone other than that food (such as a wall or yourself), you use life. If you ate 10 foods, the door opens and you can leave the level approaching the next level with additional walls. There is also a time limit: if you do not eat other foods at a certain time interval, it the necessary food will go. Pako (1994) Pako is a one-player Pac-Man clone. Pako is a friendly-looking yellow blob. His job is not to kill space pests, but to eat their eggs. If he manages to pass 100 tests, he will be cloned and allowed into the world, if he fails, he will be terminated. This game features a hundred levels and sixteen species of space pests along with an array of bonus foods. Paladin II (1992) Paladins dino is encouraged at various times to take on all kinds of tasks. As a young apprentice in the custom, Brandon, it will be your job to lead the brave soldiers to the party through several unique and different quests for different purposes. Symbols can be imported from Omnirend's original Paladin game or from Breach 2. In addition quest builder tool is included in the author's own game map and targets. Panda DodgeBall (1993) Baooxia Duobiqui is a sports game that parodies characters and themes from Sangο Fighter. The goal, like real dodgeball, is to hit other team players with the ball. The teams are composed of three players. Graphics are performed in a super deformed style. Symbols have special powers that can be used alongside regular dodgeball moves. In the game there are several sequences of limbs. Pang (1992) MS-DOS: Pang by (1992) Pango (1983) Pango is a clone of arcade game Pengo. The player controls Pango, a penguin-like character, a maze made of ice blocks that can be moved around or destroyed. Also in the maze are bees that chase the player and cause life to lose if caught. The goal is to clear all bees from the playing field in one minute, either by pushing them through ice blocks, or by shocking them by pushing the walls to the edges of the screen. When the level starts, not all bees will be on the screen; Some will be eggs in the form hidden in ice blocks. When the bee is destroyed, one of the eggs will hatch into a new bee. The player can prevent egg hatching by destroying the ice blocks containing them. In addition to the usual ice blocks and eggs, there are also three blocks of diamonds. They can not be destroyed, but if all three of them are arranged, then additional points are earned. Lining up diamond blocks in the middle of the playing field will earn more points than lining them to the wall. Panthers in the Shadows (1997) Panthers in the Shadows is a tactical and hexadecimal field based on war simulation. Five scenarios of World War II, such as the invasion of Normandy. The player manages Axis Powers or allies. In the scenario there are game modes attack, defend or encounter, where the striker must go to the opposite end of the map and the defender must prevent it. In collision mode, both opponents are established. Most of the game is played on a map of hexadecimal fields, which show movement and attack orders. Other windows include statistics and detailed parameters. There are two In the first, the player gives his orders, and in the second he gives orders. The execution phase is also divided into several stages: airstrike, arty, surprise fire, defensive fire, and movement. For order results, the game uses several complex calculations, such as each shot of a machine gun salvo is calculated separately. Observation also uses these calculations and takes into account vegetation, lighting or smoke. You can even see some units in the hexadecimal field, but not all. Another important feature is the delay in booking. Orders travel from TF headquarters to the headquarters of the battalion, and then to a separate unit. Other things a player needs to consider are tactical options, such as carpet bombing or amphibious attacks and morality that affect all other actions. If the morality of the unit is too low, they give up or go berserk. The game does not have absolutely any animations, all the results of the fight appear in the texts panza kick boxing (1990) confirmed by Andre Panza, this video game adaptation of Thai kick boxing features over 35 moves. Use the gym to create your character's abilities until you feel ready to accept your opponent. You also have the ability to customize your attacks. When you're ready, go to the ring to take on different opponents as you try to become the best future boxer in the game. Panzer Battles (1990) Panzer Battles is a sixteenth board game styleD in World War II game. The game is based on the same engine that was originally used in Battlefront. The included scenario package includes forces and battles involving Soviet, German, British, American forces. You lead the corps of units in an effort to achieve the goals set out in the script briefing, which tracks the actual battles during the war. With several scenarios, including excellent script editors, this allows you to the game. Paperboy 2 (1991) You're a paper boy. Sit on your bike. Avoid obstacles on the road, such as dogs, cars and basically everything you can imagine. Hell, some people shoot cannon balls at you! And you better be very sure to just throw papers into the right house! (and for people, it's fun -) Papu's Odyssey (1993) MS-DOS: Papu's Odyssey by (1993) PARAGON (1991) Published by Gamer's Edge, Softdisk Publishing Developed by id Software, Inc. Released in 1991 also apple II. Commodore 64 Gen Action Perspective platform, Top-Down theme arcadefrom Mobygames.com. Original record Paratrooper (1982) Paratrooper is a single-screen arcade action game in which a player controls a stationary machine gun turret trying to shoot down all incoming enemies. The turret has unlimited rounds, but a limited angle of fire (up to 90 degrees to the left and right). Initially, helicopters begin to appear on both sides of the top of the screen. Paratroopers jump down from those helicopters; if four or more of them are touched they will form a human ladder, climb into the turret and destroy it. To avoid the player having to shoot or paratroopers themselves or their parachutes - due to different consequences, but the same results. As the player withstems of several waves of helicopters, bomber planes begin to appear. These planes shoot bombs directly into the turret, which does not pass and destroy it immediately. To combat this, the player can either remove the plane before it has the ability to drop the bomb, or destroy itself the bomb in mid-air. Shooting bombs scored the most points (50). Survive at this stage effectively puts the game in an unlimited loop, with more helicopters and bomber plane stages alternately with increased difficulty. There is no further and the player must start over if the turret has been destroyed. Airman II (1999) This game is based on the original paratrooper, but has several new features, such as 2 player mode. Also graphics and sounds are new. Passengers wind (1989) Based on Franc, os Bourgeon's French comic book series from the '80s, the game follows the series' plot very closely. As the French Revolution begins, Hoel and Isa find themselves in Brittany after a series of accidents. They will face thousands of dangers that will travel from Europe to the shores of Africa in order to discover the truth about the true identity of Isa. The player, in turn, controls the actions of a brave heroine, a brave and loving sailor and more than fifteen other characters living in the late 18th century. Patton Strikes Back - Bulge Battle (1991) In a wargame you can play as americans or Germans on the famous World War 2 battlefield - bulge battle. Before the start of the battle you can research visible enemy soldiers, choose their troops, show them the desired direction of movement, and choose a regime (attack, defense, etc.). After that, the game starts in real time. You can pause it at any time to ask for inventory and change your orders. Also the game has historical documentation of the events of this battle. Patton vs. Rommel (1987) In turn based on a war game set in World War II that mimics the what-if battle between General Patton and field marshal Rommel to control Normandy, hence the name. As the war is fought you get points, and the goal, of course, is to score as many points as possible (positive points, if you are allies, negative if you are on the axis). While this strategic simulation is quite simple, taking a more entertaining approach, it has many features, capabilities and lots of feedback from the computer (including tips from computerized Patton's and Rommel's). The game had a feature very similar to today's well-known Fog-of-War, although its functionality was not as smooth as it is today. Warzone is divided into zones of control, with his units and action of an invisible opponent before he tries to move through it and fight for him. PC Pool (1984) is the predecessor of PC Pool Challenges, but strangely hardly has much difference in what follows ever Play. The only obvious difference is that PC Pool did not have known publishers. It seems that designer Dale Jurich must be impressed by someone with this game. PC Pool offers a straight ball or 8 ball with up to 4 players, either human or computer controlled. Computer-controlled players have 4 difficulty levels. PC Pool Challenges (1984) Play straight pool or 8 ball with up to 4 players in this incredibly customizable pool simulation. Players can be human or computer-controlled. Almost every aspect of the pool is re-created in this game, including speed, English, skill level and more. The game also has a customized menu allowing you to change friction, rail bounce, collide accuracy and much, much more. PC Rally (1995) PC Rally is a rally arcade racing game very similar to Gaelco's World Rally Championship (1993), except that the PC Rally car sprite is much larger. There are three game modes: training, one race and championship. The first two will be useful to practice in any of the 30 circuits, and the last one is where serious things begin. In championship mode, you will first have to choose the difficulties (light, normal or hard) and the chain in which you want to start (as in real life, each chain will also be divided into ten parts). Finally, you will have to choose your car, which will be either toyota celica or lancia delta HF Integrale, which, depending on your economic benefits after the race, will be upgraded. PC-Darts (1987) A simple darts game where you work with the x-axis and y axis to get points on a darts board. The game does not keep the score for you, so you will have to count your points. After three darts you can start over or you can throw the game. To play, first select the initial x axis (height). You can then start the moving x-axis (horizontal) bar. Each space x axis bar moves, your y axis bar will move up as well. the goal is to get only the right place on the x axis and y axis in order to get a good result. PC-Man (1982) A pretty faithful reproduction of the classic Pac-Man arcade game, taking into account his age and use of CGA graphics. As always, the main character moves through the maze to collect points and avoid ghosts using the power pills to be able to kill ghosts by scoring. PC-Sherlock - A Game of Logic & Deduction (1996) Named it version of MasterMind, Break-the-Code or Bulls & Cows; PC-Sherlock pits the player before the computer races to set a four-digit password. The player creates a four-digit number (without duplicate numbers) and then guesses the computer number. The computer responds with a number of Bulls (correct numbers in the correct place) and cows (correct numbers in the wrong place) and then guesses the player number. With the following hints, can you set it faster than your computer? Standard gameplay (with 3, 4 or 5-digit variants) is also a single player practice game and a series of skill development tutorials. PCBOWL - Electron Electron (1986) Up to four players can take turns trying to knock pins down in this simple arcade style bowling game. PCBOWL – Electron Lanes gives you control only the tail end of your roll where you get to use directional up or down buttons to guide your ball way. The ball curves either gently or sharply depending on how long the direction is pressed and will knock down the pins in your path. Due to the simplicity of the program and the lack of pins when jumping around once, it is impossible to pick up the split. Players also choose at what speed the game operates at the beginning, individually or as a group, allowing for more accurate control or faster play. Scores are stored on your computer and displayed after each turn. Regular scoring rules for ten pin bowling apply to this game. Pea Shootin Pete (1994) You are Pete and your mission is to shoot the evil peas. There are different levels, lots of bonus items, aliens to shoot, and practice mode. Lots in common with Space Invaders, a classic arcade game. Peach lobster (1994) Norumbega was a peaceful land. But norumbega everything is not good, because, Fang Duck, the evil ruler of the Dark Quarter region decided to invade the rest of Norumbega. Fang Duck in his hurry to fill the ground with his duck minions overlooked the coastal home of Peach, our title here. Being the spryest land of lobsters in all of Norumbega, Peach, was chosen by coastal city leaders to take fang duck and restore peace to the lands. Luckily you Fang Duck did not expect any resistance! Peach Lobster is an arcade platform where you play the role of peach. Peach lobster can jump around, and use your nail gun to hit enemies or monitors to release items like 1-up lobsters, health up sinks and bonus points. Peaches can also slip, run and duck under platforms and cracks. If your goal is a little higher than good peach can also double jump there. There are four regions that peaches will have to cross. Meadows are where the adventure begins. Swamps, waterfalls and hills, meadows are the main territory of Norumbega. When you arrive in the Atlant region, be wary of the dangers of currents and underwater, as this region mysteriously sank under water a thousand years ago. Norumbegan Caves are where you will find yourself after that. These torch-lit caves lead to the tops of the windswept mountains and are the last stop before Techno Castle. This wannabe-technological miracle fort is fang duck's lair and home to its bevy futuristic minions including laser turrets, and robotic duck henchmen. Of course, all this leads to a final confrontation with the boss duck himself, Fang Duck. Pee & Gity Special (1994) Pee & Gity is a Korean-made brawler. The two main characters are anthropomorphic animals, who return to their quiet country houses only to be invaded by enemies. The game allows the player to choose between Pee and Gity, or join forces with two players both characters. Unlike most beat-em-up games, the action is limited to small areas with limited scrolling, as are the fighters; Defeat all enemies in the stage by automatically takes the player to the next. Stages can be regular enemies or bosses. Both actors fight by stamping enemies or combining attacks by jumping or dashing. They can also pick up various objects (for example, stones) and throw them at enemies. Special orbs may be collected; Pee and Gity are transformed into powerful robotic beings after accumulating sufficient quantities. Pente (1986) Takes turns trying to put five stones in a row or, if that fails, capture five pairs of his opponents' stones between his stones in a board game at Pente. While Pente plays mainly as a Gomoku or Five-In-A-Row clone the main difference should be to capture and avoid collecting five pairs of stones. Stones are placed at any point at the intersection of the board, and the lines can be made horizontally, vertically or diagonally to win or capture. The game options are to play against the computer or play in turn against another player. It is also possible to adjust the colors of the game board and stones. Perico Delgado Maillot Amarillo (1989) Perico Delgado Maillot Amarillo, a game based on the Spanish chessman, was one of the first cycling simulators that accurately reproduced the results and downturns of one of the most difficult sports. Here you can perform a singular test (seeing an informative track profile), dividing each of the four parts completely different and in which your reflections will be permanently validated. Try to start the race in the first position and get the perfect rate on the pedals, at the same time you will avoid dangerous fans on a level ground; run into mountain ports the most difficult to constantly fight the stopwatch; descends at full speed across the street, flooded with curves, and eventually arrives for an interesting final sprint, showing that you are worthy to take the yellow jersey. Perry Mason - Mandarin Murder Case (1986) Mandarin Murder Case is a text adventure with graphics based on Perry Mason's detective stories by Erlie Stanley Gardner. A woman is in jail after her rich husband is found dead, and skillful lawyer Perry Mason must prove her innocence. The game is influenced by Infocom-like genre games. Pete Rose Pennant Fever (1988) This baseball game licenses former Cincinnati Reds player Pete Rose. This allows the player to play every position in this area. Different batting and pitch styles are available. It digitises voice and sound and provides a variety of game options, including one or two players' action, a game of the season or an exhibition. A little ahead of your time to move, eight different perspectives are offered. There are also several team management options when you select and book your team and hire new players. It can run for more than ten seasons, one of the first career regimes. Peter Pan - History of Painting Adventure (1993) In this story painting adventures you play as Peter Pan, the leader of boys and girls, against Captain Hook, the pirate leader. You stole a treasure map from Hook, then Hook stole all the boys and girls from your village and now you have to exchange a map of your friends and save them all, including you beloved girl. Also you are not alone with your Paintbox Pals. You can play the game many times, each of your steps is different because your choice to avoid obstacles such as crocodile in the river or closed doors. Your friends provide different solutions and you choose them. It is very useful for very young children. The PGA Tour Golf (1990) PGA Tour Golf has introduced many conventions commonly seen in the genre ever since. The three-click management method (the first, which started to swing, second setting power and over-swing, third setting draw or fade) allowed a multi-shot crowd, and needed a sense of time. Four courses are included, one of which is a fantasy reference course developed by programmers. Some holes are fiendish, with bunkers, water hazards and trees, and you need to plan strategies to get the best approach to green. When playing the tournament there are 60 opponents, each representing the best U.S. golfers - ten of them appear with tactical advice for each hole. Phantasia (1987) Gelnor Island was taken over by the Black Knights, who demand sacrifices and respect when traveling from the city to the city. Defeat them and their master, Nikademus! Phantasia is a classic role-playing game, and one of the first to enter the bank to store money, in addition to expanding the classic Wizardry style game to create your own adventuring party while traveling from city to city through the village, overhead images of dungeons, and various styles of attack. Pharaoh's Revenge (1988) Pharaoh Revenge is a quick action computer game arcade tradition. Using a keyboard or joystick, the player must try to avoid the opponent (computer or man) by solving a complex maze that, after solving, leads to security. There are 200 levels in the main game, with 50 advanced levels that become available after the player completes the original 200. In addition, there is a building kit to create additional levels that can later be shared with friends. The Philosopher's Quest (1982) MS-DOS: The Philosopher's Quest under (1982) PHM Pegasus (1988) PHM Pegasus is a combination of simulation and action game. You control a navy hydrofoil missile boat, and you need to complete a variety of different missions. Some missions include the destruction of all enemy vessels in a given area, monitoring requiring the location of enemy vessels (without leaking!) or escorting the supply vessel through hostile territory. As the mission is successfully completed you are getting points based on how successful the mission has been, and increasing the number of points you get pre-rank, from deck mopper to admiral. Your performance in one mission will not affect future ones, and you can also choose to perform missions not to order. Several missions include other ships that you can control to help (both ships and helicopters). Adds a time compression mode that can be used to shorten the time waiting for arrival to your destination, or even to make action sequences more complex. Phrase Master (1990) Phrase Master is a two-player game in which each player will take turns trying to guess the phrase. The player can continue his turn until he can guess the correct letters in the phrase. When it is guessed that there is no letter in the phrase, the other player takes turns. Ten categories contain 500 phrases. The player first selects the value of the letter that he wants to guess, then he guesses the letter within the specified time. Six missed guesses are allowed for each player. The bonus guess is given to the player who completes the phrase. Select 'n Pile (1990) Select 'n Pile is a Tetris style puzzle game. Each level contains various characters arranged in columns on the screen. When moving characters around, you need to create columns that contain identical characters; when all the characters in the column are the same, that column disappears. Your goal is to earn points and complete the levels, so all the characters on the screen disappear. Sometimes you can get stuck with a character that doesn't match anything on the screen; When this happens, you can call an additional character that will fall on the screen. However, as the character looks random you may need to create a number of characters before the one you need appears. Each level has a time limit within which it must be completed; ran out of time and you will lose your life; Lose all lives and the game is over. In addition to the usual characters, there are also some special objects on the screen that can help or hinder your progress. These include bombs that simultaneously destroy multiple symbols, blocks that can get into the road or be positioned to help, death heads that reduce time faster, and flower pots that can not be moved. Pickle Wars (1994) Aliens who look like giant dill pickles are about to conquer the human colony of Arcadia. Five hundred years of permanent peace has led to complete disarmament, and people find themselves unprepared for war. Only a brave boy named Dave, armed with a salad shooter, can face the killer pickles. His task is to find ancient weapons and end the war. Pickle Wars is a platform game using double parallax scrolling. Dave jumps, shoots, and climbs his way through the big levels, finding weapons and unlocking areas. The game came in a three-episode trilogy: * Invasion of Pickle People (shareware) * Escape from Pickle Planet * Doodmsday Machine Pictionary Search - Quick Draw Game (1989) Based on board game, object is to guess a word or phrase Drawing. There are five categories - Person/Place/Animal, Object, Action, Complex Puzzle Category and All Play Category. Time to guess the response can be changed. These drawings are done using a clipped variant of the paint pack, which you can practice to scratch your drawing skills. You are not limited to hands-free drawing - lines, boxes, circles and curves can be drawn, with variable ink colors and line thickness. After each question the game will tell you the answer and ask which player (if any) received the correct answer. Pictionary can be played against a computer, or with several players. Pilgrim Quest (1991) Pilgrim Quest is an educational game in which you play the original Pilgrims bound american mayflower. You have to make a perilous journey across the Atlantic, find a safe port, choose a place for a new colony and manage the development of that colony until it becomes independent. Exploration, diplomacy with the locals and war are all events that need to be fought when you fight to grow your young colony in a hostile environment. The game is primarily strategic, but has certain action arcade sequences thrown into scouting screens such as fishing, hunting, logging and fur trapping. Pinball 2000 (1995) pinball game with two tables, rocket and cemetery. It was obtained from amiga game Digital Illusions called Pinball Dreams. Supports up to 8 players. Pinball Construction Set (1985) Pinball Construction Set is considered the first construction kit game that launched the concept and genre. Construct a pinball game by dropping parts on the table (or changing the table itself). Change the physics of the world like gravity, bounce, kick, and speed. Paint custom options. Wire together goals specialty and bonus points. Finally, save your tracks for later videos, or generate a self-loading version of the table that you want to distribute to your friends (the original app doesn't need to play). Pinball Dreams (1992) MS-DOS: Pinball Dreams by (1992) Pinball Dreams II (1994) Pinball Dreams sequel with 4 brand new tables: * Neptune: a theme with poea. * Safari: with an obvious safari theme. * Revenge Robot Warriors: With sci-fi theme. * Stall Turn: with aviation theme. Pinball Magic (1990) Pinball Magic is designed for one or two players working through a sequence of twelve tables. Each of them has several letters on the screen, usually in more than one place. Runnig ball through each letter opens the exit; Go through this to reach the next screen. Complete the screen gives both players a new set of 5 balls they start the game. The tables look similar to the design of the 1950s, with mushroom buffers, dot-based targets. A more electronic feel attached to black holes giving extra life, a set of bricks to be cleaned on one level, and an integrated fruit machine segment into Pipe Dream (1989) Every level of this abstract puzzle challenges the player to create a pipe network that an unspecified substance called flooz to flow through as many of them as possible. The pieces are offered randomly, and there are seven different types - straight lines take place horizontally or vertically, the corners rotate each of the four directions, and cross over the pieces that carry flooz straight through horizontally and vertically. Each of them can be entered on both sides. When the flooz hits a gap or piece into which the previous piece can not flow, the pipe is finished. Before flooz starts to flow from his randomly selected starting position, the player has a few seconds to start placing the pieces. They can be lowered anywhere. However, the situation that can often occur is a long and complex arrangement of pipelines, but somewhere still needs to fill the gap. Players can replace the piece with another on the same square (to make it easier to flow flooz that way), but a little points fine. Bonuses shall be awarded for a floozo cycle in both directions with at least 5 cross-pieces or flooz transmission per square of screen. At later levels, some squares of the grid are blocked, several gaps of the side edge (allowing the flooz to thread to the other side of the screen). After every four levels there are bonus game points in which the player can only place the pieces in the lowest open space in each column, much like the board game Connect 4. Pipes (1983) Pipes is an educational game for children. Your mission is to figure out the shortest, most economical way to get the neighborhood hooked up to the water supply system. Decide which pipe to buy and where to put it. Remember that your budget is limited, so you don't have many mistakes. You can choose the number of houses you're trying to connect to the system from 1 (the simplest) to 5 (the hardest). Pirates of the Barbary Coast (1987) Pirates of the Barbary Coast is a strategy and business simulation game. You play as a captain named Articus, whose daughter is kidnapped by Bloodthrot, a lecherous pirate. You have to raise 50,000 pieces of gold as a ransom, transporting goods and fighting rogue sea pirates. Pit-Fighter (1991) Pit-Fighter is a 3-person fighting game that features digitized graphics of real fighters and scaling effects. Players choose one of the three fighters (Buzz, Ty or Kato) to take on anyone who dares. At the end of the match, players are individually awarded a knockout prize, a brutality prize and a fight prize. Every third match is grudge matches, in which players test each other's skills. The last person standing is the winner of this three knockout match. Players are fighting their way into the elimination match to decide who wins the chance to dethrone the champion, masked warrior. Trapped (1984) How deep can you go? Pitfall you maneuver your ship down a seemingly endless shaft, avoiding rock edges and disembodied faces. Use the left right key on your keyboard to move the From side to side and use up and down arrows to slightly speed up your ship or slow down it. Hitting rock faces will take points from your hit-points, but hitting those creepy floating faces will mean instant death. Your ASCII graphics ship has ten hit points to start with. Five extra points are awarded as you maneuver further deeper into the shaft every three thousand points. Sometimes you will find a floating star in the depths, which will reward you with a two hundred-point bonus. There are no attempts down the shaft. Every destroyed ship means you have to start all over again. Pilstop II (1984) Racing Formula One on several tracks in an attempt to beat a computer, or human opponent. Pay attention to your fuel and tyres: You will need to go to the pitstop to exchange them and refuel. Pixel Puzzler (1990) This program takes graphic files, breaks them down into squares and shuffles squares around. By selecting two squares with a keyboard or mouse, the player can swap its seats on the screen. The goal is to reset the original appearance of the image. A variety of currently obscure graphics formats are supported: * PIC, * SCN, * BSP, * BSS, * PAK, * PBL, * IFF and * LBM. Puzzles can scale from 32 to 256 pieces in size. It is possible to save and later reboot the puzzle going on. The program also comes with Pixel Puzzle Maker, a tool that allows print store illustrations to be used to create a new*. BSP graphics use PuzZler. Pizza Worm (1994) You play green worm and you have to go around and eat pizza. But every time you eat pizza, the tail becomes longer. Instead of other nibbles type games Pizza Worm can move at different angles, not just right angles in corners (like Rattler Race). Moon Plague (1994) Many centuries ago Margaret was introduced to the Black Death. She sought the protection of the devil in the pagan cult of devil worshippers. Through demonic rites Margaret became a powerful wizard, her strength grows every year. Then the Bloody Judge ignited a vicious wave of executions for profit and pleasure. Margaret was doomed to burn. Out of flames, she poured a terrible curse on the ground. Then she showed up for her daughter Alucard. Take revenge on me, Alucarda! Take revenge on my death! You are in Alucarda. You start the game in a quest for revenge, which can change. You start without witchcraft abilities, so you have to gain them. This is a 3-person adventure game with classic scoring and click mechanics and sierra scoring system. The player must explore the environment, collect objects and solve puzzles. It also has a part of the first-person struggle. Plan 9 From Space (1992) Film; Plan 9 critics hated him. However, the film's producer noticed that it was stolen by Bella Lugosi double. Find him. Follow him. For God's sake - just keep a straight head, again when you enter this part of the movie party and the city. Some of the most misguided people roam here! Most movie back! Planet Lust (1989) The player once again steps in, er, though flesh galactic hero Brad Stallion, this time aims to thwart Dr. Dildo schemes by rescuing Princess Orgasma to delight the planet erotica, again with the help of a handy ship computer Sandie. The lessons learned in the first game are repeated here - mainly when to remove Brian's clothes and when to put them back. This is still done through a text analyzer, feeling your way around the world, carefully checking short descriptions and static, non-interactive displays, colourfully illustrating possible exits and objects of interest and desire. Planet edge - Irreversible point (1991) The discovery of alien crafts entering our solar system causes quite a stir. When a small vessel is accidentally ignited, it creates a strange electromagnetic effect that envelops the Earth, causing it to disappear. While its gravity persists, the physical Earth simply does not. The lunar base, which is left on the torn resources and manpower, builds an interstellar ship. A team of four specialists is sent into deep space to find unique parts of Centauri Drive, a machine that lunar base scientists hope will cause reverse effects. Planet's Edge is a sci-fi role-playing game with space explorations and other elements of the game, including fighting spacecraft, mining resources, trading and easy puzzle solving. The game begins at the lunar base, where the player can reach the shipyard, crew quarters, warehouse and research laboratory. The player is put in control by four pre-characters: William Dean (pilot), Katya Mershova (weapons officer), Nelson Ngatadatu (engineer), and Osai Tsakafuchi (medic). Each of these characters can be cloned in rolls of different attributes, while maintaining their original skills: astrologation and ship weapons to William; lightweight, heavy and hand guns Katya; ship repairs and computers for Nelson; and first aid and xenobiology Osai. Unlike most role-playing games, characters do not get experience points and can only become stronger by installing better weapons and armor. The game is completely open-ended, allowing the player to travel to any of the dozens of stars. The player physically navigates the ship on the top screen. The entrance to the star system enhances the image by allowing the ship to orbit the planet. While most planets may not be landed, a large amount remains that can be explored by walking from top to bottom in an image similar to Ultima VI. Each planet is represented by a closed inhabited territory, which usually contains friendly NPS and enemies. Progress of the storyline involves collecting clues from various characters as well as getting objects, many of which must be used in other places in a puzzle-like fashion. Fighting on the ground is justified in turn and in most cases can be avoided. Planets can also be mined for various elements, such as organic matter, metals, liquids, etc. the elements may be returned to the lunar base where they can be used to develop better equipment for crew members or to upgrade the spacecraft. Alien technological drawings can also be recovered and used in a research laboratory to develop new vessel models. The spacecraft can carry cargo between planets that can be traded or which can be used to bribe hostile aliens. If the bribe is unsuccessful or the player decides not to grab it, the fight against the hostile ship begins. These fights are based on actions requiring the player to maneuver the ship in real time by firing at an opponent. Player Manager 2 (1995) Player Manager 2 sets you up as an international standard for a football player who has stepped into the player's manager at the lower division side. The challenge is to reach the Premier League and survive. Most standard feature management games are available, including pre-match tactics (which are quite adaptable), in the full transfer market, including short-term loan deals, detailed player statistics (visually provided), ground improvements and coaching. Playing matches is optional because you can just watch it instead. There are 4 game views, and you can play in position or as a team. Initially, your player is the best in the team, so choose your position and use it wisely. When you reach retirement age, you can play matches only in 3 out of 4 seasons (this poorly explains the concept of an assistant manager, but it is more likely that the game will be more difficult. That would make little sense though, because the points are very, very difficult for player-manager mode). Before each match you will receive a video report from famous pundit Alan Hansen, as well as some form of comments that are said to be Hansen's. Pocket Rockets (1989) Pocket Rockets is an action style motorcycle racing game. He introduces a new kind of race to the genre: drag the race. You can race with a clock or championship record. There are four motorcycles to choose from: * Suzuki Katana *Kawasaki Ninja * Yamaha FZR* Honda Hurricane Poke-Man (1982) Poke-Man is another Pac-Man clone. You (smiling face) try to escape ghosts (play card symbols) and collect all the points on the level to complete it. There are power (green) points that allow you to eat ghosts temporary. The entire level is a single-size screen. The only feature that separates this clone from others is completely ASCII graphics. There are no other characters on the screen. Pole Position (1996) Pole Position is another simulation of German sports and business. But you are not the manager of the football team - you manage the Formula 1 team! Ascaron therefore has a license for teams and drivers from the 1995 championship. At the beginning, you can choose an existing team, such as Ferrari or Williams, or create your own team. You must first select your drivers. Have all the individual skills and prices. Michael for example, is 1995 a good (not great), but expensive driver. You must also register other team members are mechanics, a race manager and a pit crew. You must continue to negotiate with support companies. Tires, engine, gear - all these things you need for your racing car. You also need some sponsors - you can also negotiate with these guys. On race weekend you have to adjust your car to the track. The race was presented in a beautiful television-oriented 3D schedule. At this time, you can keep only fingers crossed. Pole Position (1986) Pole Position is a Formula 1 racing game. Enter the Grand Prix, race with other racing cars to achieve the highest score possible in the shortest time. Before a player enters the Grand Prix, the player must first qualify by competing in the qualifying round in 73 seconds or less. However, if the player does not qualify for the qualifying lap, the player can continue to race until the race timer continues after 90 seconds. The player will score 50 points over 5 meters and an additional 50 points for each race the car has passed. When time runs out - Game over. The player will have to restart the qualifying circle. Qualification will allow the player to start in one of the eight available positions. The faster the wheel time, the better the starting position without extra points. Number one in the starting position is the pole position. During the Grand Prix, the player will compete with the race timer, as well as other racing cars. If the player fails to beat the race timer in any lap, the player drops out of the race - The game is over. Completing the race to reach the finish line will give the player 200 points per second left in Race Timer, a bonus score for distance falling, and passing extra points. Number * Every 5 meters ride: 50 points * Passing car bonus: 50 points per race car * Time bonus: 200 points per second left race timer positions * Pole Position - Lap time: 5850 seconds - 4000 points * 2nd position - lap time 6000 seconds - 2,000 pixels * 3rd position - Wheel time: 6200 seconds - 1,400 pixels * 4th place - Wheel time: 6400 seconds - 1,000 points * 5th position - Wheel time : 6600 seconds - 800 pixels * 6th position - wheel time: 6800 seconds - 600 pixels * 7th position - Wheel time: 7000 seconds - 600 seconds 400 points * Position - Lap Time: 7,300 seconds - 200 points police quest 1 - Towards the Angel of Death (1987) Sonny Bonds is a small-town cop who has to deal with the growing wave of drugs in his city. The game is based on a real police procedure and closely adheres to the police rules of operation. Starting as a patrol officer and working as a detective, Sonny will chase down the infamous Angel of Death and break his criminal underworld. A typical Sierra parser game built with a popular AGI engine, police quests are different from other release company setting and travel realism, it's done controlled player using overhead image (instead of casual suit Larry cabbie or around space quests). Some parts of the game require the player to be effective when driving a car (because there are a number of chases, and the player is also subject to traffic rules). Police Quest 1 – Pursuit of the Death Angel VGA (1990) This enhanced remake of the police quest has been completely re-composed using 256 color VGA graphics. Instead of a text version interface, the redesigned feature icons match the Walk, Look, Touch, and Talk commands for interaction with the game world. Both versions also have some differences with the game world. The driving sequences of the original game were simplified: the player no longer needs to physically navigate the car, and the input is limited to the

right turns when the car is driving automatically and sometimes stopping with stop signs. Mandatory poker mini-game in the last segment of the game became optional. Several puzzles have different solutions, although not all of them are simplified, and in some cases puzzles have become more complex to remake. Story-wise, the game remains the same for the most part, but it also includes rewrite and additional dialogue not seen in the previous version. Police Quest 2 - Revenge (1988) Little time has passed since the events of the police quest, when Sonny Bonds climbed the ranks of the Lytton Police Department and became a key element in the arrest of Jesse Bains, the notorious drug lord. After the trial Sonny's application to the Homicide Division was accepted and offered to Marie, who had her prostitution charges dropped and began a new life away from the streets. Life was good - until Bains escaped, taking advantage of a low-security prison and an inexperienced correctional officer. Sonny is now in danger of vengeful Bains and is upset with his new chain of smokers partner Keith. Sonny goes on the field again to capture Bains, but everything is about getting terribly personal... With Sierra's new SCI engine, the graphics are more vibrant than in the first game, but the game basically remains the same, and the player inseases Sonny to move to the scene (using directional keys or a new mouse interface) and the interface of the analyzers to interact with the game world. Game sequences are more diverse and include a shuttle, underwater search or search inside an escape vehicle. The driving sequences are gone, and the player can relax by reading the conversations between Sonny and Keith as they move from place to place. However, the approach to the game is radically different. While the first (for a large part) is based on street police work, this sequel focuses on forensic field work, such as gathering evidence to link Bains to game events. Police Quest 3 - Kindred (1991) Sonny Bonds, a Lytton Police Department sergeant, thought he could finally enjoy a peaceful life with his wife Marie after drug lord Jessie were given away for good. But a series of horrific murders perpetrated by a sinister cult known as The Kindred shocks the city. Marie becomes the victim of their assault and falls into a coma. It becomes Sonny's very personal mission to track down the attackers and force them to pay for their crimes. Kindred is the third installment in the police quest series, its events taking place after those who described Revenge. The game brings back some elements of the first game, such as a modified version of the driving sequences and police procedures unrelated to the main plot that the main character must pass. In particular, computer work is emphasized, requiring the player to perform tasks such as the use of facial composite software or the detection of murder patterns while studying the map. Like other adventures of sierra of that time, the game uses an icon-based interface for interaction with the environment. Created during the golden age of the Mortal Kombat franchise, Pong Kombait is a free parody game combining it with low-tech Pong. There's even a storyline around the ancient mighty white paddle (remember hi?) and the multi-colored younger paddles that challenge him. Even it is about the mysterious monolith, the secret character of high power, hidden somewhere in the tournament. The game is similar to normal pong, but with the exception that each Paddle also has a projectile attack that can harm the opponent. The first player with up to 10 points wins the match and activates the works FINISH HIM!, in which the player has the opportunity to enter the sequence of commands and complete that particular paddle finishing move ... gore and all. Like Mortal Kombat, some levels are dangerous and have their own special finishing movements that use the environment. Poogaboo - La Pulga 2 (1991) Poogaboo: La Pulga 2 is a sequel to Indescomp's Bugaboo (Flea). To save the same style of play and argument of your predecessor, now you will find many enemies: flies, spiders, flying dragons ... etc). The dragon can only be avoided, but flies can be eaten and as a result your time to abandon the cave will be increased. Caves are filled with randomly placed rocks and you can jump left, right or up to jump on them and manage to find the exit. Swimming in Radiance (1988) Located on the north coast of Moonsea's Forgotten Sphere, Phlan was once a thriving shopping city. But recently, monsters began to settle in it, gradually turning all the areas into ruins. Only New Phlan remained under the control of the man, but its inhabitants are afraid of the risk to the beast-infested areas. In order to clean up the nearby Barren River and rebuild Phlan, local authorities have been raising rumors about alleged assets hidden somewhere in the city. The adventurers' party that attracts this news sails toward Phlano and takes a look. Radiance Pool is the first advanced dungeons & dragons role system customization computer game format. At the beginning of the game, the player can use a pre-made six-character party or create each one from scratch. Six races (human, elf, dwarf, gnome, halfling, and half elf) and four classes (fighter, cleric, wizard, and thief) are. The player can change the attributes of the characters and assign a moral alignment to each of them. Exploration of urban and hostile areas (dungeons) is seen from the perspective of the first person in the pseudo-3D world. Enemy encounters are random and take place on separate isometrial court screens, where the country and enemies controlled by the players are fighting each other in turn. The points of experience are awarded for defeating enemies, and after accumulating the set amounts, the symbols are arranged. Fighters gain more attacks, thieves become proficient in backstabbing, while clergy and wizards can memorize more spells than before they need to rest. Non-human characters can also multimodal (learn the abilities of another class) when you align. The NES version is fundamentally different from other versions. It removed links to Adventure's Journal and some of the more complex features of computer versions, such as different currency units. Battles were significantly reduced in size, the graphics were redesigned and redesigned so that the game could be controlled with a control pad, and music was written for it. The randomly generated underworld function has also been removed. Popeye 2 (1992) Strange happenings are afoot again in Sweethaven and only Popeye can make it right. In Popeye 2, our spinach lovin hero must once again save Olive Oyl and make a minceamed bluto while watching sweePea, feeding wimpy and watching a jeep. Popeye has four different levels to cross. His initial adventure takes him to a construction site where spring springs, falling girders and open welding flames hamper his progress. Rolling barrels and bombs that need to be touched to extinguish can also cause damage. Each level of scattered burgers must be collected so that Popeye pass the wimpy, which often hangs somewhere near the top of each level of the vertical scroll platform. There are also force feats that Popeye has to perform by beating a stamping robot-type thing with the help of spinach. Once in the past all these obstacles Popeye can go to the next level. The second level takes Popeye to the side of the urban jungle, where he has to climb into the Biff spinach building and avoid the same obstacles as at previous levels. On level three, falling girders are replaced by giant bananas, as Popeye finds himself in the jungle. Coconut-throwing monkeys hang from the edges and snoozing tigers and snakes decorate the trees. The fourth and final level of the game sets Popeye climbing out of the U.S. Trev and USA's Andy Masts as he makes his way to the final confrontation with Blutt and rescue Olive Oyl. Popeye can jump around and sometimes Calls for him to punch his way through this vertical platform. Additional points are rewarded for finding SweePea and Jeep. He can take many hits before he takes a curtain call, but fortunately is unharmed by long drops. The player should watch out as Popeye has only one life to get through the four levels of this adventure. Population (1989) You play god, games against other gods in the conquest of the heavenly game. To win, you must help your chosen people take over the world and destroy the parasite that worships that other God. Every god begins with one man thrown into the middle of the wilderness. Sometimes the sight is populated land, sometimes not. To get a chance to win, you need to change the landscape, create a flat ground for your followers to rely on. The more followers you have, the more powerful you will be, so take care of them. Build as fast as you can because another God is doing the same thing. If you have enough followers, you can make your people leader into a hero. Then he will go around the land you have built, literally taking strength from the people into himself and working his way toward the enemy. When he gets there, he will engage in a holy war against the people of your enemy. It will burn! He's going to kill. And he won't stop until they're all dead... or it is. But you don't have to let your people have fun; the gods also have other tools. You can drown your enemies one by one with your land, reducing power, immerse your cities in swamps or raise a volcano in the middle of their best agricultural land. Better yet, you can flood the land and drain all the people who were not built on high ground. And when you win, you'll have 500 more worlds to conquer. God's game has just never been done. Portal (1986) Where are all people? Returning from your 100-year journey in a milky way, you feel that the earth is empty and deserted. Among the collapsing remnants of civilization, you discover the terminal for WorldNet, a global network that captured all human activity. The answer must be deep into your database. Worry, come in. The portal is a computer novel - an attempt to create and adapt a novel specifically for the computer. The story of the boy Peter Devore, his incredible discovery and the mysterious portal is told by a DI named Homer, who reconstructs it from fragments of the database after a piece. As you develop the plot, you get the attached information by accessing eleven additional databases, such as historical archives, military files or social origin. When you switch databases to reveal new details, a broad sci-fi story unfolds. Powball (1997) Powball is a one or two player breakout clone. In the 21st century, things seem rather gloomy for mankind. Government control is beginning to crumble under pressure to feed the planets of the 40 billion inhabitants of the world where resources are fleeing. There are wild wars on resources that remain and air reeks of death, disease and decay. The good news is that science has discovered a new kind of crystal, Alchemite, that can be refined into any material known to humans. The player assumes the role of being a rockhopper, a person who believes remains in nearby systems of this material. Each player has a paddle that moves left/right. Players also have three lives, each life is represented by a ball that depends on their paddle. On the screen there are bricks arranged differently in each level. Some bricks are non-negotiable, some are immediately broken, others after two or more strokes with the ball. The player has to shoot his ball into the brick and when he bounces back, the player has to position his paddle to catch his ball causing him to bounce toward the brick again. The inability to catch the ball costs life. When the brick breaks it points and sometimes dissipates small blue crystals or paddle power-ups. Each brick is destroyed and each crystal caught increases the score of the players. The goal is to collect as many points as possible by clearing all the bricks level, collecting the crystals they release into the process before going to the next level. In two-player mode, each player's paddle and ball are of different colors. The game installs in both English and German. Shareware game consists of ten levels and the whole game has more than a hundred. Power Drift (1990) Ever wanted to race dune buggies at high speed on various tracks? Power Drift is an arcade racer that gives you the ability to do just that. There are 5 tracks to choose from, each with 5 stages. Stages range from cities to deserts to tracks over water. There are also 12 drivers to choose from, from entrepreneurs to skinheads and mohicans. Your buggy has 2 gears, high and low. When the light is green, just hold the pedal to the metal. To continue the next stage, you will need to put the third or higher place. Be careful not to rise to other buggies or objects near the road. While you buggy can take pounds, the fall will slow you down. Complete all 5 stages of the level and you will be given a bonus level. Power Drive (1994) Ever wanted to race dune buggies at high speed on various tracks? Power Drift is an arcade racer that gives you the ability to do just that. There are 5 tracks to choose from, each with 5 stages. Stages range from cities to deserts to tracks over water. There are also 12 drivers to choose from, from entrepreneurs to skinheads and mohicans. Your buggy has 2 gears, high and low. When the light is green, just hold the pedal to the metal. To continue the next stage, you will need to put the third or higher place. Be careful not to rise to other buggies or objects near the road. While you buggy can take pounds, the fall will slow you down. Complete all 5 stages of the level and you will be given a bonus level. Powerdrome (1990) Powerdrome racing series is now in its 24th year of high-speed high octane action. Why the race in 2D circuits when you can charge to charge multi-pipe in small aircraft? Typhoon Racing has taken on the challenge, and entered you in your car. There are 6 different circuits, with hazards, including chicanes, tunnels and crusher gates. Shading to sections indicates whether an angle or diving is approaching. There are 5 computer opponents in race mode with one player, while the data link cable allows 2 player games. Each planet has its own atmosphere, and your machine filters will have to be set to take this into account. Rain in some circuits requires a pitstop to be replaced. You are armed with afterburners who can provide speed use in the open air, but should not be too much. The Amiga version allows you to adjust the sensitivity of the controls - in any case the joystick is easier to use, but the mouse is considered faster. Predator 2 (1990) Los Angeles Lieutenant Mike Harrington is used to solving the drug war between Spain and Jamaica drug gangs, but as he caught up in the city's worst nightmare! The spooky Predator species of alien arrived, from ruining serious destruction. It's your job to stop it. The game is a crosshair shooter influenced by Operation Wolf. The approach is a bit behind Harrington, and the game scrolls as you clear each section. Mouse control is available in 16-bit versions. Your armor must be functional in collecting up, and there are weapons for power-ups such as machine guns and rocket launchers to be. You can't go into all-guns-blazing however, like killing one innocent cause Harrington for losing his job at The Pref Club (1991) In a game you join a private card club that specializes in preference. If you tell a staff member everything about yourself, you'll be on the members list. When you can choose two opponents in the club. Opponents are different from fools to sharp cards. The gender of a person does not affect their game, so be careful. Winnings are saved in your account, but if you lose all your money, you would never be a member again. Prehistorik (1991) Prehistorik is a side-video platform game with a superficial resemblance to Chuck Rock. You control Neanderthals who must march through a hostile anti-historical environment, seeking food and protecting themselves. Some foods can be found in caves, but it mainly exists in the forms of living animals. These include fire breathing Pyro-Tax dragon, Turtosaurus, and Bad Bat. Each of them must have been club-to-death, some taking up to 5 hits, and then walked through. Some other enemies are unseasoned, and monkeys that throw coconuts at you are especially fiendish. You will have to complete the level within the set time frame, and avoid contact with these enemies. However, it is possible to collect bombs and improved weapons, as well as extra life, time bonuses and improved jump. Prehistorik 2 (1993) Prehistorik 2 occupies the story of its predecessor, another caveman-era platform game. Hero must use his club to crush animals Of them then release bonus items to collect. He no longer needs to feed his clan, so there is no need for a minimum food goal, unlike the original game. Other bonus items are around the levels, and even more can be found using your club creatively and adventurously, there are bosses and passwords after several levels. The Amstrad version is one of the few games to use cpc plus features many colors and sprites and full parallax scrolling. Premier Manager (1992) The first game of gremlin series football management games. You start managing a team in a conference (fifth tier of English football) and you are making progress in the leagues, improving the existing team or engaged with better clubs elsewhere. The features you have include selecting training regimes, planning tactics for each match based on your opposition's strengths and weaknesses, scouting new players, including youth prospects, and organising sponsorship and stadium improvements (to attract more fans). The transmission system is a very important part of the game, because you aim to sign players (who are widely valued in each of the key skill areas) against the other teams that want them, and sell out players you don't need. You have an overdraft, but make sure it doesn't exceed it. The game supports up to 4 players whose matches take place at the same time. You can make tactical changes and changes in the middle of the match. Premier Manager 2 (1993) This football management game features all five national English leagues. A player starts the game by managing one of the conference teams, whose ultimate goal is to try to reach the Premier League and win European competitions, improving the current club or doing well enough to earn job offers elsewhere. Each match includes the selection of the team and choose formation and a set of match tactics - the intensity of the fight, the height and length of the transitions, and the shooting range can vary. In total, there are almost 500 permutations of these variants, as well as 18 major formations. The game transfer system includes the acceptance of financial offers for both the club and the payer and in the hope that no other club has offered more. Players whose contracts have expired can be signed without a club fee, so make sure all your players are under contract. The player must also negotiate sponsorship deals, plan ground improvements, ensure that injured players have appropriate treatment, schedule training schedules and hire backroom staff (e.g. coaches and scouts). Premier Manager 3 (1994) Premier Manager series leading the team from the conference, the fifth Division of English Football, to the Premier League and to European glory. Sign the right players and sell the bad ones to improve your squad. As in previous games in the series, the phone helps to contact your staff, such as coaches, to improve your players' and scout to find new players. Stadium improvements (room for more undersoil heating, better supporters club) and sponsorship (assigning a brand to every piece of stands around and above the pitch) is largely unchanged from PM2. The new version of this is an assistant manager - if you can sign a quality one, he can do work like training for you. Tactical depth increases pm3 - each player can be assigned a position on the pitch, depending on which sector the ball is in, much like the Sensible World of Soccer. Match coverage is more detailed than in previous versions, and the isometrically revised step shows in detail each touch, helping you work out why your team lost 5-0, and how to stop it again. President Elect - 1988 edition (1987) President Elect:1988 Edition is an updated version of the original Presidential Elect adding campaign data on the upcoming (at that time) 1988 election. The game is a detailed computer simulation of the presidential campaign from Labor Day to election night. The game can be played by 3 players, each assumes the role of campaign manager/candidate. The game continues through 9 weekly turns when the player decides how and where to focus his campaign efforts. Weekly polls are scheduled to give players an idea of how they are doing. Election night returns come from minute to minute until the winner is determined. Election night can be simulated in real time (2-6 hours) or votes can be counted in 15 seconds. President Elect has seven historical scenarios (from 1960 to 1988) or an almost unlimited number of hypothetical or ahistorical scenarios. Prime Time (1988) Don't hate when your favorite TV show will be canceled? Prime Time from First Row Software allows you to be a moron who cancels all the smart but low-rated TV shows in favor of popular pseudo-dramatic travels and identical sitcoms. Take on the TV network's executive duties in this very unusual simulation game. Select the shows you want to air, from 160 regular apps and 15 network specialties. Schedule, recruit advertisers, bump shows about optimal slots, but whatever you do, keep high ratings if you want to keep your job. Evil Prince (1993) In this game you are a Chinese prince who fights many dark opponents with his sword and pours miraculous arrows, balls of fire and other offensive spells. Progressing from one area to another, you need to gain new magical weapons to kill dragons and other superiors. The energy of your weapons is lost when you use them, so think carefully about what weapon you need to kill that monster and what you need for another. Prince of Persia (1990) While the Sultan of Persia is fighting war in a foreign country, his Great Vizier Jaffar orchestrates a coup. His path to the throne lies through the sultan's lovely daughter. Jaffar kidnap her and threaten to kill her, she refuses to marry him. Meanwhile, the man the princess loves is thrown into the dungeons. He only has one hour to escape escape In his prison, defeat the guards along the way, and stop Jaffar before the terrible marriage takes place. The Prince of Persia is a 2D platformer, which is generally considered a progenitor of the genre of the film platform. Instead of following the more common leaps and run mechanics, it focuses on careful progress through relatively complex levels, emphasizing the protagonist's vulnerability and survival aspect. Rotoscopic technique is used to give more realistic characters to motion animation. The protagonist must avoid deadly traps, solve some simple jumping and environmental puzzles (for example, step on pressure plates to lift the portculis) and engage in sword battles with guards. The player's character has an infinite amount of life, but every time he dies, he has to restart the start of the level and must complete the game in an hour. The hero begins with three health units, which can be supplemented with small health pots or permanently enlarged in large jars. Game Boy Color and SNES game versions feature additional levels and new enemies. The Genesis version has a new introduction, a modified graphics set and four new levels. Professional Tennis Simulator (1990) In this game you will have the opportunity to play seven different championships, including four Grand Slams, so depending on the competition, you will play on clay, grass or synthetic surface when faced with someone from the top 11 ATP players. You will also have the opportunity to train with another player, computer or ball launcher. With serve training and choose equipment and surfaces, you will also improve your game in all possible conditions. If this game is called simulator it's because: your pictures will be different depending on the net distance, the effect and direction of the ball serve will be defined for you, in addition, you will have complete control over the direction of the ball, bullet power and bullet style during impact (under the pressed keys), you will be able to access the game stats at every moment , and eventually you will have the opportunity to choose a racket and slippers (all of them adapted for each situation). Insurance (1987) Insurance is 1930. There's a firefright in New York. The city was overrun by gangsters, and the police hired you to get rid of their city. The game is simple: you encounter a row of buildings, a gangster pops up and you have to shoot it before the screen timer goes blank and it shoots you first. You can hide until the timer restarts, but it's also limited. At the end of each stage there is a bonus round in which you have to shoot gangsters in the room, without more ability to hide and faster timer. As you progress through each stage, the game will become faster, and enemies will become harder to find and hit. Of course, your goal is to reach the end of the game with the highest possible result. Project Neptune (1989) Taking into account the role of Special Agent Robert Steel, it's up to you to destroy the evil Yellow Shadow network poea mining bases. At the same time, you need to protect your bases from attack. You are leading a small but powerful submarine and you have to work quickly and strategically if you want to succeed. Project-X (1994) Six horizontally moving shooting levels aimed in this R-style action game. Attack waves differ in style, and some attack you from pretty fiendish corners. This gives blue power chips that are used in choosing one of the many weapons. There are 4 front-firing options (weapons, plasma, magma and laser beams - weapons can be developed quickly, but lack top-notch power compared to others), as well as acceleration (requires only one token), side shot, up to 3 homing missiles, build (a fast super-destructive explosion that only works when you don't use automatic fire) and stealth (vulnerability period). Each level has a very different setting and level end boss to defeat. The possibility to upgrade from the level that died is offered to level 3. Unusually, the game has the ability to emulate the auto-fire feature using software (this makes it one of the few Amiga shoot'em ups you can expect to get as fast as ever over the emulator on the keyboard as a joystick on the real subject). Prophecy 1 - Viking Child (1991) Cartoony side-scroller, where you take on the role as the name states, the Viking child, his aspiration to free his friends and family, but by the evil god Loki inside the Great Hall of Valhalla. Fight your way through 16 levels with various scenarios including medieval castles and mountains. Spread across the levels are stores where you can buy potions and other magical items that will help you along the way. Before you finally encounter Dark Lord Loki, you also have to defeat 8 disciples in the dark. The game has colorful graphics and 22 different ringtones to make the whole trip a little more enjoyable. Protostar - War of the Border (1993) An alien race known as Skeetch threatens humanity and peace throughout the galaxy. The human organization Newfront launched the Protostar initiative, trying to persuade four alien races to join people in the battle against Skeetch. Protostar: War at the Border is a space trade/exploration game in the same mold as Starflight and Star Control series. The player can scrub the planet's surface resources, discover new planets and creatures and name them, use diplomacy, barter and trade with aliens, wage war against hostile races, find new crew members, and improve the financial situation of human organizations. Prowler (1987) Prowler sends you deep into space, Ursa Minor Delta-V, where Peradusins is under attack (companies have begun to run out of subtle ways to reset Russia; perhaps it's a good job they haven't been an enemy much longer). Fortunately, you have at your disposal a Northall Q15 helicopter-jet hybrid, with an advanced priatnamas priatnamas and strong shields. Rescue Fractalus is a good guide to what to expect - the action is the first person and depicted in 3D, with hovercrafts and aircraft among its potential targets. There are various game modes, including air and ground combat at varying intensity levels, as well as 5 skill levels and full training modes, as well as ten set-piece scenarios. The tactical display must be used to select troublesome sectors and launch preliminary attacks on them. Psi-5 Trading Company (1986) Psi-5 Trading Company provides a player team to space cargo crew of a host of exotic aliens. The player must pilot the ship through pirate-infested space and must decide whether to fight or try to avoid space robbers. Time is short and commands must be timely and cautious because many emergency crops as the ship is attacked and the system crashes or is destroyed. The player is challenged to get expensive cargo to the destination! Psycho (1988) Psycho is a graphic adventure game with the main verb interface. A set of gems was stolen. At the time of the theft, the curator was with jewels, so it was also stolen. Who's the suspect? Norman Bates, of course. The next night, a brave detective drove into a sinister Bates motel. His plan: a) find gems, b) free tutor and c) take a nice hot shower, have time to have enough time. The psyche is completely controlled by the keyboard: direction keys, how to move your character, keyboard shortcuts to perform actions. To examine it, you need to stand close to an interesting object. Opponents appear randomly throughout the house, so you sleep touch and so drain your precious time - you only have four hours to solve the case. You can shoot enemies as soon as you find the weapon. Since there is no other possibility of character interaction, you will also examine the Bates family. Pt-109 (1987) PT-109 is a classic torpedo boat simulation set during World War II. It is a game with great depth of opportunity, realism, simulation accuracy and enriched with exceptional documents. 45 different missions, 5 game levels, practice tactics mode, 4 action theatres (Philippine Islands, Solomon Islands, New Guinea and Mediterranean) and many other options and features. Bar Pool (1987) This pool simulator is set in the pub. You can direct the white ball by moving the cross marker on the pool table, adjust the rotation by selecting the location where the hint will hit the ball (there are nine places on the ball, such as center, bottom, right, top left, etc.), and select the power of impact. All balls must be in the pocket in the correct order (ball 8 should be in the pocket last) on the table consisted of a regular hexagon. Once the stand is complete, the game will advance to the next level, setting the balls in harder positions on the table. 5 omissions are allowed for each level until the end of the game. Audience in pub watching game traffic, says comments on the player's actions, and takes beer from the barmaid. The game is available to 1 or 2 hot seat players. Each player in 2 player mode uses his table with his balls and his own game set. Pulse (1996) Pulse is a fun game in which you try to get a group of pieces of the same color together similar to how you would tetris the game. But in this game, the pieces are flying around the place and you have to attract them wherever you want them. As you get a set of four or more discs of color completed, these pieces disappear and you get a barbed piece of that color. Each set of finished colored discs gets a new spiked piece. Clearing a set of barbed pieces gets a triangular piece, and clearing those set gets a piece of star. It's kind of like going to levels. As you progress, you can get power-ups and special events. Because of the pieces flying around as you progress, this game becomes very fast and it's hard to continue getting into the game. Purple Saturn Day (1989) Every 4 galaxies of the year, alien athletes from every inhabited planet in the galaxy choose to compete in purple Saturn Day games. The player is waiting for four interplanetary events: Pilot ship through time and space, race around Saturn's rings, solve a fast-moving electronic puzzle and navigate a stretch of futuristic obstacle. Although this is not an official record of the series, this game is the same as epyx popular game series titles. Puzzle Fun-Pak (1989) Puzzle Fun-Pak is a collection of four puzzle games: "Block Five" Asteroids Rescue * Phrase" Maze Machine Puzznick (1990) Each level puzznick challenge is to maneuver a selection of blocks into place so that you can clear them all so that they connect with blocks of the same design. You control cross hair, which can move the block to the left or right, which can cause its fall, if there is no block under the space it takes. There are many complications associated with equal decision. Moving platforms mean that you need to move the block at a certain time or especially so that they are not blocked. In some cases, there is an odd number of a particular type of block - in order to solve them, you need to arrange two blocks in one space, so that the step is a piece, merged with two others, and immediately remove all three. You will also encounter blocks laid out on platforms, suspended space, and gaps in equal order, which means that there must be a certain number of blocks in order to make a certain step (e.g. forming a chimney). The structure of the game is a little unusual, because after you fill each batch of four levels, you will get a choice of two level sets - you progress through an expanding matrix of levels, which means that there are two sets at level 2, three at level 3, four at level 4, and so on. This means that there are a total of 220 screens in the game. Each screen is played before Limiting, and losing the level (either running out of time, or making a poor move and leaving an impossible position) loses one of your three lives. Pyramid Power (1986) This streamlined clone Q*Bert features a familiar game - the player must move on the pyramid to change the color of the blocks by stepping on them, avoiding monsters and falling rocks. On each side of the pyramid there are even teleport discs, which in the event of an emergency can transport the player back up. Pyramids of Egypt (1989) You control Mike the Explorer as he makes his way through the treacherous pyramids of Egypt. There are 100 cobra-filled chambers live, starting with gas fires to burn snakes as often as you can. Collect all the gems in the chamber and you can go out and continue stealing your theft in another dangerous cell. Qbert (1984) Q*Bert is a popular arcade game. The goal is to change all the pyramid tiles to the target color. To do this, you guide Q*Bert around the pyramid, and each tile he hops will change color. In the early levels, one hop will change the tile to the desired color, but at later levels you may need to hop several times on the tiles or even several times to avoid the tile! Trying to stop Q*Bert are many different creatures that roam around the board, including Coily Snake, Slick and Sam, and falling balls. On the edge of the board there are floating discs; if Q*Bert jumps into one of these drives when the snake is reaching, the snake will fall off the board while Q*Bert is safely transported upwards. Qix (1989) In this game you are leading a cursor that must draw rectangles and other strange objects to claim your territory, and you can quickly or slowly draw these rectangles. Drawing rectangles using a slow method gives you the most points. Once the rectangle has been made, it will be colored to show that you have claimed your territory. When drawing rectangles, you need to watch for Qix (sharp strokes), colored lines that scan the screen. In addition to Qix, you must also avoid the Sparks that travel around the wall, as well as any lines you've made, as well as the fuse that travels along the line you draw. Once you've claimed enough territory, you can go to the next level. Quadnet (1998) This fast and furious shoot-em-up inspired retro arcade games like Tempest 2000 from Atari. You can control the ship in a small square grid. Enemy robots are thrown into the grid by a drone polluter. Robotic drones are not too difficult to deal with at first, because the only danger is to collide with them. But as the number of drones increases, it begins to bouncing around the play area, it becomes increasingly difficult to protect your ship. You are assisted by your testing of ships invaluable four-way auto cannon. The game is unique in that moving and shooting is independently controlled by four keys each. This requires a little getting used to, but intensive operation when absorbed. The concept is simple. Kill more robots to collect more points and earn a place on the high score list. Quadralien (1988) Quadralien is a real-time puzzle in the Sokoban tradition. Future: Humanity's space stations throughout the Solar System are powered by a huge space reactor called the Astra. Astra is about to break down. Enemy race Quadr aliens occupied the reactor; pollution is now increasing and a complete failure is inevitable. The last challenge is six remotely controlled droids that have to clean up the Astra and destroy quadralien's mother in the Astras nucleus. You control two robots in each of the 19 levels, cleaning the contamination on your way. The game is a variation of Sokoban: You have to push the spheres in the right direction to clear the way. However, the spheres are magnetically charged, which means that they repels or attracts each other. You need to consider chain reactions. Before entering the level, you can choose which robots to take with you. Each droid has different abilities, such as a higher range of movement, greater capacity to carry contaminated materials or magnetic charge. You can explode your way out of desperate situations with a limited number of detonators, and you can restart each level when the already removed contamination remains removed. However, there is a time limit for the entire game in the form of reactor core temperature and energy, so be quick! Quadrax (1996) Quadrax is a puzzle game where two characters must be moved to a predetermined location at the logical level. Since the entire screen is filled with obstacles, the symbols must help each other bypass by turning the switch, moving stone blocks, opening doors and using elevators. It was originally released on the ZX Spectrum with 50 levels. The computer version conversion contains 100 levels with the same themes. Quadrel (1990) Quadrel is a puzzle game in which you have to fill each piece of the selected layout with different colors of paint, without painting two adjacent pieces of the same color. At the beginning of the game, you can choose the desired image or layout, as well as whether you want to play indefinitely or not. You can also choose the game mode imposed, in which the game specifies which piece you need to fill the next. Each layout has a set amount of paint available for use, in four different colors: red, green, blue and yellow. The amount of brush strokes left for each color is indicated in your palette. Some layouts have a lot of a certain color and a very small amount of the other, while other layouts have a more even amount of each color. The goal is to plan well from the beginning to avoid a certain color that will be needed to complete the layout. The game can be played in Solitaire mode, against the computer or against another human player on the same screen. During the game there are no sound effects, only music. If you can complete the layout, you can enter record table. QuarterPole (1993) Quarterpole is a horse racing simulation and stable management game based on a purebred racing board game of the same name. In this game more than a thousand horses, 125 tricks and 150 trainers race 311 days a year from May to August on five 3D simulated tracks. Race your purebred cups, bets and classics at night or day in different types of weather conditions. The results depend on past performances, track conditions, pace, track bias, race positions, running styles and other factors. You will manage every aspect related to the purchase of your horses from their purchase (auction or private sale), through their training and handling and ultimately their entry into the race you choose. As your horses win they advance to higher grade allowances and bets. The game uses betting systems patterned after real racetrack payback software. Place bets on big money to win, help or show with accurate/trifectas and choose wisely using expert tips in the game. Real racing action celebrities and sounds can be seen and heard. The game contains full motion video about race day events with music, voices and digitized sound effects. Additional features include instant replay, slow movement and various camera angles. Quest [1995] Quest]] is a somewhat unusual game, full of a kind of festive weirdness that only young or confirmed peculiar can wear out. Choosing the size of a player's shoes is a tantalizing story involving the err of a historical former knight, the rescue of Trepto- daughter and your player's time travel mission to help him accomplish this task, in accordance with the pain of nuclear demolition. While browsing some of the MS-DOS-era utility software-style graphic text button menus, the player wanders the perplexing complex described as a text adventure game and interacted with the capabilities within [hotkey few choices. Some fights may or may not be carried out with simply demented enemies (a group of severed human heads?), after which the player appears above the ground and begins to try to navigate the Map of France in the 1700's through the coordinates. Then, having found the city, the player walks from the building to the building, trying to find the knight and his daughter - now courtesy of an unfair interface! All this is a bit overwhelming, though in the end the weirdness add to the kind of internal consistency. Quest for Glory I - So you want to be a hero (1989) The small town of Spielburg is populated mainly by beer drinking people and some centaurs who love to work in the area. Spielburg is surrounded by forests and mountains where all sorts of strange creatures live: ogres, goblins, talking foxes, stupid magicians, etc. Recently, Spielburg was attacked by brigands; In addition, the witch Baba Yaga can not be trusted. The city has everything it needs- even Thieves a strong, brave hero who would protect him. So when wandering adventurer searcher city, he quickly realizes that his skills can be used. Hero's Quest: So you want to be a hero is a hybrid game that contains role-playing and adventure elements. It is visually very similar to other quest titles in the Sierra (such as space quests), but the game-addition to the usual exploration, conversations with symbols, and solving the occasional puzzle with the help of inventory elements- also involves the development of combat and character. At the beginning of the game, the player chooses a class of protagonist characters - fighter, mage or thief. Class selection will affect not only the fight, but also many other events in the game. Puzzles can have different solutions depending on the class and the number of skill points in different categories. The skills and abilities of the main character are raised by directly re-performing appropriate actions, e.g. in the fight against enemies, practicing, climbing, throwing objects, etc. Many of these activities are necessary to successfully complete the game. Combat takes the player to a separate screen (represented by an enemy photo) and includes a selection of time teams such as Attack, Parry, etc. Interaction with the game world is done by entering verb commands or chat threads. The game has a day/night cycle that also includes character schedules. The main character can be hungry and tired, so it is necessary to feed him and rest. Quest for Glory I - So you want to be a hero in VGA (1992) Quest for Glory I: So you want to be a hero is a hero's quest for a makeover. So you want to be a hero. The makeover features 256 colors of VGA graphics. The locations have been redesigned and portraits of characters are displayed during conversations. This version also has an icon-based interface rather than an original text input very similar to the one Sierra uses for its adventure titles. The player selects dialog choices from the dialog menu instead of entering the conversation topics in the previous release. Several changes to the dialogue have been made, adding (or changing) some Easter eggs and links to other games. Combat now features clay patterns of enemies and stop-motion animations. The prospect was switched to the image over the shoulder away from the player. Battle teams (two types of attack, parry and dodge) appear as icons in the corner of the screen. The player can switch between the spelling menu at any time, and also click the middle of the screen to escape the fight. Quest for Glory II - Trial by Fire (1990) Trial by Fire is a sequel to Hero's Quest. So you want to be a hero. It takes place in the city shaper and the surrounding desert, in the Middle East. It seems that the powerful elemental spirit has been disturbing to Shape and folk recently. Someone, or something, is behind those troubles. It's the hero's job to figure out what's going on, get with many Shaper residents, and once again prove that he is worthy of his heroic title. Like its predecessor, Trial by Fire is a hybrid game covering elements of adventure and role-playing genres. It has a text interface, puzzles to solve, inventory items, characters to speak, as well as pure RPG elements such as character growth system and battles. A player's character can be either a fighter, a thief, or a wizard, and can also become a Paladin during a game if he adheres to a strict moral code. Real-time fighting is presented on separate screens and offers more options than the previous name. There are several types of high, medium and low attacks, as well as parrying and dodging. The hero raises his combat qualification and other skills in fighting enemies, learning and performing various actions that influence the appropriate parameters. Quest for Glory III - Wages war (1992) Wages is the third game in the Quest for Glory series. He is located in the Africa-like world of Tarna, where the hero travels with Paladin Rakeesh, his new Liantaur friend he met in the previous game. Shortly after his arrival, the hero learns of the conflict between the human genus Simbani and the supposedly malevolent neighboring Leopardmen. It is time for our hero to become a smart diplomat and prevent the impending war between the two nations. The main system of the game is similar to the system of the previous two games. The game has an adventure-like structure and game elements, including puzzles to solve, inventory items to use, and characters to talk to, as well as role playing game system with fighting and character development. As in predecessors, the character of a player can be a fighter, thief or mage; In this part, the paladin class is selected from the very beginning of the game (unlike in the previous game, where the hero could only earn the title of paladin in history). Saved characters from the previous game can be imported. As in previous Quest for Glory games, the settings of the main character increase immediately after battles or repeated various actions. The new series is an overworld map in which the hero travels between places. Hostile meetings can occur randomly while driving on a map. The combat system is similar to precursors, with real-time struggles, in which the player chooses various offensive and defensive options. The graphics engine and interface in this part are the same as in the remake of the first game: it features 256 color graphics and an icon-based interface that Sierra used for modern adventure games. Quest for the Time-Bird (1989) Based on a graphic novel of the same name, this computer game Quest for the Time-Bird! is an amazing saga whose main components are action, danger, sucy, fantasy and magic. You have nine days to complete your quest to explore this huge world of wizards and With Roxanna, daughter of Mara witch and Bragon, a retired knight who once again returns to life in danger, all for the great quest of the Time-Bird! Quik Majik Adventure (1991) Supposedly a shareware version of the more robust, non-fast Majik Adventure, like their latest Dragon Hunt, is a somewhat graphic roguelike, placing a fantasy adventure smack in the middle of a series of 75-level random and gloomy dungeons, filled with gills with treasures and hostile creatures. As a previous effort neurosport has not yet squeezed perspective into three bewildered dimensions here, and so we still retain the traditional top-down image, pre-(and range view restrained) with a graphic tile set. Quik Thunder Rabbit (1994) This platform game has a lot in common with the console gaming era. There are 4 worlds, including ice, deserts and fields, and have several routes too. Bad guys are cute. You get past them spinning at them, although jumping over them is often enough. The proposed power supplies include speed boosting, energy, food and water (quik thirst and hunger are measured separately). Bonus levels include jumping over time, finding the right door. Quink (1984) Quink is a puzzle game for one or two players. Each round of the game will display eight names, locations, or objects that will be linked in any way. Of the eight points, two to six will not be related to the others. The player must determine which element(s) is lone and remove them from the list within the specified time limit. For every wrong guess the player will lose his life; If three lives are lost, the game ends. Points are awarded for the correct identification of lonely ones; There is a goal in each round, so even if the player completes the round without losing all three lives, the goal must still be accomplished to move on to the next round. In addition to regular game rounds, there are also two types of challenging rounds: one loner challenge and matchmaker challenge. In one set of loner challenge there will be only one loner; the aim is to identify it as soon as possible. The correct choice earns extra points or the round ends when the wrong selection or time expires. Matchmaker Challenge, there are nine elements displayed; The player needs to find out which item corresponds to the one that appears in the center of the board. The correct choices earn extra points. Quink covers several business areas, each of which has many categories to which goods may be linked. Categories: * Fame - includes categories such as Real Names of Movie Stars, Famous Generals, Nation Leaders, TV Sportscasters, Sci-Fi Writers, and more. * Pop culture - includes dancing, monopoly avenues, toys, mixed drinks, TV Westerns, Airlines, and more. * Imagination - includes musical terms, Onomatopoeia, opera, theft talk, poetic license, Kookish Things, Cartoon Curses, and more. * Science and Nature - includes Linguo, diseases, vegetables, nodes, birds, metals, cell parts and more. * General knowledge - seas, cheeses, martial arts forms, national parks, longest rivers, ancient Greeks and more. * Mixed bag - All of the above things are included at the same time. The game includes several game options that adjust difficulties and deadlines. There is also advanced game mode; In this mode, the player must specify when all the singles have been removed, not a game indicating such automatically. R.B.I. Baseball 2 (1991) R.B.I. Baseball 2 features all 26 major league teams, each of which has a complete list of players. You can choose any National or American League team. You can even play one of the 1989 All-Star squad. The game has options for one player and two players, as well as a password mode that allows you to play the entire season (one game against each division team). In addition, clock mode gives you the best place in your home for computer-controlled matches. This second version is similar to the original game from the point of view of the game. This time the game uses teams and statistics from the 1989 season. As in the original, you'll see what it's like to step into the plate like Ricky Henderson, pitch a ball like Nolan Ryan, and catch a line drive like Ozzie Smith. Race Drivin' (1992) Race Drivin' is a continuation of the driving simulator Hard Drivin. The game is similar to the first game. The player must complete the wheels around the race track before the timer expires. Around the track there are several checkpoints that increase the player's time as he walks. Race Drivin' has three courses, one of which is from the Hard Drivin track. There is a new super trick to watch, and an autocross course. The player can also choose from three types of cars. Rack 'Em (1988) This two-player cue-

sports simulator features five different game modes – you can play standard pool, 8 or 9 ball options, a fast bumper pool, or an English game snooker, each with its own rules restored as accurately as possible. There is also a bumper pool game built by the editor. In practice, the modes of shots can be restored. This is useful for beginners, because each shot includes the selection of the target ball, the desired location, the pace of the shot, and the back favorite shots can be saved on the drive. Racter (1984) From Racter FAQ: In 1984, William Chamberlain published a book titled Cop Beard is Semi-Built (Warner Books, NY, 0-446-38051-2, paper \$9.95). The introduction states: Except for this introduction, writing in this book was done on a computer. The authorship is attributed to RACTER, originally written by the assembled BASIC on the Z80 with 64k RAM. In the RPT, words are combined according to the syntax directives, and the illusion of harmony is exacerbated by the reuse of text variables. This gives the appearance that Racter may actually have a conversation with a user that has some meaning, unlike which just spits back what you type into it. Of course, such a program has not yet been written to perfection, but Racter comes a little close. Since some of the syntax errors that Racter tends to make cannot be avoided, the decision was made to sell the game with a humorous vena, which the Mindscape marketing department called tongue chip software and artificial besanity. Radio Baseball (1986) Radio Baseball is a textual baseball coaching simulator. Each team has a list of players, and as a coach, the player must assign them to field positions. The game itself is quite automatic and graphically image of baseball. The coach has some influence on the game's revenue, such as being able to call pinch players and offer strategies for ballplayers to take. However, during each action, the value of the player's individual skills is applied against each other, and the resulting game algorithm determines the success or failure of various play. The game is standard baseball with each game lasting nine innings and each inning lasts as long as the team is penalized with 3 outs. Rambo III (1989) Rambo's mission is deep in Afghanistan, in the days when the Soviets occupied it, and America was putting this right (we didn't mention who they joined in it). Colonel Trautman was kidnapped by the Soviets, and you went there to rescue him. This is a three-part operation about after the movie storyline. In the first part, you explore the building Trautman could be, through a top-down view of the building. It is highly protected by infrared security beams, which, when activated by unleaded enemies. The places of the beams are obvious only if you collect special glasses. Other hazards include mines, trapsdoors and booby-trapped doors, but are reinforced with weapons to collect. Two sections are identical to the first, except that it is outdoors, the enemy is on you from the beginning, and there are no traps. The last section changes Operation Wolf-style shoot 'em up, with tanks, foot soldiers and helicopters crowding face to face. Your weapon can get stuck, which contributes to the challenge of finally getting out alive. Rampage (1988) George, Lizzy and Ralph were just ordinary Americans until the experiment went wrong, turning them into Gorilla, Lizard and Werewolf respectively. After that, three of them plan to round up the destruction of buildings, and up to 3 people can join them. Smashing the edges of buildings long enough will allow them to fail. The police and the army are after you, and shoot at you, so try to destroy them (if you do not do so, you can avoid bullets). You will need to eat regularly, with similar things like plants to offer, to avoid falling back to the human. Rampart (1992) Tetris meets shoot-'em-up. Rampart is a game combining strategy and artillery action. Build your castle from Tetris style pieces, place your cannons, bomb Try to fix it, do it all over again. The original arcade release has a single player and two-player mode; Later fixes include a three-player game. RAMSAK (1982) RAMSAK is a game similar to Pac-Man, but fully rendered ascii art. The player (white smiling face) travels to the field, trying to collect all the points and symbols and escape from angry red faces. The field also contains destructive (light blue) and non-destructive (dark blue) blocks. There is only one playing field, but it is randomly generated: there is a random block layout, field bonus symbols, randomly replenished after each death, and each red face can remove or put any character on board (including undestructured blocks). There are no different levels and the game is played on the same board until the player loses a lifetime. Raptor - Call of the Shadows (1994) Raptor is a vertical scroll to shoot 'em up. It features smooth scrolling VGA graphics, various enemies on the ground, air and sea and the original soundtrack. After completing each level, you have the opportunity to upgrade your ship with a powerful arsenal of weapons and good ones. Some weapons are effective only on ground or air targets, and some are on both. There are some really advanced weapons, such as an auto-track mini-weapon that can effectively destroy almost any kind of targets without reaching the ship. Dying shootem ups can be annoying, especially if you have to start the whole start. However, Raptor can save your game between each level. If you have enough credit, you can even buy several shields for further protection. The 2010 edition of Raptor: Call of the Shadows includes improved graphics and native support for higher resolution (640x400, 960x600 and 1280x800). Standard graphics can also be used. Rastescan (1988) Controlling the spherical MSB, repairing a droid that has lost most of its capabilities, only you can repair the Rastescan spacecraft and bring it back under control. The first job is to repair the droid, after which you need to regain the control of the power generator and engines. The game is controlled by moving MSB directly, with the teleporter device droid allowing you to move one object at a time. Spanner-type devices are mounted from the floor – the main MSB to these revealing puzzles that can be used to unlock the door to reach other parts of the ship at the top. In order to generate any energy and reach the ship's scanner, the leak must be fixed by finding and using a piece of the spare pipeline. Rath-Tha (1992) Rath-Tha is a vertically scrolling shoot-'em-up. In the distant future, the human race built a long pipe that absorbs all the debris created by the planets of the system. T'ufu - a planet notorious for its dirt - sent a rat-shaped ship, Rath-Tha, to destroy the pipe. Game commands ship destroy rath-tha. The game consists of four stages. Starting from the inside of the pipe, Fights against swarms of enemies. The ship may moved to any part of the screen during shooting. In addition, there is an area with megatronic generators. In the third stage, the ship leaves the pipe and reaches outer space. It must avoid torrents of waste that is protected from shots. The chemical changes the control of the vessel. Finally, the ship reaches Rath-Tha and must fight inside to destroy the core. There are bonuses such as metal waste that restores the shield, garbage bags to regain energy, and radioactive canisters for temporary immunity. The player also performs three CODA codes to destroy obstacles inside Rath-Tha. Reach for the Stars - Galactic Conquest (1986) Reach the Stars is a spaceploitation game. The player has the opportunity to name his civilization and his (up to three) AI opponents before he begins his attempt at galactic dominance. The map of the 2D galaxy is marked only with planets and their names in several different colors. In addition, there is no tactical struggle for diplomacy and player control. It remains to be seen as a game of great strategic and economic production. The player must tweak his planets, build ships, explore new technology levels and deploy fleets. The player can change and customize all the basic dynamics. Reader Rabbit (1989) Reader Rabbit is an educational game for children from 3 to 7, designed to help with reading and spelling skills. There are four different word games to play increasingly difficult: word graded, picture marking, word train, and game memory option. Spheres (1991) Spheres is a medieval real-time strategy game located in a fictitious realm where the player has just been named king. Your kingdom is threatened by the surrounding spheres of different rulers and your task is to defend yourself and expand your kingdom to become ruler of all spheres. The game has a 125,000 square mile fractally created landscape, 128 armies with many thousands of members. You can order your armies into various battle formations and conquer countless cities with its inhabitants and its golden treasures of the Spheres of Arkania 2 - Star Trail (1994) This is part of a computerized version of the trilogy based on The German NDEG1 RPG By Dase Auge, and the sequel to Arkania: Blade of Destiny. The game uses an advanced version of the interface first introduced in the first part. You can create an adventure party, browse them from a first person perspective, and enter an isometric image when in combat mode. The fight is based on your turn and allows you to freely move your characters through the battlefield. The player must end the dispute between elves and dwarfs and must find a stolen relic called Sternenschweif. Sphere of Chaos (1995) Sphere of Chaos is one of the many action 3D realms back in the days they called themselves Apogee. Endrick, a warrior, and Elandra, a wizard, must travel through 26 levels, divided into 3 episodes, in order to find the source of what damages the earth Endrick uses his sword to fight the enemy in close combat, and Elandra uses a supply of gems to blast them with fire from afar. You can switch characters at any time, but they both share their health bands, and if one dies, you'll still need to restart the level. Reaping the Dungeon (1993) Reaping Dungeon is a turn-based, randomized underworld scanner in the vein of Rogue and Hack. Below jupiter's surface, the machine does not control and flood underground tunnels with synthetic creatures. You have to descend to the depth to find and destroy the machine. Adventure is divided into a freeware episode with 15 levels titled Arms Recovery and the second episode of Machine, which contains 50 more levels and needs to be purchased. The main challenge is to explore each level of the dungeon and collect treasure in the fight against enemy creatures in simple hit-vs.-hit fashion. Precious metals and precious stones can be sold in stores to buy better weapons and equipment; Raw crystals obtained from defeated enemies help improve your character abilities, such as damage ratio, visual range or performance speed. Through battles and careful exploration, your protagonist becomes more powerful and effective. All level layouts and content are created randomly. Each level presents one new creature and at least one new map item or item. Dungeon's taking on the genre adds several original elements: * The drop shaft leading to the next level is moved at random intervals. It must be found and marked. Data chips scattered across the level reveal the current location; * In addition to weapon/device energy and health, your character has an oxygen pool. Every step consumes oxygen, so unmatched driving in the dungeons is wasted and potentially life-threatening; * Energy, health and oxygen can be collected from cell plants that grow in a five-step life cycle. A good time is necessary to maximize cell yield; * Taking advantage of dungeon's magical system is based on rare mushrooms that provide special powers for several turns, such as improving the visual range, excellent weapon payment, seed planting or the ability to walk through walls. Dungeon graphics collection consists only of customized ASCII characters of 16 colors. The sound is limited to the sounds of your computer's speakers. Rebel Charge Chickmauga (1987) Rebel Charge chickmauga is a tactical simulation of the South's last major offensive attraction during the American Civil War. The game uses a refined version of the SSI's Gettysburg game system and is played in 13 turns each representing two hours in real time over a two-day period. Players are awarded scores based on fatal and territorial purposes. At the end of each turn and at the end of the game, the points are calculated and compared with the chart that determines your level of victory. The game can be played under 3 different sets of rules intermediate and extended) and can be played against another person or can play on both sides. Red Lightning (1989) Red Lightning is an operational-level war over a possible conflict in Central Europe between NATO and the Warsaw Pact. This is a hypothetical World War III game in the early 1990s. As a Soviet figure, the mission is to sweep away NATO forces and capture Roar. Redhook Revenge (1993) Redhook Revenge is a pirate-based board game and trivia. Choose a pirate master and then play against two other human or computer controlled players. Then twist the dice and travel the designed space above the seaways. The goal is to reach home port with as many prey as possible, a player with the most victories. In addition, each player has a complete inventory of goods. Food and water must swim properly without penalty, maps can be used to hunt buried treasure, bundle for repair, spare canvas, compass ... different items with different effects. When traveling around the Caribbean, some squares will bring ups and extra supplies, otherwise it will be a failure and an accidental case of scurvy. When you land in a place that is near the city or as another player, There is an opportunity to get involved in the cannon to fight the target. A successful fight (fixed in pip rolls) will net you extra prey (also on site), an unsuccessful fight comes with fines and repairs to your board. The game is full of trivia with many choice questions for pirate books, films and actors, as well as facts about geography and history of the Caribbean. Ruthless Logic (1985) Ruthless Logic (also called RLogic) can be considered the precursor of the powerful Windows program Minesweeper, with some differences. For once, Relentless Logic is actually a bombastic patriotic background story: You play american Marines who have to get an important message through a mine field in private. The future of America is in your hands - be careful. Like Minesweeper, the game is played on a rectangular grid. Several mines are hidden in the grid, and the number of mines displayed in neighbouring fields requires guessing where the mines actually are located. However, unlike in Windows, the task here is not to clear the entire field, but to trace the path from the upper left to the lower-right edge of the field. You also can not set markers to remember the situation of identified mines, so the game is a little heavier. The game is always played in a fixed area, but you can choose the number of hidden mines. Time is calculated in seconds, not in steps, and this is the basis for your Skill Assessment to successfully finish the game. When you step into the mine, your character is blown up by a bit of ASCII explosions and a sequence of PC beeper beeps that adds some lovely cheesy gore. Relix (1993) MS-DOS: Relix by (1993) Rendezvous with Rama (1984) Based on Arthur C. Clarke's science fiction novel Rendezvous With Rama. After an unalaguable giant asteroid was discovered near Earth, scientists will soon realize that it is actually an alien star. As the commander of the Endeavor spacecraft and being the closest gargantuan ship, you have to get to know and explore it before it exits the Solar System. Rescate En El Golfo (1990) The game is a classic beat-'em-up. A jumbo jet full of passengers is hijacked by Iraqi terrorists and they threaten to blow up the plane. One of the passengers is a friend of the girl Ricky. Can you like Ricky fight all the terrorists and save the hostages on the plane? Rescue Rover (1991) The rover, your favorite pet dog, has been dog-napped by evil robots, and it's up to you to save your puppy until something terrible happens. Explore 30 levels of mind bending puzzles to solve and destroy deadly robots. Rescue Rover 2 (1991) Aliens mistaken your dog Rusty land leader and sent evil robots to kidnap him. Now you have to free him from various doggie prisons in this puzzle game. Doggnapped consists of a series of rooms that contain forcefields, traps, robots and obstacles that you move through exactly time steps and intelligently use objects. You need to carefully plan how to push boxes and balls against robots to block their line of sight or make a bridge over the dangers of water. Once you have reached your dog, then you have to lead him back to the exit without anything happening to one of you. The Return of the Phantom (1993) It's The Present Time (1993), and many people are going to enjoy the performance of the opera Don Juan Triumphant at the Palais Garnier. However, that work of art will soon be covered with the blood of innocent people, because the great ceiling lamp will crush the crowd. The player is controlled by Raoul Montand, a detective who was asked for help by his old friend Monsieur Brie, the opera manager. Bringing Raoul to the crime scene, he leaves him hoping to find some clues and prevent this terror from happening again. The disaster is believed to have been caused by a famous operatic phantom, a mysterious creature that has been wandering around the opera house since 1881. Detectives are about to find out what secrets lie beneath the surface, looking for clues at the current time and going back to 1881. Return to Phantom is a third-person adventure game based on the book Phantom Opera by Gaston Leroux. The player interacts with the environment by selecting verb commands (See, Speak, Take, Push, etc.) from the menu and combining them with objects to collect information, solve puzzles and advance the story. Most of the game's events take place inside the opera house, including numerous tunnels and secret passages under it, which are supposedly the residence of Phantom. The CD version of the game adds voices to the dialogs. Back to Doom (1988) MS-DOS: Return to Doom by (1988) in Kroz (1990) This is the first game of the Super Kroz trilogy. Despite the name, it's very much more the same - more puzzles, more monsters to kill or avoid, and even more levels. Revelation (1992) Revelation is an abstract puzzle based on cracking codes on safes. Each of the 80+plus levels has a top-down image of the locks and wheels layout, which must be aligned to unlock each section with identical colors touching each other. However, not all locks can be moved, and all this must be done within the prescribed time. Your time collecting gold (opening each of the 9 doors in a row in the hope of finding lots of bling) is limited in how long it took to crack the code. There is a bonus game to unlock as well as extra lives and special power-ups. The password system ensures that the level needs to be cleared only once. Revenge of the Mutant Camels (1994) This usually zany Jeff Minter name sets you up as a mutated camel, with optional support for one simulating his moves elsewhere. The crowds of enemies to be taken include falling umbrellas and drink machines. Shot enemies to release chips from scoring bonuses and energy additions to control reversers and poison. As for the controls, the game uses the same system as Llamator, which means that you automatically turn on in a moving direction, but pressing the fire button can rotate the direction of the fire without moving. This allows you to attack enemies in different parts of the screen from less unsafe positions. Rex Uklar and Cosmic Gender Bender (1992) Interstellar pilot and Casanova-wannabe Rex Uklar is hired by Colonel Stone for a large amount to travel to a distant planet and get a vase that supposedly has great sentimental value for him. On the way rex ship attacked, and he crash lands on a mysterious planet. Further verification reveals that only women live on this planet. In a terrible gender war, the female population destroyed a man with biological weapons and is now artificially precodeting a device called Gender Bender. Rex will soon catch the planet's brutal elite forces, and must find a way to escape while maintaining his masculinity. RexUklar and Cosmic Gender Bender is a puzzle solution adventure game with light erotic and comedy elements, somewhat influenced by Leisure Suit Larry and a series of space quests. The interface is similar to the one used in many LucasArts games for the period: the player selects verbs from the menu at the bottom of the screen, interacting with objects on the screen. Most puzzles are on an inventory basis. There are three levels of complexity available. Rich Tauber's Bass Champ (1991) Create a fishing competition with his partner and Bass Master Pro, Rich Tauber. This early simulator offers more than 20 types of grooming and colors with several techniques from regular casting to flipping and marching. There is a fully functioning electronic fish spear that Your partner's advice should be more than enough to get you on your way. Be careful not to hang rocks or other misleading resistance or its back to the fight box. Rick Dangerous (1989) You play Rick Dangerous, an Indiana Jones type who is on a quest to find the lost Coolu Amazon tribe. However, his plane crashes in the middle of a cracked coolus pile. Hopefully it's up to the escape challenge. If he is, he recedes in the Egyptian pyramid in an easy way for past leaders and their minions, and then burst into a network of traps at a Nazi base. Rick Dangerous is a platform game over 100 screens in which Rick holds his gun in one hand, and dynamite sticks to the other. You need to take a methodical approach to cleaning each screen, because there are traps that, if possible, will need to be remembered in advance. Use dynamite wisely, enemies you can not get into the purely horizontal range of your weapon. Rings Jellyfish (1990) Rings Jellyfish is a strategy game with light role-playing and business modeling elements. Located in the medieval realm, the game puts the player in control of the son of the former king. Unfortunately, the evil sorceress, called Jelusa, took control of the country and now dominates the people. The prince's task is to find five magical rings that will give him the power to overthrow the wizard and reclaim his heritage. At first the hero will try to make money by doing trade between different cities, or try his luck in bounty hunting or treasure hunting. When enough money has been earned to maintain a larger army, the prince will send his men in search of the rings held by a large soldier of destiny's armies, bringing together the lands. Sometimes the player participates in small arcade sequences, such as sword fighting and sea fighting, or controls the army on the battlefield. Rings Jellyfish 2 (1991) Rings Jellyfish Prince Cirion managed to defeat Medusa, who threatened to overthrow his kingdom morenor. Unfortunately, it has a new plan: travel to the future (2000), when Cirion has long been dead. Of course, he is striving for it and now his quest to defeat Jellyfish begins again. This time the main goal is to find thirteen keys that are split through dungeons across the country. The change in the script, the predecessor was established in medieval times, means that there is modern weaponry and technology. To find the keys, the player must create an army and raise enough money to search for them and defeat the city of Jellyfish. There are several ways to do this, the most important thing is trade. Other options are to search for treasures on the world map or play roulette casino. An important success is the assembly of the army, because there are many races, classes and weapons to choose from. The main addition compared to the predecessor is the dungeons, which appear from the first person's image. The player can take up to three companions into those dungeons and must solve And defeat enemies in real time (ranged with firearms) to achieve the goal. The game is also on the map of the world in real time; only in the cities where the management part takes place, the time shall be suspended. There is also a sometimes arcade sequence to solve. Rings Magi - Grand Master Edition (1995) In this top-down perspective board game, you have colored rings (blue, green, yellow, red and purple), and you have to join them together so that they can disappear, and you will get points for their disappearance. If you have, for example, we take three rings and join two of the same color, you will not have a match for the third, so you will not be able to finish the level unless you undo your work. The arrows on the table buttons indicate in which direction(s) the rings will be moved in one square, and this is basically how you move the rings. Each level is accompanied by a very beautiful ringtone, and for expert players or beginners there are different settings. The game also includes its own easy-to-use editor levels. Rings Zilfin (1987) Rings Zilfin is an unusual but relatively unknown early fantasy solo RPG by Ali N. Atabek, who went on to create the Magic Candle series. It was designed for beginners computer RPG, featuring non-character creation, simple gameplay and films like cut out scenes, focusing more on the atmosphere than on character stats. Background: Long ago, Zilfins (powerful wizards) created an enchanted sphere of peace and wealth for Batinig. They created two power rings, which, worn together, made the wearer irresistible. Unfortunately, the evil necromancer Lord Dragos found one of these rings and came to great power. The only hope of not allowing him to find the second is Reis, a young boy with some innate magical ability. In the introduction, Reis barely escapes the dredges of minions and leaves his home village. After creating characters (giving Reis a custom different name and choosing one of the 10 difficulty levels that affect your original resources), you will begin your quest to find Zilfins and their second ring and develop their magical abilities along the way. The game features a huge world with more than 100 villages and towns in four kingdoms. In each city there are up to three buildings to get to - shops with items to buy and sell, inns to eat and drink and relax, among other things, -, as well as people you can chat with (careful, some are form changers!), sometimes offering valuable information. There are also several dungeons and some caves explore, but most of the game is played in cities or traveling between them. Leaving a location, the game displays a map where you can choose direction from the next destination. When traveling from one place to another, the game shows an interesting side scrolling image. You can determine the speed of your walking, which affects your fatigue, and stop when you encounter pools or plants. Pools can be drunk out (may have a positive or impact) and plants may be collected and eaten at a later date. Some plants have special effects, there are magic mushrooms and some other healing and strengthening plants. This plant system is one of the things that distinguishes this game. When traveling, you can also encounter the minions of Lord Dragos, which leads to a pseudo-real-time struggle. Monsters are often quite unusual, for example, Barvils (mutated bats), Basurs (floating skulls) or Zumagin (a demon of death rays). Protected by various armor, you can attack with arrows or swords or casting spells. The game makes the difference between the ground and the air-bourne monster - the latter can not be attacked with swords, of course. The spelling system is quite simple. There are three levels of spelling: The Disciple, the Master, and the Master Master, each of which allows you to know more and more powerful spells. Casting spelling always costs a little fatigue, and you have to prepare a spell first. The game is very non-linear and there are several approaches possible. For example, it is possible to make money by trading, buying cheap items in one city and selling them in another city - this is actually the only way to make money at the beginning. All commands are provided by pressing keys such as G to get items, or C for casting spells. The game can be saved by exiting cities and loaded in the main menu. Rise of the Dragon (1990) The year is 2053, and Los Angeles has become a grim place governed by crime and corruption. William Blade Hunter is a private detective who was once a police officer. He is being asked to investigate the horrific murder of the mayor's daughter, whose body was damaged. As Hunter begins to look for clues that would help him solve the crime, he reveals a conspiracy involving a deadly drug and a powerful criminal syndicate behind him. Rise of the Dragon is a futuristic first person adventure game. The visuals of the game are reminiscent of a comic book with digitized photos of actors and hand-painted backgrounds. Unlike many other adventure games at the moment, it relies on fewer inventory puzzles and more on the specific choices of the player. The game has an internal clock and requires the player to plan the protagonist's movements forward in order to be in the right place at the right time. Dialogues with multiple choices are used as a game tool; The wrong choice will often lead to an early end of adventure. The game has two lateral scroll action sequences: both can be circumvented without penalty if the player's character dies several times in a row. The Sega CD version prevents the Player from skipping these sequences. In addition, it uses a different color palette with a greenish hue and has a voiceover of dialogues. Rise of the Triad - The Hunt Begins Rise of the Triad: The HUNT Begins is a shareware version of The Apogee's Rise of the Triad Rise of the Triad Rise of the Triad HUNT Begins with a separate episode that serves as a prequel to the retail game. Like Taradino Cassatt, a member of the high-risk United Nations Task Force (HUNT), the player must infiltrate the fortress that El Oscuro's followers have created on the small island of Santa Catalina Bay, and shut down their operations. As the shareware episode was designed to show the different qualities of the entire game, some of the enemies and obstacles facing HUNT Begins actually only make their first appearance in episodes two and three of The Dark War. HUNT starts with a total of ten single player levels (seven regular levels, one stealth level and two warp only levels that can only be achieved using the level warp trick), and in addition there are eight levels for playing online. Three multi-player (Comm-Bat) modes are available in the shareware version: Normal, Hit Mode, and Collector, and it is possible to play in these modes not only against the owners of the shareware version, but also against opponents who have dark war. Risky Woods (1992) Unusually electronic arts in the early 90's - it was a platform-shooter game with little or no adventure or strategy elements. The game scrolls sideways, and has sections that require precision jumps, or clear rivers or collect bonuses. You perform a dagger to cope with the enemies, and must avoid contact with them. When they kill, they leave the coins to collect - they are issued in the store sections. Death loses you most of your coins, but they can usually be recovered if they land on a solid basis - so it is better to be killed in a fight than drowning. Road Runner (1989) Road Runner, the player takes control of Road Runner. Road Runner must ride on the road, avoiding trucks, mines, falling rocks, etc., and also can't get caught by Wile E. Coyote. Road Runner must also eat birds along the way or he will become weak and Wile E. will catch him. Road Runner can earn points by eating birds and also making Wile E. get hit by truck, crashing rocks, etc. The Atari 2600 version has a difference from other versions because Road Runner doesn't have to eat birds, but can do it by scoring. Roadwar Europe (1987) Europe is suffering the same biological war that devastated America on Roadwar 2000. Roadwar in Europe maniacal terrorists have destroyed one city and threatens the entire continent. The player and his gang are his last hope. The player's mission is to find and disarm biological bombs and destroy the terrorist headquarters along with its leaders. RoboCop (1989) Patrolman Alex Murphy was killed on the streets of Detroit. The big corporation out there, Omni Consumer Products (OCP) saw an opportunity to sell a new kind of law enforcement officer to a troubled city. They took what was left of Murphy, deceived him with titanium armor, wiped him out and created by RoboCop. Now RoboCop must clear the streets of Detroit and remove the one responsible for his murder, Clarence Boddicker. But it seems that Clarence may not be the king of this city... Based on a 1987 film of the same name, RoboCop allows the player to control RoboCop. Most of the game is a side scroller. RoboCop can punch unarmed citizens and shoot armed citizens. He can move left, right and duck, but can not jump. Various weapons can be picked up from enemies, and power-ups restore health and/or energy. After the levels, RoboCop will have to match the offender's face in the right cup and engage in a first-person shooting bonus round. RoboCop 3 (1992) F29 Retaliator authors DID developed this particular use of robocop licenses and produced something different from most film robots. Although it was shown exactly around the parts of the film, they were very diverse and presented in polygon 3D graphics. It can be played in any order in arcade mode, or a planned sequence in Movie Adventure mode, which follows the movie plot of Japanese investors wanting to replace RoboCop with their robot ninja designs, and thus hopes that it will prove itself as superior. The first task is the pursuit of cars, similar to Chase HQ, in which the maze road section must be effectively respected. There are several first person 3D shooting sections. In which you have to use the goal to shoot punks and invaders, without harming the civilian population. Robocop also takes to the sky for its new Gyropack flying device simulation. In addition, he has to do battle with his anticipated change in the fixed-perspective beat 'em up section. Roboman (1989) Lode Runner Clone. Move Roboman to pop various balloons at the level to find the key that will cause the exit door. You can get extra points by popping all the balloons level, and there are quite a few nice touches, such as hidden surprises inside balloons and springboards to jump to a higher level. RoboMaze I - Lobby (1991) You are a figure of freedom storming the giant tower of the dictator of your country. He developed robots with genetic parts to defend his tower. There are many levels to split over three episodes. This is a platform game, with pc speaker sound effects and EDA graphics. You run on all levels of shooting robots, get keys and get money that can be used for powerups that are like spells that you can throw using number keys. An interesting feature the author put on was hybrid robots, or enemy robots mixed with other enemy parts. For example, knife flees and cannon-robot torso. Robot Rascals (1987) Control Robot Rascal is a turn based on scavenger hunting, which bags strategy, action and board game elements. The game included a set of physical cards that told you what you needed to hunt outside or Laustenfound. The first to find all the objects in your hands cards wins. Success cards can the result of the game. They give the player the opportunity to change his hand, often at the expense of another player. To steal a card, force swap between players or pass your trash left or right are examples of luck card effects. Each player must draw lucko card at the beginning of his order. The game allows you to choose from 10 different types of robots to use your hunting, each with your own personality and style. You must also keep in mind the type of area you are wandering into, because some types can damage your robot. The game also featured disability variants, and like most regular card games, there were many original game options to change the way cards were thrown, changed, or displayed on the board. Robotron - 2084 (1983) You are a mutant man who some natural freak has the ability to shoot energy pulses from his body in eight different directions! Your work is simple: save humanity from your creations - ROBOTRONS! The game is quite unique in time. You can move and shoot in any of the eight directions. You get thrown into a room with various evil baddies strewn about, you have to kill all the robots, and at the same time find some way to grab people and avoid death. Rock 'n Roll (1990) Rock 'n Roll is a real-time puzzle game. You know, through this ball, and it's stuck in the labyrinth for no obvious reason. It doesn't matter - let's just help him, okay? You can control a friendly, spotted ball with cursor keys. He will gain speed when he goes, bounce when he hits obstacles, lose energy when he catches traps, dies when he falls off the platform. The 32 levels through which you have to guide the ball are full of traps: laser barriers, ramps, pipes, broken tiles, etc. Colored keys will open the door, switches will create (or destroy!) useful items. These include picks to repair floor tiles, parachutes to prevent you from falling off and bombs destroying walls. Items must be purchased with coins that are found at all levels. The inertia of the ball has a very real position, so the control is intuitive and quite easy. However, it is not so easy to design (huge) levels; To complete the rock 'n roll, you need skills as well as patience. You got the balls? Rock Man (1994) You have to push stones around to form a ladder to reach butterflies. After collecting all the butterflies, the exit door will open. 15 puzzles with lots of items that will help you along the way, including a rope and choose an ax. Rocket Chase (1997) A quick shoot-em-up of two to four players. Fly through different levels of your small rocket and fight your enemies with several different weapons. The last person standing is the winner. Rocket Lander (1982) Rocket Lander is an arcade game lunar lander conversion. The object of the game is to land the spaceship on the landing block, avoiding the mountainous terrain. This is done by adjusting the thrust and tilting the rocket left or right. Your descent speed is slow enough to land safely. The rocket crashes if the descent speed is too fast, or passes the landing block. Reaching 100 points begins an advanced mode with more complex terrain. In the 1940s, the Nazis built a base on the moon and planned to use a mysterious material called lanarium to reduce human intelligence. However, during the 21st century, journeys were mastered, as were jet-powered backpacks, as well as some cataclysmic munitions and advanced code-breaking equipment. So, you are sent back in time to change the outcome of the war by using this technology to find your five missile factories and destroy the lunar base. The game is closely suited to the Cinemaware template, with a sequence of action sequences linked to cinematic animation sequences to determine the scene. There is also a strategic element in how you move your spies around to get information and avoid detection, and decide how much lanarium to use at each stage of the game. Sequences of actions include fighting hands with a Nazi guard and flying through the air by firing either enemy aircraft or Zepppelin itself. Rockford - Arcade Game (1987) This is a rock'n'diamonds style game. Play on six different worlds (as a researcher, cook, doctor, etc.) that is getting harder, and grab coins/apples/hearts while avoiding boulders. And there are enemies that make your life (even more) difficult. Rockstar (1989) Rockstar is unlike any other game on your computer. Your goal is, oddly enough, to become a rockstar. During your game you will have to produce singles and records, balancing the hectic recording schedule with your drug use while touring Europe and around the world. Success is not easy. A troubled market balanced with your health problems leads to a very involved game. As your success grows, as well as the demand for concerts and public performances. You are forced to decide when her time breaks and when her time to go out and make some money. The game has a text interface, and that's all it really needs, because the graphics just complicate the problem. If you are following the graphic version, you may want to check out Rockstar Ate My Hamster on Amiga. Rodge Rock Retrospective (1995) Side-scrolling shooter. You rodge rock and must collect power-ups and shoot everything in sight. Rodger Ramrod (1996) MS-DOS: Rodger Ramrod by (1996) Rodney's Funscreen (1992) Rodney's Funscreen is an early children's game created by Rodney Greenblat, later responsible for the art of the parappa rapper series. The game has five activities that can be accessed directly from the main menu. The purpose of these mini-games is to teach preschool children how to use the computer. In Dinky's House, a kid player has to click on the closed windows of the character's house, trying to find him behind the curtains. Clicking on the door icon shows the interior of the house, where clicking on furniture and other parts shows dinky animation doing something. Guess-o-Matic player must find the drawing at the bottom by clicking on a series of cards with question marks. In Barber Joe, a child can choose from three head drawings of a boy called Joe, a girl named Jane and a dog Woof painted with available drawing tools on the left side of the screen. The alphabeeps child must click the first letter from the name of the object, animal or object displayed at the top of the screen. As a reward and incentive for the right answers, the animated monster approaches the object, hopping through the screen before eventually reaching and interacting with it. Too many monsters at the top of the screen show a group of monsters, and the child must click on the corresponding number at the bottom of them. Rogue (1983) Rogue is a turn-based underworld scanner in which a player controls an adventurer who must explore the dangerous dungeon doom in order to get an expensive Amulet from Yendor and make him alive. The player's character starts at the top level and slowly makes his way down. The game uses ASCII characters to represent places, items, monsters, and the character himself. There are twenty-six different types of monsters, symbolized by their initial letters (for example, L Leprechaun). Monsters have different abilities and methods of attack. The underworld and the elements in it are randomly generated every time the player starts a new game. Each level of the dungeon has three three rooms and a dead-end grid. Levels get progressively more complex and maze-like, and monsters grow in strength deeper hero ventures into the underworld. The player's character can gain better weapons and armor, gain experience points and level up. If the player perishes in the dungeons, the player must restart the game again. Roller Coaster Rumbler (1990) Almost 5 years before Rebel Assault and other fully graded CD-ROM titles popularized the railway shooter game, Tynesoft used the game with an unusual setting. You are on board a roller roller coaster that has been layered with targets firing. The roller roller follows its natural path, swings from one side to the other and up and down, and you aim for the turret to the targets and shoot them. After completing its cycle, the roller roller turns around, moving through the same area moving backwards. There is a two-player mode of cooperation in which each player manages the crossroads. Make sure to hang up like a ride in the bends. Rollerblade Racer (1992) In Rollerblade Racer your goal is to enter (and hopefully win!) super rollerblade challenge. To enter the race, you will first need to get 5000 points and complete several obstacle courses. As you rollerblade through suburbs, city streets, beaches and parks, you can earn points by doing various tricks and jumps. Additional points are earned by completing the course within the specified time limit. Is Several bonus rounds where you need to navigate (or jump over) obstacles such as barrels or cones. In order to put on a super rollerblade challenge, you need to complete all events and challenge with 10,000 points for third place, 15,000 second, or 20,000 for the first! If the event crashes too many times during the event or the time runs out, the game is over. The game allows you to select one of the two characters and has an isometric snap-in that scrolls to track the action. Rollin (1995) You transform into a ball by an evil scientist. Now you have to roll your way through various mazes if you hope to survive. You will face monsters, keys, doors, trampolines, acid to destroy walls and more. Rolling Jack (1994) Rolling Jack is a boulder dash clone. In each level, the protagonist (smiling, red ball), who can move freely in 4 directions, must collect all the coins and then go to the exit. There are many danger levels: stones that fall when there is free space under them, and which can kill our hero by falling on him, or blocking his progress and making him unable to complete the level; flying screws and conversational teeth that fly along the walls and kill heroes if they encounter it (conversations must be killed, for example, by dropping stones on them, because in each such monster there are 9 necessary coins); grenades that explode when they fall off or when someone falls into them; rotating spheres that push heroes in a certain direction; unicorn crossings; and pushed blocks that need to be pushed wisely. The hero can find a bomb that he can set up at any time; after a while they explode, destroying any neighboring objects (except certain, indestructible walls). The game has a level editor that allows you to create up to 120 custom levels. Rolling Ronny (1991) Who says that being an errand boy is boring? Take Rolling Ronny - he's the coolest dude in town. Help him rollerskate and shoot his way through nine levels of parks, city streets, office complexes and even underground sewers to his final destination on the other side of the city. Collect money running errands for the residents of this strange and wonderful city to earn enough money for a bus ticket to the next part of this barmy game. ROLLO and Brush Brothers (1983) HISTORY In this arcade game you play a role in Rollo, where the goal of the game is to paint the entire section while avoiding the Brush Brothers in order to progress the game. The GAMEPLAY painting process consists of your moving rollo around a lot of square-like sections of the game (paint-the-lines). Successfully painting the entire section will automatically paint the entire square and thus adding points. Successful painting of all squares will advance you to the next level. While painting these sections, you have to avoid brush brothers. Physical contact with them will automatically kill one of your lives. Another entity that is an eraser brush that will erase all painted lines that you have previously painted. However, this does not apply to squares that you have successfully painted. However, your paint supply does not last forever. Pick up the paint powers when you run out of paint to continue your painting. Another power-up allows you to kill the Brush Brothers, allowing you to paint peacefully until they re-renew (indicated when the power-up song ends). Higher levels, among other things, pose more difficult challenges, but are not limited to: faster brush brothers movement, requiring more than 1 wheel to successfully paint the square, limited paid lines, etc. Romance from the Three Kingdoms (1989) Based on the events of the three kingdoms era in China (3rd century) and Iuo Guanzhong's famous novel Sanguo Yani, the game throws a player into the role of one of the many warlords competing for control after the Yellow Turban uprising. This turn-based strategy game presents hundreds of historical symbols of the three cultures of the era. The main purpose of the game is to become the supreme ruler of the remnants of the descending Han dynasty. To do this, the player must build a powerful empire, conquering provinces and recruiting generals, hand leadership. Fight mass battles, triumph against natural disasters and capture enemy fortresses. Romantic Encounters in The Dome (1988) Although the title may lead to pornographic, romantic encounters in the dome are actually more of a text adventure that travels deep into human behavioral research. It takes place at an important social event where you try to pick up members of the opposite sex and either quench your desires, or be rejected, depending on what they think of you in their social interaction. The game can clearly contain textual descriptions of sexual intercourse. Rosemary West's House of Fortunes (1993) Visiting Fortunes House at night, the player records a book of his arrival along with other visitors. Rosemary congratulates the player and offers five kinds of predictions of his/her fortune play in an interactive way. It's astrology, Crystal Ball, Numerology, I Ching, and Tarot. Each room has animations and all the residents of the house chat with the player their views. Forecasts are made based on the player's name and birthday. However, the I Ching and Tarot types of predictions are based on the player's actions. The player has toss coins I ching and draw cards tarot. A summary of each type of prediction can be read on the computer screen or printed as a printed copy. Rotox (1990) In this 3D Rotoscope landscape, the player controls the Rotox robot, which must eradicate any form of mechanized existence in each of the levels. Each level consists of nine sectors, not all of which are interlinked. At the beginning of each level you fall from above and you will get a general level overview. When planning the road from sector to sector, it is often necessary to use Roads. The sectors are very defensive, but weapons can be picked up all over the world. When the sector is removed from the robots, the screen flashes and the player is free to move to another sector. Round 42 (1986) A traditional space shooter participates in a 42-round battle against an invading alien ship (hence the name). Each round of aliens has different movement and shooting patterns. Against such odds, you have two weapons: an auto-fire cannon, and a single fire-deflection laser. Additional ships and shots to the target laser are earned one by one for the successful completion of the round (the auto-fire cannon has an unlimited amount of ammunition). Rubik's Cube (1982) Rubik's Cube is a simulation of the popular puzzle game. You are given a cube, in which each side is divided into nine parts. Each section has a different color. Your goal is to arrange the cube so that all sections are of the same color on each side of the cube, twisting the cube in different directions. The game uses keyboard commands to select the face and direction of rotation of the cube. You start with a properly ordered cube; Can you scramble the colors and then get them back? Ruckus Roulette (1993) Ruckus Roulette is an electronic version of the gambling game Roulette. The player joins the table with a certain amount of cash in cash and starts playing. Up to four additional computer players can join the table. The player places various types of internal and external bets against the bank and tries to win as much money as possible. The game includes simulation mode, where many wheel rotations with or without bets are simulated. A graph of dropped numbers and a lot of game statistics are provided. Several changes can be made, such as the use of European wheels or the opt-out. Game rules, controls, and features are described in detail in the instructions. Ruins of Cawdor.zip the third installment in the unique multi-user dungeon series Sierra Network. Ruins of Cawdor using the same game engine as the shady Yserbius and this sequel Fates twinion, but has a whole new plot based on Macbeth. At the beginning of the game, the player creates a character of various guilds: thief, barbarian, clergyman, knight, wizard, ranger. Exploring the six-story castle of the Cawdor adventure faces many battles, solving puzzles, finding secret doors and magic items. Rules of Participation (1991) Mouse-powered starship teams simulation, with a user interface known as LYCAR, and similar to the LCARS system from the TV show Star Trek: The Next Generation. First of all you have to establish yourself as a navy commander and assign a mission, with a previously adjusted star system, ships, captains, and aliens have goals that you must achieve to complete it. So the main game is to complete missions

where you control your starship using tactical, communication and simulation skills. If you are lucky, your commander will receive promotions and praise. The owners of the blocking game system Violation 2 can use this to play the game battle. In addition, mission editor is where you can create a mission by choosing a star system, ships and aliens involved. Engagement 2 (1993) Engagement 2 rules are mouse-driven starship term simulations, in which the player assigns ships and captains under his command of the work force while maintaining direct control of the flagship. The user interface is something like the functional version of the LCARS system from the TV show Star Trek: The Next Generation. The game is also part of the IMS (blocking game system) and is compatible with violation 2, allowing the player to command troops during this game (e.g. when boarding an enemy ship). The entire campaign editor is included in the game to create missions and campaigns and even share them with others. Rush'n Attack (1989) Depending on which name you use, and how you interpret it, this game is about a guy who a) rushes against attacking b) attacks on the Russians (it was in the mid-80s when the U.S. helped bin Laden do the same), or c) wearing a pretty goofy hat. One way or another, this arcade game arms you with a knife and sends you on a kamikaze mission in front of hordes of enemy fighters. There are four different sections of the game, depending on the missile base, port, bridge and enemy prison camp. Additional weapons with limited ammunition can be assembled along the way, which will facilitate the task. The level is divided into 3 horizontal levels that can be moved between jumping or using ladders, and this allows you to avoid the crowd of more sinister enemy fighters. Russian Front II - Kursk Campaign (1990) Shareware game based on the free Avalon Hill ≈ Co board game Panzerblitz. If you know this game, or any similar game like Panzer General, all panzer campaign games, etc., you immediately recognize the style of this game, and should not be difficult to understand the rules. The map is set in squares, where you move square units with a view around. Pretty standard stuff for these style games. You run them into each other when you want to fight. It offers tre scenarios set at 43/44, 10-12 revolutions, with victory conditions set by location and as many pieces destroyed as you can from the opposite side. S-Tetris (1991) The object of this Super Tetris game, like others like it, is to rotate and drop the blocks of various shapes into spaces in the box, filling as many rows as possible until the top row is reached. Remove the rows by filling in the entire blank space as quickly as possible to pass through the levels and get the highest score. In this version, you can control how many different block shapes are in your game. They are grouped into block sets - Standard has a typical number that you are accustomed to seeing in other Tetris games; The expanded adds a few more to that; and a professional who provides a total of 15 different blocks. When you select a set, you will be asked which zone (screen) you want to start playing. Unregistered players are limited to 10 zones, and the registered edition contains more than 50 different screens S.C.Out (1992) Navigate your way through 101 increasingly complex and deadly levels to destroy each hidden evil icon. Of course, to do this, you will need a bomb, which you will first have to find. You will also need to collect keys, rockets, batteries, mirrors and other tools to help you cope with obstacles in the maze. S.D.I. (1987) S.D.I. is undergoing an alternate schedule in 2017, when the Soviet Union continued to exist and threatens the countries of the free world. The U.S. has launched another strategic defense initiative, its supreme commander being General Sloan McCormick. A Soviet extremist group made up of KGB members has gained control of space launchers and launched a firing of nuclear missiles in America. McCormick has to do his duty, but his heart belongs to a woman who is on the opposite side. He controls a space fighter in an attempt to neutralize enemy missiles. Defense satellites must also be repaired, and enemy bases penetrated to save their beloved and save their people and the world. S.T.U.N. Runner (1990) It's 2,492 and you have to test your Sub-Terranean Underground Network (S.T.U.N.) craft at speeds of more than 900 miles per hour per course series to keep your name as S.T.U.N. Runner, completing each course before time runs out. Each course also includes enemies such as cycles, unexplained armoured drones and flying bird-like ships. Shoot or avoid them. If you hit them, you will lose one of your shields (your ship has six in total) and is slowed down temporarily. The more panels you have at the finish line, the more extra points you get. But a blow without shields doesn't kill you. There are no lives in this game. The only way to lose is to fail to cross the finish line. Along the way you will face Boost Pads, which will temporarily speed you up to incredible speed and make you unscathe. Running through enough green stars in each course, you can also earn shockwaves that destroy all enemies in your path. Please note that there is no accelerator in this game. Your ship always goes at full speed unless you hit something. Then you will slow down, but quickly accelerate to full speed. Except that you can't slow down and the only way to speed up is to run through the Boost Pad. Your only control is steering left and right and aiming to weapon on your craft up and down. Saboteur II (1987) The ninja hero of the original Saboteur game was killed, and his sister Nina is out to avenge this injustice. It has an array of kung-fu moves on offer, and has put them to use over 700 screens in action. The design of the game is very similar to the original, directly in the unusual background graphic style. The sections of the game are located on several levels, separated mainly by With lots of weapons and ammunition to pick up along the way. To beat the game, you will need to collect tapes and collect 14 pieces of computer code. The Sabre Team (1994) Sabre Team is a squad of four elite soldiers, accused of some of the heaviest hostage rescues, building a storm and how that Western force has ever tried. In this strategic simulation based on your turn, you need to select a team of four of them from 8 available and lead them to victory in five increasingly difficult missions. Even before entering the main game, there are many strategies related to the choice of weapons, because they make different amounts of noise when used (reducing the secret potential), and their ammunition is of varying weight. At each step you have limited action points per soldier, which must be used for all movements of movement, shooting and rebooting. Maps shall be reviewed isometrically, with the compass used to indicate the directions of movement and where the incoming fire originated. Safari Guns (1989) You safari to make a photo report to save the local animal world from extinction. How the game works is simple. The animals will move to the screen and leave the screen after a while. In the meantime, you need to take a picture of them. In addition to animals, there are also poachers who must be shot with their real gun. Kill them quickly, or they'll kill you. If you kill an animal, you get penalty points. The game itself offers different places, from desert to jungle and various animals, such as zebras, elephants, etc. Safe Opening Simulator (1993) Safe Opening Simulator is quite accurately described under its name: This program is a simulation that allows you to open safes. First, you will need to set up a safe, guess the manufacturer, model and class of the safe and lock. You have three tests for each identification item: after the third unsuccessful attempt, the program identifies it for you. Once set up, your task is to open the safe. The app provides online support, which gives you some guidance on how safes work, what tools to use, and how to use them. To open the safe, you can choose one of the different methods; their success depends on the current safe, which may or may not be damaged due to damaged drive pins or trapped levers inside the lock, etc. The simplest way to open the safe is dialing; it allows you to rotate the combined wheels while listening to the sounds emitted inside the shutter, which give clues about the position of the wheels and the right combination. In some cases, for example, when the lock is damaged, dialing fails; Then you have to try the lock, or cut the fence, or look at the wheels. When drilling, you will have to take great care of the correct position and angle. If all goes wrong, you can take advantage of the blow safe open using explosives. Then the program gives you clues about what was wrong with the safe, and how you could open it. When you open the safe, another safe is given to you - there is no history, and you do not get points. Safe opening simulator is unusual and as far as I understand (I am not an expert -); quite a realistic simulator with educational value wannabe safe crackers ... Sandstorm - Championship Version (1992) SandStorm: The championship version is an alternative version of the original Sandstorm. People who registered a shareware version of the original game had a choice to purchase an expanded version of the game for an additional fee. The championship version includes not only original Scuds, Jets and Tomahawk scenarios, it also includes six new levels: Tanks! You need to use your tank (located on the left) to destroy enemy armed vehicles (which are on the right side of the screen). Your goal is to be destroyed at least 50% of the trucks while avoiding all enemy fire from the vehicle. The game also includes printed instructions and tips, and a free bonus game. Sands of Fire (1990) Sands of Fire takes you to the burning deserts of North Africa, where you drive one of the available Allied tanks against German Erwin Rommel during the events of World War II. Scenarios include: 1. Training course 2. Two US tanks (Stuart, Sherman); Kasserine Pass, Tunis ≈ Bizerte 3. Four British Tanks (Matilda, Crusader). In the script of Tobruk, Operation Crusader, Tobruk, El Alamein Before modelling begins, you examine the map of the battle zone and your current orders and adjust your formation and supply. During the simulation, you take over the management of the lead tank up to five tanks in the battalion. You control your tank through three first-person views (driver, commander and gunner), as well as dictate the formation and tactics of your team-mates. Statistics and achieved points will be displayed at the end of each scenario and will save your career progress. Sandstorm (1992) This game, set during the Gulf War, features a series of twenty missions at various Locations in the Middle East. There are three types of missions: Scud Defense, Jet Defense and Tomahawk Offensive. Defense-type missions resemble a missile command - jets and missiles appear on the screen, and the player must defend cities on the ground by directing defensive fire to the mouse. In tomahawk offensive missions, the situation is reversed - the player is given a target and he must strike by manoeuvring the missile around the defensive fire, launching it to the ground as soon as it is lined with the intended target. Sango Fighter (1993) Sango Fighter is a pre-fight game set in three kingdoms era in China. The player can select from five different characters from the period, and fight with other characters or one-on-one combat or story mode. History is loosely based on true historical events of the three kingdoms era: at the end of the Han dynasty, China was controlled by Emperor Ling, who in turn controlled ten his servants in the royal palace. This created a comfortable atmosphere for the bandits, and the earth was in turmoil. Then the emperor ordered ten princes to take peace on earth for restoration, but the princes fought each other. Finally, Prince Cao Cao took the emperor to captivity and now he controls the sphere. The player, however, must use five fighters to take cao cao forces and restore balance to the ground. Sango Fighter 2 (1995) Sango Fighter 2 is followed by Sango Fighter. Like the previous game, this is a pre-fight game set in the Three Kingdom era of China. In the game there are sixteen heroes from the Period of the Three Kingdoms. The game is divided into three modes: conquer China, warriors battle, and two players match ups. Santa Paravia and Fiumaccio (1988) Intermediate step of complexity between brutally basic HAMURABI and more complex modern names, such as civilization, Santa Paravia and Fiumaccio pushes you into the merchant prince setting, reigning over the 15th century Italian city state, competing with the wild forces of nature and against 5 (7 in some later versions) other players in the hot seat, seeing who can rise through the ranks to claim titles from COUNT from COUNT , to MARQUIS, GRAND DUKE (and finally, H.R.H. KING). At its heart the game is, like its predecessors, about the counting of beans - weighing its current grain reserves (measured steres) according to its inhabitants' food needs, wondering how much gold florins market price your surplus will net, and how many hectares of land that will allow you to purchase ... and whether this investment will come back to you to chase this turn if the weather moves from feast to hunger, when you have a lot of dirt and nothing that grows to feed your ugly population. However, the game clears real beautiful, and cute graphic images can help you forget that your debauched Renaissance rule mainly consists of moving debits and credits back and forth through a virtual book. Different levels of complexity help you find your comfort zone, where you engage in bad harvest conditions, worse real estate prices and, worst of all, endless appetites for what must reach hundreds of thousands of rats, endlessly nibbling your reserves. Excess capital can be sunk into blue chip investments such as marketplaces and mills, palaces, cathedrals and private armies. If you find that you don't have so much excess capital when you order them all, you can always cook books by adjusting a few different tastes of taxes, tariffs and customs duties... but counterfeiting too much and your local economy will be suppressed! Almost every downturn in this game has a uniform and counter-inspection, or at least a balance that it would be from demolition of your property to one swoop ... However, the early versions of this game, like many titles of its era, can be brutally and arbitrarily cut your role short with accidental death. All the more so because carpe diem and do everything you have while you have it. Santa's Xmas Capers (1993) Despite being posted by the same company and sharing the same name, Santa's Xmas Capers on Amiga is different from his 8-bit cousins. Instead of scrolling to shoot 'em up, it's a platform game. While driving on his slide, Santa loses all his presses. Gifts scattered across the country, Santa has to cross several scroll platform levels to collect them back. When they are all collected, an exit opens, giving him access to the next level. Each level is crowded with barbed traps, slippery platforms and cute but ugly baddies. Throwing snowballs, baddies can be stunned for a short time. Complete all seven levels and Christmas will be saved. Sarge (1989) Sarge is a top-down shooter. The aim is to stop invading terrorists by controlling a tank and a helicopter. All enemy forces must be destroyed in each level. Two-player mode facilitates the game by adding two more units on the battlefield. Sargon 5 - World Class Chess (1991) Chess opponent, lecturer and private chess mentor featuring detailed graphics and animations on various 3D and 2D chess boards, many customizable game features and a large opening motion book. You can challenge a computer that knows the movements of famous games such as Karporw-Kasparov (1990) or go through annotated games in which American chess dean George Kotlanowski explains the process of thinking behind all-time great movements. There are also illustrative games that allow you to guess, then tell us what happened in classic matches. Has a beginner mode in which he shows all the legal movements, including degrees of varying complexity to the most difficult - tournament mode. You can play against a computer, in front of a friend, or just watch the computer play against you, even watch famous games. You can also print your motion list in the current game and a map of the locations of the board parts. Satori (1990) Satori is a Solitaire board game that is played on a 10x10 board. In addition to the board, parts of the game or tiles, from which ammo up to 60 different tiles, have a segment of the road. Each segment of the road consists of one color of five different colors: red, yellow, green, blue and purple. Tiles lack random from a stack or deck as you play the game. The object of the game is to put tiles in some place on the board so as to create the longest possible connected path. This is done by inserting any tile next to the tile with the connecting path. Each connecting path is awarded by points, regardless of whether the tile differs from the previous one. However, if the location of the tile next to the previous tile is the same color, of course, you will get higher points. If you don't get this description, it's basically similar to games like Pipe Dream. Savage (1988) Savage contains three parts, each of which has its own style. You can play play three, but to get more than one life in levels 2 or 3, you must first enter the code earned when completing the previous level. You play Savage, a muscle warrior who was imprisoned in the castle. When he dissipated, he learned that his imprisonment was a stunt whose sole purpose was to imprison his love, maiden. You have to progress through part of the 3 game to save it. The first is a simple horizontal scroll shooter in which you use your shot trajectory to kill enemies and collect treasures and improved weapons they will drop when killed. The second is a 1st person perspective of a 3D shooter similar to space harrier, with skulls to shoot and monoliths avoided. The third play is Savage's Eagle form, flying through platform-style levels, avoiding time-based dangers and shooting anyone who gets their way. In this section bubbles can be shot to release power-ups. Save Larissa (1998) Larissa Oleynik (teen actress from The Secret World of Alex Mack) has gained herself trapped in a hellish ASCII chemical factory, alternately filled with crushed walls and seven rooms between them containing moving spikes. Like dashing Hunter Reeves (characters from the same show played by Will Estes), it is your job to maneuver with arrow key presses through wall gaps, avoiding traction spikes, hoping to reach the bottom of the screen and get Larissa... then bring it back to the top and glorious freedom! Scapegoth (1989) You were successful police officer Alan Chance until you were killed during a raid by drug dealers who managed to take hostages in the process. People thought you died because of your mistakes. Now you're back as a ghost, with mental powers instead of your physical. Starting with your funeral, you need to follow the conversations to find clues. One early task is to find items that increase your physical abilities. You have help from other dead creatures, starting with the owner of the bar Joe Danby. Scapegoth was level 9 of the ultimate adventure game, and it is in the same format as existing ones, making a text analyzer with additional graphics. Puzzles require that the instructions be given to other characters. The game is divided into 3 days, each of which can be played independently of each other - November Graveyard, Haunted House and Poltergeist. School House (1991) This curriculum combines various topics from school classes. It offers to study the topic in the way of the game. Game themes: * Beginner Alphabet * Alphabet Master * Math Master * Algebra Challenge * Arithmetic Challenge * Time Challenge * Chemical Challenge * World History * US History * US Geography Game for two players. One of the computer opponents (Dr. Genius, Ava Ridge, or E.Z. 2Beat) becomes the second player in the case of a one-man player, or two human players try to beat each other in a hot seat. The term (short, medium or long) can be The game takes place this way. Each player receives a certain number of items related to the topic. Players use their items in turn to make lists that contain previous items before later. The correct solution determines the removal of an item from your field, and a new item is added differently. The player's goal is to be the first to get all items out of your box. Scoop. (1989) You play as a reporter for a big city newspaper. Recently, a rival reporter was found fatally stabbed in a phone booth. Your job is to travel around the city after suspects, listen to conversations and even search your home when they are away. Based on the Agatha Christie novella. Scooter's Magic Castle (1993) Would you like to have your own castle? With lots of cameras, secrets, puzzles and activities to do? Well, Scooter now owns such a castle, and he very much wants to see what he can find inside! And he can find quite a lot. Scooter's Magic Castle is an educational game in which you control scooter, and by clicking on various items in the castle you can interact with them, often starting a small mini game. There are many activities around the castle, starting with simple memory tests and creating your own melody. When traveling around the corridors of the castle, Scooter helps a useful owl, which acts as a menu of game options and can also teleport to any camera. Scorched Earth (1991) This all-out war is Scorched Earth, an artillery fighting game. You and up to nine friends can duke it out on hills and valleys as you nuke each other into placing in this turn-based tank battle. At the beginning of each round, each player buys their own weaponry, and if they choose, shields and parachutes for defense and safety from long drops. Then he's not in battle! Aim your cannon, taking into account the trajectory and wind, and shoot your weapons in an attempt to take the opposition. The game offers a variety of weapons. A small example of them is the standard core, which destroys the screen. There is a funky bomb that dissipates smaller bombs in unpredictable directions. Or, if the rockets are not your thing, you can send your enemies a personal gift of flaming napa. There are also mud bombs that can be used to buy opponents or themselves, security against counter-attacks. One of the other features is the funny quips displayed before the shot is fired, and when the tank is destroyed. This can even be added when editing files to make your threats more personal. Scramble (1990) This game centers around rearranging word letters. It has several different modes. The standard game contains a word and the player must find as many words as possible by stirring around the letters of the word. In anagrams only game, things work much like a standard game, but the player must use all the letters of the word to make new words; sub-groups are not allowed. Only in the words of letters, the player can only create words of the specified length. Finally, unscramble, word letters initially appear as jumble and the player must rearrange them. When the player finishes work, the game shows all the missed answers and provides statistics about the game. Scroller (2004) The title says it all: early, poor of concept side scrolling platform game exercise. The player controls a small man who moves from side to side with the arrow keys and jumps a little hop further in the direction he last moves. His goal? Dodge slow dropping bombs and collect level 39 gold coins. If not for its famous author, the generic game would probably be forgotten forever. This succeeded Super Silverbrothers. Scud Atak (1991) Low-rise buildings huddle in a row, possibly in some suburbs of Tel Aviv, while fears awaiting the flaming death of Saddam Hussein's Scud rocket promises to rain down. Patriot ballistic missile defense batteries wait for the eaves, their operators hoping to successfully intercept the incoming Scud before it reaches its target. It was 1991 news, and follows your games as well. The actual spin made the Rocket team suddenly relevant again, and so its shoot-the-rocket-before-they-deliver-their-payload game was exhumed in another parade around the screen. In this case, your 24 patriots are controlled by the mouse - the first click will shoot it into the screen part, and the second will cause it to detonate. Shooting from the right and left batteries is controlled by selecting right or left mouse buttons, respectively. The game ended when all the player's buildings were destroyed ... or they can survive long enough to participate in further waves of bombardment, rockets are falling faster. Sea Dragon (1983) Sea Dragon is an arcade style side scroll shooter. Pilots submarine through treacherous underwater caves in an attempt to destroy the heavily guarded reactor. Mines, gun towers and various enemies constitute obstacles to this goal. The submarine is armed with missiles, torpedoes and big kill weapons (which affects everything on screen) to help the player accomplish his mission. The air supply is limited, so when possible, the player has the surface to replenish his air supply. Sea Hunt (1987) Sea Hunt is a computerized version of the classic board game Battleship, PC-DOS or MS-DOS. The player is pitted against computer AI. There is no option for two players. There are ten levels of difficulty. Each player's fleet consists of eight ships, compared to the five featured in the board game version. These include an aircraft carrier, a warship, a fighter jet, a cruiser, a mine sweeper, a submarine, a spy ship and a patrol vessel. Due to the larger number of ships in the game there is also a larger game grid, which measures 15 x 19 squares compared to the standard 10 x 10. Grid squares are selected by moving the cursor over the grid cursor (arrow) keys or by using the joystick. There is no mouse support. When ships are placed on the player's grid, they can be rotated so that they are oriented vertically or horizontally using the spacebar. Computer AI. causes a certain personality, glorifies every time it sank the ship, and protests when one of its ships sank. This can turn off those who think it's annoying. Sea Quest (1992) You control a fleet of six ships, each of which can be one of three types: Destroyer, Carrier or Frigate. Your fleet is tasked with hunting and destroying a pack of up to 30 submarines. This task is complicated by the fact that submarines move and sometimes shoot at you, although you can change their aggressiveness and movement (including disabling movement). The game ends when all your ships or all subs are destroyed. Sea Search (1984) Sea Search you have found some treasures throughout this water adventure. This will require deep-sea diving and a little digging to find them all. You will need to figure out a few dangers from pirates to a man who eats sharks or become fish bait. When the game was first released it was called Sea Quest and later changed to sea search. This graphic interactive fantasy game uses the standard one-letter direction for N, S, E, W movement. You can also save the current location in the cassette to restart it later. The command analyzer is the standard type of verb noun (Go Door). Seal Team (1993) Seal Team simulates American operations in the Vietnam War. Missions include patrolling (killing enemies), ambush (killing enemies), demolition (construction or good), rescue (friendship), recovery (a certain object), snatch (capturing enemy leader), and monitoring (call fire support teams). The player controls one character to give For others, with your stats improve as the game progresses. It is true that in Vietnam, you can run into traps like tripwire, panji stick pots, and more. As a point man, you need to mark those that follow up not to run into the trap. Seal Team is one of the few games in which you get to see riverine attack boats, including Swift and PBR's. Sometimes they serve as penetration and extraction vehicles, in other cases as fire support. To simplify the game, civilians and VC wear different colors of pyjamas. VC becomes black, civilian gets purple. This facilitates the destination ID. Seawolf (1982) This game is re-created using ASCII characters in the 1976 Midway coin-op game Sea Wolf. Seawolf is a submarine captain trying to stop an enemy fleet of ships. You have one minute to try to destroy as many PT boats, submarines, and oil tankers as possible. The sight of the torpedo is at the bottom of the screen, and you can shoot one torpedo at enemy ships that zip past the top of the screen at different speeds. Seawolf is in 80-column text mode and uses ASCII characters in its graphics. Secret Island of Dr. Quandary. The (1992) Seeing a carnival in the distance, you were curious and decided to stop near the Troggle Shoot. Its owner, Dr. Quandary, suggested you shoot at the selected targets and win one of the three dolls. Either you won or not, Dr. Quandary awarded you one of the puppets according to your choice. But victory seems only like a victory: Your mind will be put on the body of the doll and will be sent to the mysterious island, where the main game begins. As a doll, you wake up to the beach, where a bottle from the sea arrives. Reading a message from a bottle and an email from a bench near the post, you are informed that you should collect certain items and brew them in a magic boiler to prepare a Fixer Elixir. By drinking it, you will return to your true form in the real world. Things will be given to you when you complete a certain puzzle or challenges. Puzzles are a remake of the classic and different from the musical sequence of the recurring Tangram and Tower of Hanoi. Various inhabitants of the secret island communicate with you, as well as Dr. Quandary's image is watching you. The three dolls reflect the levels of complexity that are kept in their names: B. Ginner (beginner), O.D. Nary (simple), D. Feecult (heavy). The difficulties are exacerbated by puzzles, challenges, etc. Secret of the Silver Blades (1990) Heroes from Pool of Radiance and Curse of azure bonds return again. This time they arrive naked through a magical well inside a frozen city to help them. The country is once again trying to save the besieged city (once re-installed) and is fighting to learn the secret of the Silver Blades... The game is quite similar to previous Gold Box games. By Role Game AD≈D Rules the player creates a party of characters (no more than six). Reconnaissance takes place environment, in the opinion of the first person. Battles (random as well as pre-set) take the player-controlled and enemy party from top to bottom battle screen. Commands are issued in turn, and player-controlled symbols are free to navigate on the battlefield. Unlike previous games, there is no map of the world traveling in Secret of the Silver Blades. All research takes place in the 3D world. Secret Weapons Luftwaffe Fly as an American or German pilot from 1943 to 1945 in this World War II air combat simulation. In this game there are several experimental German aircraft to try. Can you change the outcome of The Second World War with them? Experimental German planes include the Messerschmitt 262, the Me163 Comet rocket and the Gotha flying wing. You can also fly the traditional Me109 or FW190 piston engine. On the American side, you can get to the sky with the P-51 Mustang, P-47 Thunderbolt or B-17 Flying Fortress bomber. The B-17 can not only control the plane itself, but also weapons turrets and bombing target. In addition to each aircraft training missions, there are several historical missions that restore real war encounters. Tours of duty mode allows you to pick up your pilot through a set number of missions, gain stakes and medals, and the ultimate goal is to survive the journey. Finally, there is a strategic campaign mode where you can fight all the war on both sides, both in planning and flying missions. Like the Americans, the aim is to cripple German industry through strategic bombing. As Germans, you have to survive keeping the industry alive. Over time, new aircraft become available according to history. For example, the Mustang was only deployed at the end of 1943. On the German side, jet and missile aircraft must be tested for construction. The German side can also build V1 and V2 missiles. Another option is to allow industries to work in secret to hinder American bombing efforts. Other interesting features include mission editor and movie playback options. See USA (1987) This educational title aims to test your knowledge of U.S. geography as a game. The country is displayed as a map with all states. Before playing the game, it is possible to practice state names and their capital names First of all There are three game modes: * Play status Player sits in the car, and the computer offers a route, giving the names of the state and end states. Starting in the starting state, the player must enter the name of the other state in which he will visit. The trip should be completed in time (optional). Incorrect state names use the available time. The trip itself also deducts time, taking into account time zones, night stops and the time required for travel. If the player reaches the end state in time, the thematic view for this status is displayed. * Play capitals completely identical game play but with the capitals as start and end points. * To play quiz game The Player selects one of the quiz themes and, after receiving the question, chooses the correct state, which is the answer. Topics: + Abbreviations (3 types); + Artists; + Birds (4 species); + Bridges; + Cities; + Colleges; + Facts; + Flowers (4 species); + Folktales; + Geography (2 species); + Government; + History; + Indian (3 species); + Lakes; + Landmark; + Mottos (4 species); + Aliases (9 species); + People (3 species); + Locations; + Pop; + Presidents (2 types); + Products; + Signers; + Species; + Sports; + Little things (10 species); + Waterway; + Women. All actions are controlled by a keyboard. Finding and Destroying (1996) Most of the basics of this game work much like Desert Strike. You pilot a helicopter or a three-barrel tank through 14 increasingly heavier multiphase missions, before which the full briefing and shopping phase takes place. Before each stage, you can enter the store and upgrade your weaponry, paying with gold medals collected in the previous stages. Your initial weapons are chain weapon and rocket/tank sinks. Each weapon has three upgrade levels. After that, you can decide how much ammunition for each weapon you want to load into the arms bays of your vehicle, switch the tank and shredder (this can only be done between phases, and some of them do not give you a choice), select one of the three special weapons and adjust the fuel/armor/speed characteristics. All these preparations are surprisingly complex for such a shooter, and a bad configuration can make the game really difficult (there is no fuel in the middle of the desert, or paper thin armor is just two examples). Missions take place in the desert and jungle, as well as over the sea and in snowy regions. Most often your goals are, of course, to search and destroy while performing some rescue operations and collecting as many powerups as you can. Powerups consist of ammunition, fuel, medals, etc. Unusually, the game only scrolls vertically, although you have the entire directional movement. When you turn the direction, the earth moves underneath you, ensuring a more realistic effect and cleverly simulating motion effects. Sensible Golf (1994) Sensible Golf is a 2D golf simulation. Having been quite successful with its cute action football game Smart Football, Clever Software decided that the concept of no fuss, just fun can be applied to other sports as well. They chose golf. Smart golf is not an accurate simulation of golf, but an action adaptation for sports, simplified for fast and easy play. Therefore, there are no complications, such as the heights of wind and terrain, although the green has little arrows indicating slopes. In addition, the player only concerns the dangers of water and sand, and the distance to the hole. As a result, Sensible Golf is Target shooting practice, not a golf game. Stunning includes only two steps: aiming the arrow in the desired direction and pressing the action button three times. The game uses a well-known three-click controller with which you set strike power and swerve. The computer automatically offers the right club, but the player can change it manually. A pop-up map helps you find their bearing. Courses are fancy, consisting of holes, which often appear in several courses, sometimes with small variations of the pool. Game modes include one 18-hole round, a full season and a tournament. Up to 72 people can participate in the latter. Smart Football - European Champions - 92-93 Edition (1993) With the original Sensible Soccer sold heavily, this updated version was released a few months later (and then used as the basis for the latest console version). Teams are updated, including 92-93 in European tournaments, and player names are updated to take into account transfers. The game has been tidied and changed in many areas. The most important change is the red and yellow cards for the addition of discipline (2 yellow card offenses or one professional foul (denying your opponent a clear goal scoring opportunity) results that the player is sent off). Goalkeepers have been improving skills, and in 1994 The World Cup qualifying tournament has been added. Sensible World of Soccer - European Championship Edition (1995) sequel of sorts to Sensible Software's 1996 Sensible World of Soccer, the perfect conversion for the company's famous Amiga football (football) game. Based on the teams that played in the Euro '96 tournament, SWOS: The European Championship Edition sports new features that make the game even more addictive than SWOS, including the ability to pull off loopy headers and curved passes, pilot players, international management, and more adorable cartoon graphics such as animated crowds and goal celebrations. Like its spiritual predecessor SWOS, the PC version of SWOS: ECE features digitized match commentary and funny animation sequences sentinel words 1 - Future Magic (1988) Traders who live on three planets caldore star system were recently attacked and robbed by groups of mysterious space rangers. Huge warships have been identified to eliminate the threat; However, the raiders turned out to be too agile, dodging them easily. A smaller, successor-class ship is now being sent to Caldore to address the problem. Sentinel Worlds I: Future Magic is an open-ended sci-fi role-playing game. He has a combination of role-building character creation, adaptive spacecraft combat and exploration. The player will lead his team, flying through space and exploring the surfaces and foundations of several planets to unravel the mystery that disturbs the known universe. The game begins with a mission to protect a shipment of traders, which includes space to fight enemy ships. The player is free to explore the planets, mining their resources, chat with the characters to get clues, trade, acquire better weapons and armor crew, and upgrade the space ship. The player can use a pre-generated five-character party or create them from scratch by rotating their attributes. There are five character classes, but they have little impact on ground combat, except for a communicator officer who communicates with NSW, and a medic who has access to treatment abilities. Characters also have skills, including various weapons proficiencies, as well as communication skills such as bribery. Skills can be increased when the character level is up. Travel to space, combat and planetary explorations are carried out in 2D. The player can land anywhere on three planets of the star system and explore them while browsing an armored ground vehicle. You can enter certain structures. At that time, the game switches to a 3D vector schedule, although the country, NPK and enemies are always on the radar. Both space and ground fighting game continues in real time. In closed places, the player directly controls only the party leader, and AI manages the actions of others. The game contains paragraph books where the characters mention a paragraph number that you need to read from the booklet instead of receiving text in the game. It works as a copy protection, so the game requires guesswork to be finished without a manager. The Fate of Serguei (2001) Evil wizard Blackmagic took over a village called Jolmy. Only a lone disciple magician named Serguei can finally defeat him and liberate his homeland. Serguei's Destiny is made with an AGI translator who was the engine used in Sierra adventure games in the mid-to-late 1980's (for example, the first two space quest games). The game is primarily an adventure, but there are also RPG elements: Serguei accumulates experience and learns new spells, completing searches. The player uses the arrow keys to make Serguei walk, and types any teams to interact with the game, such as open doors, get star and so on. To cast a spell, the player just has to enter his name and hit Enter. Serpentine (1982) Serpentine you control the maze of several segments of the snake; Your goal is to survive and earn as many points as possible. At the beginning of each level, three enemy snakes will also enter the maze. To complete the level, you need to eat all the enemy snakes. If the enemy snake has more segments than your snake, you can eat only the segments that make up the tail of the snake; Collision with head is fatal! Every time you eat a segment, the enemy snake will become smaller until you can finally swallow it completely. For enemy snakes, having fewer segments than you, you can eat tail segments or a segment of the head. From time to time, a frog will appear in the labyrinth; Eat this will cause your snake to grow. Both your snake and enemy snakes will leave eggs occasionally; Left alone, they will hatch (your eggs earn you extra life, the enemy eggs will hatch another snake). Eggs can also be eaten to remove them from the playing field, so it is usually a good idea to eat enemy eggs before a new snake hatch! The maze changes in each level, and enemy snakes gradually become larger and harder to catch. Serpy (1986) Serpy is a snake - a snake, like a snake, like... This is a snake game. Gameplay is quite limited as these things go: the player directs Serpy ever further toward small, randomly occurring particles of what must be food or other snake growth stimulants... When they are used Serpy continues, they ultimately risk encountering their indecently elongated relatives. Banning the surrounding walls, no other obstacles litter the playing field; While this game is one of the stamina, seeing how long a player can neatly navigate the playfield before tripping over his snakeskin. Sesame Street - Letter-Go-Round (1988) Sesame Street Muppets invite a kid player to spin on the Letter-Go-Round. By catching and combining letters on the rotating ferris wheel, children practice letter recognition and alignment, simple spelling, and word forming. There are several types of game: - Uppercase matching; - Match of lower and lower values; - Match of mixed trays; - One small word; - What's missing?; - Write a secret word. At the beginning of each game, one of Muppet's pets puts a letter corresponding to the word that spells and drops it on the saw. On each ferris wheel bucket letter and as the letter-go-round rotates, the kid player should find the right letter to lock or complete the word. The child can select and test any secret word because there is no time limit to play. When the match is over or the word is over, Muppet pets will dance and cheer the child player to the next stage of the game. The game is recommended for 1 player from 3 to 4 years. Seven Cities Gold Seven Cities of Gold (7COG), Progive Edition, is a PC remake of a classic game created by Dan and Bill Buntun for Atari and Commodore 64 computers. You play explorer commissioned by the King of Spain and queen for a trip to a new world, claim the crown of the earth, negotiate with (or conquer) the locals, and gain glory and happiness for themselves. Between sailings, you have to buy and outfit ships and hire men to crew them. As in the original 7COG, you can play at three different skill levels and choose to explore a historical map (consisting of America during Columbus trips) or the shape of the earth, randomly generated by the game. As a suitable commemorative edition, the PC version of 7COG has beef with hi-res graphics and digital audio. 7COG is a rare example where the game is completely redesigned for a specific platform, and not just moved. (But seven cities of gold actually came out native pc in the mid-1980s - Ed.) Sex Vixens from Outer Space (1989) Dashing The future Brad Stallion is appointed by the Federat government to find and neutralize the Tribe - a band of space and Amazon raiders spreading interstellar terror with their emasculating sex-ray weapons. With the help of Sandie, the ship's computer, the player must lead Brad through two planetary environments, a space station and his own streamlined ship - the Big Thruster. As for the various women he will face on his travels? We put it this way: when you have only one tool at your disposal, every problem you face looks like a set of tools. SeXoniX (1994) XoniX games typically spin off Taito's Qix, in which the player traces outlines on a flat playing field, avoiding being touched by enemies while vulnerable to tracking, and trying to close completely rectangular parts of the screen. Early versions would fill fully traced areas with geometric patterns, but sooner or later some cloner would hit on the notion that there are some background images players could find even more enjoyable - here's how you might guess by the name of the game what the player gradually reveals are images of attractive women in compromising positions. Seymour Goes to Hollywood (1993) Seymour goes to Hollywood to star in his first film. When he arrived at his limousine, he soon learned that Dirk, the studio manager, had disappeared in Miami. Seymour has to start producing his own movie himself. Seymour goes to Hollywood is a platform action game similar to Dizzy, this time replacing the egg character with an amorphous blob of unknown origin. As in Dizzy games, the main goal is to collect everything that is not nailed (using the fire button) to solve puzzles. The upper left of the screen sits an inventory with three slots and next to that dot and power bar. Seymour loses energy by touching dangerous objects and dangerous environments. When the bar becomes empty, Seymour transforms into a pile of bones and the player loses one life. The game starts with three lives (displayed as black boards under the power bar) and in no way save progress. Shadow Knights (1990) Published by Softdisk Publishing Developed by id Software, Inc. Released 1990 Platform DOS Genre Action Perspective Platform, Side-Scrolling Theme ArcadeFrom Mobygames.com. The original entry Shadow Yserbius (1993) Shadow Yserbius is a single player, not a network version of the popular graphic multi-user dungeon game Sierra Network. You create a character and journey as a solo adventurer to the dungeons and depths of the volcano Yserbius. You see the game from a first person perspective as you journey through Yserbius. The story slowly unfolds as your character advances the experience while exploring the volcano. Shadow Sorcerer (1991) Shadow Sorcerer is tied to the Dragonlance series of novels. The player controls the party of four adventurers who have just rescued 800 slaves and has them shepherded Desert against the army of evil dragon caught up with them. There are three levels in the game: * Strategic, where the player must safely retreat refugees through the desert. * Tactical, when the country explores dungeons and other areas of interest, looking for information and treasures to help escape. * Political, where players have to deal with refugee leaders and convince them to continue after the party. All three are going in real time with the evil dragon constantly adventurous heels slowly picking off escapes. Shadowforce (1994) ShadowForce is a shareware graphic adventure game. The story is set in the early 22nd century, when the Central Command of the Earth, the world's government body that replaced the United Nations, set up a special operations unit called ShadowForce to fight anarchy, chaos and corruption after the global crisis. This team of four enhanced humanoids becomes the last hope of mankind when it faces new, unprecedented threats to its existence, such as rampant AI or alien invasion. The player's goal is to lead the ShadowForce team through three missions: Rise of the Overlord, GateKeeper and Final Paradox. Only the first mission is available in the shareware version of the game. The game is played from a first-person perspective, with static images of each scene in which the characters find themselves. Each scene has a text description, and many other game events are also presented as text messages. Movement and struggle are justified in turn, and interaction with the game world is performed through a mouse-controlled interface. The game game consists primarily of solving puzzles by manipulating items found throughout the game environment and combat encounters. Sometimes you also need to talk to certain non-player characters by typing keywords to get different answers from them. Although there is no flow in real time, in some phases of the game the player can make only a limited number of turns before a particular event occurs. In general, ShadowForce pays more attention to solving puzzles, but the fight also requires players to think carefully about their movements, because ammunition and health packages are quite limited. Shadowgate (1987) Using the same graphical interface as Deja Vu, Shadowgate is an adventure game set in a fantasy world. Players take an adventurer sent to an ancient store in Shadowgate on a quest to find a mystical artifact known as the Age staff and stop the evil Warlock Lord from summoning a terrific demon known as the behemoth. But Shadowgate has become infected with Warlock Lord's demonic minions, not to mention the castle's still functional booby traps. Unlike Deja Vu, death comes at the protagonist suddenly, unexpectedly and most importantly, often. Simple actions such as pulling an improper switch or opening an unsuitable door can cause the hero skewered by booby traps or disarmed the monster. If the characters torch burns (it happens quite regularly) and the player forgets to illuminate a new one, the protagonist will travel in the dark and break his neck. The Shadows of Mordor (1987) The Shadows of Mordor are officially licensed by J. R. R. Tolkien, the Lord of the Rings, a text adventure game based on the second part of the trilogy - Two Towers. You can choose to play as Frodo or Sam. The game closely follows the book's storyline and many places have attached illustrations. Unusually a text adventure game, the action takes place in real time: if you sit there thinking about what to do next, what happens in the game, such as creatures will move from place to place. Shamus (1984) Infiltrate the elusive shadow of the lair, shoot and sneak your way through his army of robotic minions, and hunt him down before he does the same with you. Starring in the title role of Shamus, you will have to find your way through more than 120 rooms in this cross between Berzerk's robots maze of action and adventure

exploration in the predetermined game world. The weak villain's henchmen will express their disapproval of their plans quite strongly, namely with showers of bullets. In addition, when they are dead, they do not necessarily remain this way: every time the room is re-entered, their random choice will be squeezed. The shadow also took care of electrified walls throughout its compound, so the bump into them will turn out quite deadly. The maze of cameras is divided into four levels, with several locked doors that will help you wander in search of right keys. If you tarry too long in the same room, the bulletproof shadow (taking a page from the Evil Otto book) will fall to discourage loitering. Shanghai (1986) Shanghai is one player, shareware, version of Mah Jong, an ancient Chinese tile matching game. The game is written by PASCAL and was originally released as shareware on the bulletin boards and was later included in the April 1996 CD cover mount PC Format (UK). It has six different tile sets and Mark's feature that allows players to mark the game at a time so they can get back into it if their strategy fails. The game also has Hall of Fame record highs. It is played with the mouse. Shanghai II - Dragon's Eye (1990) Dragon's Eye is a tile matching game series initiated by Activision installation. Players try to remove mahjong tiles in pairs from the set pattern. Different versions of the game have up to eight different tile sets, twelve models based on Chinese zodiac animals, and layout editor for creating models. In addition to standard mode, the game also includes Dragon's Eye, a two-player Shanghai option. Players take turns adding and removing tiles from a small field, and one player tries to remove all tiles, and the other tries to lay out the tiles to make it impossible. Shard of Inovar (1987) Game story begins with the ancient ElfIn race that created the magical artifact known as Inovar. At that time, in the history of the Earth, the terrible plague, known as Nagroma, wiped the earth at the beginning of winter, killing every living object it encountered. With the help of Inovar, Eharin was able to create a protective barrier that kept the plague in the bay. But the barrier in Cairnru, not only to keep the plague in the bay, it stopped everything, so every spring decaimn rites had to be carried out to make the rain fall off. This rite was performed for many years by Varviel Arthermin, who grew old and bitter. The last time he raised Cairnru, Arthermin tried to maintain his power to himself. He was defeated by Kiron's defender in a big battle during which the shard was divided by the great stone Inovar. Kiron took a stone and fell through Adklaire Mtire, where, it is rumoured, he is now trapped by Arthermin soldiers. Arthermin kept the shred and used his power to create Naslav, beings from the heart of the Earth, to protect him. This caused him conflict with Rimarion, the daughter of the Earth, whom he defeated and turned into a stone. Before her entry, Rimarion entrusted his sacred amulet to the people of Mount Hiakron laryx, who in turn entrusted him to Sunquat, the leader of Eharin, to the people of light. The player enters the game as Varviel Secunda, selected by your people to serve under Arthermin as his apprentice. For many years you have served him, but now, as storm clouds gather and rainfall absorbs in Cairnru, it's time for decaimn rites to be performed and that task falls on your shoulders. Shard inovar multi-platform, icon driven, text adventure game with graphics. It can be played on the keyboard or with a joystick. Instead of entering Go North, Get item, etc., the player selects the appropriate icon from the panels above, below and on both sides of the screen. Another useful feature is the Give Item icon to the person who, when summoned, allows the player to select an item from the inventory and then highlights the words from the last piece of text that the player can select. This allows the player to select a person from his group without having to write all his names correctly each time. The Shard of Spring (1986) Blessed Isle of Ymros is always at ease thanks to the Shard of Spring - a crystal that bestows eternal spring. Now the evil wizard Siraideh has stolen the sacred shard and you have to recover it. The world you once knew fell into hunger, and despair. Everyone is now asking you to come forward and take on the challenge! Shard of Spring is a role-playing game in which a player creates and creates a party for adventurers consisting of traditional races of people, elves, dwarfs, trolls and dwarfs. The two main classes are soldiers and wizards; each class specializes in different skills (e.g. elemental procnyencies). Cities are represented by simple menu; most of the action takes place in the dungeons, fighting against enemy parties in their turn-based struggle. Sharkey's 3D Pool (1990) Sharkey's 3D pool is one of the first 3D hint sports games, featuring a fully rotating table and variable approach that makes it a much more realistic shot-playing than the traditional top-down game style (although the game can be played this way instead). The pace, rotation and angle of each shot can be determined precisely before it is played. Both the 8-ball (pot your seven-color plus black win) and the 9-ball (pot 9-ball with a shot that also hits the smallest remaining ball, regardless of what may be) are included. There are seven skill levels to work with. Also included in trick-shot mode with 20 predefined shots. Before each match you can bet on the result. Shawl (1986) Shawl is a logical arcade game dealing with card suits. The rectangular frame, in which the quasi-stick flies in diagonal directions, ricochets away from the walls of the frame, circles of costumes of different colors, rays and cards appear. The goal is to collect only unique costumes to create a set of four costumes. Until the suit already exists in the set up to date, all the other costumes collected in the series will be removed before this costume. Too many such mistakes will lead to the game. Shenanigans (1994) In Shenanigans players are looking for Leprechuan's proverbial pot of gold at the end of the rainbow. The adventure begins, from all places, protagonist in his modest bedroom apartment. From that moment on, players will have to wander the streets and interact with other people during their adventures. They will explore forests, caves and, of course, will face leprecaun along the way. But remember, the prize is that jackpot at the end of the rainbow. This graphic interactive fantasy game uses the standard one-letter direction (N, S, E, W) for movement. Players can also save their current location in the cassette so that they can restart later. A command analyzer is a standard verb noun system (for example, Go Door). Sherlock (1991) Sherlock is a game of logic and deduction. Your task is to determine the locations of 36 blocks based on the information provided in the hints provided. Each puzzle can be solved by using clues to remove options until the location of a specific block can be determined. The game screen is divided into several areas. In the upper left district there is a puzzle decision board. The upper-right pane contains horizontal or multi-column hints. The bottom row contains vertical or 1-column hints. A vertical hint tells the player that two squares are or are not in the same column. There are five types of horizontal cues. There is a clue next to and there is no next to say that the two tiles are or are not adjacent to each other, but it does not say which one is left and right. A clue left (the middle tile is yellow with 3 points) says that one tile is in from other tiles, but it does not say how much or close to the left. Left. Between the clue (three tiles with two side arrows) says that the three tiles are adjacent, but it can be from left to right or from right to left. There is no difference between saying the same thing, except that the middle tiles are not between the other two. Sherlock Holmes - Another Bow (1985) Sherlock Holmes in Next Bow is the first title of the short-lived Life Literature series for interactive fiction titles Bantam Software. In this original story, ageing Holmes is involved in the murder mystery of the S.S. Destiny steamer in his 1960s. Holmes and his companion Dr. Watson are awakened by a crew member to find an apparent suicide on board. Of course, there is something mysterious about this suicide, and it's up to the famous detective to find out the truth. Since his mind is not so sharp right now, he will rely on the player as his longtime friend Dr. Watson to help him with the investigation. There are many characters (including famous real-life figures such as the escapist artist Houdini, Gertrude Stein, Sir Lawrence in Arabic, Pablo Picasso and Thomas Edison) to observe, follow and spy, and identify who can be suspect in the game in a limited time. There are six smaller cases throughout the mystery that needs to be solved in order to reach the final truth. The player must also be careful when conducting an investigation; instructing Holmes to do something offensive can damage his reputation. Sherlock Holmes - The Riddle of The Crown Jewels (1987) Famous Detective Sherlock Holmes writes in the newspaper that the Tower of London was closed for security reasons. Soon he finds out that crown jewels belonging to the royal family have been stolen. The fact is kept secret, and Dr. Watson, Sherlock Holmes' best friend and partner, must get them within forty-eight hours to avoid a global scandal. In this text adventure player controls Dr Watson, exploring familiar places in London, interviewing suspects and solving puzzles. Interaction with the game world is done by introducing combinations of verbs and objects. Site descriptions must be carefully read and explored, as they may contain clues vital to solving the game. Sherlock Holmes - Vatican Cameos (1986) Text adventures based on Arthur Conan Doyle's famous character. You play like Sherlock and have to solve the mystery using interrogation and investigation in order to catch your suspect. The game features some real-time items that rarely find adventures like NPCs with agendas (used more than a decade later in Westwood's Blade Runner). The clock is constantly ticking and you'll get loose if time runs out. Features of nice elaborate writing. Shiftrix (1991) Shiftrix is a puzzle game with similarities to Atomix. The player is presented with a top-down level with blocks of different colors. These blocks can be moved in any direction, but they move automatically in the chosen direction until you meet an obstacle, such as a wall or other block. than Atomix, the goal is to Do not create a shape, but evaporate all blocks in the usual tile matching method: two or more blocks of the same color disappear when you touch them. Each level must be resolved over time and a limited amount of bombs can be used to kill one block. Multiplayer is always turn based, but there is a choice if the turns are inside the level (i.e. the first player moves one block, then the second another block, etc.) or beyond (i.e. the first player solves the level and then the second player gets shot at it). Shiloh - Grant's Trial in the West (1987) The main battle of the Western Theater of the American Civil War fought on April 6-7, 1862 near the church in Shiloh Tennessee was the bloodiest battle between union and Confederate forces. Historically, union forces led by Maj. Gen. Ulysses S. Grant won the battle and ended the Confederacy's hopes of blocking the Union invasion of northern Mississippi. The game is played as a confederation, as a union, both sides, or having a computer to choose from. There are two scenarios: the campaign scenario on 6-7 April (the Attack of the Confederation and the Union counterattack after the arrival of the Union support forces) and the scenario of the first day of April (confederate attack only). There are three difficulty levels and five levels of different options, such as Conf/Union Ammo Supply, Union Arrival, Conf/Union Efficiency. During the game of war, you move the army on a map with a rectangular grid, using your tactical/strategic skills twists, after the fight flows, and statistical results of the fight are shown. The map reflects the nature of the area. Each turn takes some time. Your actions increase your score by success. Shinobi (1989) You control a ninja, Shinobi, who must fight his way through each level in search of hostages who must be rescued. You have shurikens, kicks and punches to defend yourself. There is also powerful ninja magic that can clear the enemy screen in one flow. Each level is divided into smaller scenes, and the hostages are guarded by large blocks that throw swords. Watch out for weapons tooting enemy henchmen and ninjas. To reach the end of each level you will find you fight the boss. This ranges from 8ft giants to helicopter weapons. Shogun (1986) In this Infocom interactive adaptation of James Clavell's Shogun novel, you play John Blackthorne, the first Englishman to set foot on Japanese soil. Shooting Gallery (1990) Shooting Gallery is a cute little arcade game released as shareware. This is a combination of 7 little shooting games, all of which control the mouse and depend on your quick mouse reactions. You will get points and the goal is to get as much of the highscore list as possible. Of the 7 little games, 1 and 4, 2 and 5 and 3 and 6 are some sort of sequels to each other. It's pretty same games, just a little harder. The seventh game is maybe the most fun of all, you have to shoot cowboy who invades the family And you should try not to shoot family members. Shufflepuck Cafe (1989) One puck, and only two competitors. One is a computer, and the other is, of course, you. You get the chance to match your skills in this Air Hockey style game, through cantina band inspired music. Deflect the puck around the walled area using his bat, trying to knock it on his opponent's goal. There are some competitors, some of whom really cheat, so be prepared to laugh. However, you can cheat as well as you can change your stick to fill the entire width of the table, or add one in the middle, and see what breaks the glass first. There is one play or tournament where you play opponents that hard. The winner is the one who reaches 15 glassbreaks first. Shuhuzhuan - Liangshan Yingxing (1997) Classical Chinese literature comes alive in this game (the title can be translated as Liangshan Heroes of Water Margin), after a dramatic tale of deception, exile and revenge for the protagonist Lin Chong, a side-to-side scroll, beat-em-up game. With the support of up to three players, companions Lu Zhishen, Jin, and Yang Zhi are ready to help fight the hideous Gao Qiu. Shuttle Space Flight Simulator (1992) Old but very real space shuttle simulator. In the package, in addition to the two game discs, there is a very thick guide and a large sheet (size A2, possibly) showing the instruments of the shooter's cockpit. To successfully fly missions, the player must learn a lot of casters and how to use each instrument located on nine different cockpit panels. Controls can be used with the mouse, but keyboard shortcuts are necessary for fast performance. In addition to the images of the cockpit, there are various external images from which you can see the shuttle, such as the launch unit and in orbit. If you don't use time pre-time or skipping options during a game, a game for one mission can take several days. For example, a valid calculation takes five hours before startup. Sid & Al's Incredible Toons (1993) Sid & Al's Incredible Toons is a spin-off of the Incredible Machine series. It contains cartoon characters and objects, not pseudo-realistic counter-attacks, but the goal is the same: to create hilarious machines reminiscent of tube goldberg pictures. Sid Mouse and Al E. Cat have probably never heard of Tom & Jerry, but they are also one-sided: any means to harm an opponent is good. They get a lot of instruments for incredible toons. You need to solve about 100 puzzles, each of which contains a 2D machine, the essential parts of which are missing. The player's task is to select useful objects from a separate window, put them on the screen, and start the device to see if it works. A simple example: the piano, hanging from the rope, must be dropped on Al. To achieve this, next to the cable put open scissors and on them peel the ball, a vial, rope cut, Al crushed. However, most puzzles are far away complex; for example, a player may first have to seduce Al under the piano with fish, which must be transported to the right place with conveyor belts. Puzzles include counterpoint scores ranging from simple ropes and flyers and balloons, trapdoors, catapults, bombs, electric hairdryers and motors. Sid and Al are accompanied by several other cartoon characters, such as lady elephant Eunice, who will toss things around, or pet dragon Bik that ignites objects with their fiery breathing. Gameplay is seasoned with cartoon animations - Al chasing Sid is a sight to remember. If the player solved all the puzzles, the player can create his own challenges with a convenient editor. Oh, be sure to learn Sid & Al lessons well – you never know when you need to get rid of the mouse for anything but some cheese, trapdoor and anvil. Sid Meier's Railroad Tycoon Deluxe (1993) This extended version of Sid Meier's original Railway Tycoon includes additional scripts and settings, improved graphics and several additional types of trains to work with. Side Arms Hyper Dyne (1987) Derived from arcades, Side Arms is a horizontal scroll shoot 'em up in which you control Lieutenant Henry (the second player can control Sergeant Sanders in some versions), armed with green armaments and protective jump suits. They must save the land from the Mercenary attackers in Bozome. First you need to reach the territories of Bozon, then destroy your forces hidden in caves and lies in the underground seas, before destroying the main ship of invasion. You can pick up a lot of extra weapons, often with similar tokens like in 1943 and some other Capcom names. Most weapons can be shot either left or right, giving you more range to launch attacks. SideWinder (1988) MS-DOS: SideWinder (by 1988) Sierra Championship Boxing (1985) World Championship boxing manager player can develop the career of aspiring heavyweight boxers. The option is selected through an icon-based system that represents the manager's office. The training of boxers includes a decision on where they should work, taking into account their strengths and weaknesses and any damage caused in previous fights and their other opponent. There are 97 of them in the game, so it will take about 15-20 fights to reach the top of the ranking. The main considerations are to choose a beatable opponent who can get the fight as far as possible before Friday night's bill, as well as negotiate the best financial deal and mutually acceptable dare. The game includes two different governing bodies, each of which has subtly different rules. The fight in a single set of rules will not be seen as significantly. The match is presented from the comments box, with two expert analysts exchanging text descriptions of the main punches, and what is done best (the key to how any referee's decision would go), and during the battles the player can instruct the boxer boxer what tactics to adopt. Sierra's 3-D Helicopter Simulator (1987) 3-D Helicopter Simulator, fly the McDonnell Douglas AH-64A Apache attack helicopter. The game allows the player to fly over various locations, or play in target practice and fighting modes. Two players can compete through a modem. Silent Service (1985) You are now a member of the Silent Service, a U.S. Navy submarine team. Long after Pearl Harbor, you are the only force capable of hitting back into Japan's Pacific Ocean. Take one of the navy boats and go on extended patrols for up to 2 months from Hawaii, Australia or New Zealand. Determine your level of complexity/realism and period (early means less technology for more juicy purposes, later means heavier escorts, more technology, lousier dogs). Combat factors like dud torpedoes, maximum depth, and more. You can choose between practicing to run against some old shells, recreate historical convoy attacks, go to one patrol or go to your campaign, which allows you to go on multiple patrols until you die, get a promotion or survive the war. How well do you do when aligned with the story? Silent Shadow (1988) Silent Shadow is a arcade with a small aerofighter as a protagonist. The object of the game is to get unharmed with maximum discretion of a huge bomber to destroy the enemy fleet in the Persian Gulf. To do this, the player has a modern and sophisticated fighter whose power, speed and ability can create false images on the radar, making him worthy of a Silent Shadow nickname. To achieve the goal, you need to overcome 4 phases (the enemy of the air base, the city, the desert and the enemy fleet). The idea is not to devote too much from the bomber to avoid being hit by enemy fire, is destroyed and ends the game, but also should not go too slow because of a possible collision with a bomber, then loses a few chances you have. Expansion pumps are available, which can destroy all enemies in sight. The game allows for a collaborative game in which up to 2 players can be one aerofighter. Silicon Dreams (1986) This interactive fiction game is a 9-level adventure in Snowball. The Return to Eden and Worm paradise trilogy. They were previously released by some, but not all of these systems. Silicon Dreams can be played as three separate games, but in order to get the maximum number of points, you need to complete them neatly (by carrying your score from one adventure to another). Snowball has graphics for the first time, and the other two games have more graphics than before, and some longer text descriptions are added to all 3 games. Snowball: Like Kim Kimberley, your mission is to protect the colonization ship Snowball 9 and its passengers. When you are awakened too early from hibernation, you know something is wrong! Return to Eden: Your goal is to get to the new city of Enoch, and stop eden robots Snowball 9. Worm in Paradise: You have to find as much information about the city as possible, get the money, and then then Member of eden's ruling party. Silpheed (1988) Silpheed, a player pilots a spaceship through levels of increasingly difficult, in a pseudo-3D vertical scrolling area, shooting everything in its path. New weapons will become available when it scores points, and power-ups will be sprinkled throughout the level. The game is one of the first that used music as a selling point. Silverball (1993) Silverball is basically a commercially published version of the game's epic Pinball. The engine of the game is almost the same, only the tables themselves are different. It has four tables: Fantasy, Blood, Snooker Champ and Odyssey. Some distributions (Silverball Plus 2) include two additional tables, warbot and duel, which are more or less the same as Excalibur and Magic tables for epic pinball with some different art and music. Finally, the seventh table, Nova, may or may not be part of the game – see trivia details. SimAnt - Electronic Ant Colony (1991) SimAnt explores the details of the life of ants when you completely control the colony of ants. Build your colony to conquer other colonies in the yard. Enemies include spiders and humans - make your life torment by invading your home. The fast game option focuses on battles with other groups of ants and provides full training mode. Provides a biological detail of real ants, helping to make the package more illuminating. Throughout the game the player begins as a black queen ant, who must start on the hill and produce offspring to start the first colony. They control the production of ant types among soldiers, workers and breeders. Soldiers fight against enemies, provide red ants and protect on a hill, workers support food supplies and build on a hill, and breeders are used to launch more ant colonies in an effort to take over human property. The player can move from controlling one ant to another if you need to perform different tasks in the game directly. They can go out on the surface and collect green food points, call the army and remove spiders and caterpillars, or invade the mountain of red ants and kill them. While on the surface it is important to be careful not to drown in the rain or get killed by a lawnmower. When there are breeders' populations, they can be dispersed into other backyard and house sectors in the three sectors of the current sector from which you work. When the sector has black on the hill, the player can move to the newly inhabited sector and work from there to continue the follow-up of black ants. The game is won when red ants are eradicated from the playing field and the man and his cat and dog are driven from their home overwhelmingly on the infestation that has been driven into them. SimCity (1989) SimCity establishes you as the mayor of a new municipality, responsible for building and maintaining a place where citizens can move and work and be happy. The first task is to present essential elements, such as transport connections, schools, factories and shops. There are 50 types of them, making homes of all standards and different types of businesses. Be sure to consider which sites are effective, which tasks to perform. Some energy sources pollute, others do not, but are more expensive. In order to ensure revenue, taxes need to be increased, and then some are allocated to public services such as the police and roads. Earthquakes, floods and fires are emergency situations that need to be addressed in order to manage any damage. Successful mayoralization will cause a small village to grow into a city, then a city and finally a metropolis. As the size of the city grows, it is necessary. Commercial buildings may suddenly find that they need an airport to expand trade, or housing can find themselves changing rapidly as many people come and go. The game also includes 8 predefined limited-time scenarios with specific challenges and goals. The environment varies in each game (especially if you have a Terrain Editor attachment), and this should affect your choices. SimEarth – Living Planet (1990) SimEarth allows you to charge the entire planet during its 10 billion-year life span. Your ultimate task is to guide the inhabitants of the planet to the stars, from the roots of their humble one cells. The main threats you face are pollution, disease, hunger, war and global warming. The controls available to you include the ability to move mountains and continents, create different species levels and release tidal waves and earthquakes to transform your planet. All these things are taken from your limited energy, which must be replenished. SimFarm (1993) Take control and management of a virtual farm, buy and sell life and planting and maintaining plants. There are changing weather systems and realistic seasons that are important on your farm. SimHealth (1994) SimHealth has a rather serious point: the debate in the summer of 1994 on what kind of health care system the United States should have. The player gets the usual godlike power to choose which offers to accept and even what assumptions should be in the main mathematical models (especially a good thing, because many models turned out to be so very wrong). SimLife (1992) A challenging game in which you can create your own ecosystems, animals or vegetables, then watch them eat, evolve, mate, or die. Feel free to create funny animals! How about a giant snail who should eat a few trees every day to survive - or a small kangaroo that lays eggs and eats only bugs? You can even edit your DNA code, and make your animals mutant. Sinbad and the Throne of the Falcon (1988) Take to the sea as a Sinbad sailor. You were asked by the princess for help in defeating the Black Prince and his minions from hell. You will fight pirates and geniuses, you will find romance and heart attack, comedy and tragedy. Sinbad and Falcon throne are more into action game than most other cinemaware cinemaware although it is still part of the strategy where the player has to tactically move the army around to secure victory. The game has many arcade and combat sequences, as well as limited moments of decision-making. Sir AddaLo's Mini Maths Adventure (1993) In the game you as the brave knight Sir AddaLot must defeat the evil dragon Scorch, who terrorizes the castle. To drive a dragon, you need to remove the same results of mathematical expressions, walking from the castle to the castle. After the land has been liberated, the king and queen reward you with fish for your ruin, which you can watch for your rest at any time. Sirwood (1990) Dark magician Amargol stole a magical gold shield from the village of Nargoot. A player like Arn, a brave shepherd, has to reclaim the shield before four days have passed. Otherwise, the power of the shield will be taken by Amargol. Sirwood is a side scroll action game with several adventure elements. Along three stages (forest, caves and Amargol Castle), the player must destroy all enemies and eventually recover the golden shield. Ski King 2 (1997) Ski King 2 is a downhill ski game and sequel to Ski King. You have to race as fast as possible down the mountain and at the same time avoid all obstacles on the mountain. Trees from the first game are not the only obstacles, there are also rocks, water and billboards. And to make the game more interesting jumps were added. There are two game modes: Pro Hills and Endless. Pro hill mode is 50 hills and for every 10 hills you get past you will get extra life. In endless mode you will just ski as long as you can. The hills are generated randomly, so no race is the same. Ski King 3 (1997) Ski King 2 is a downhill ski game and sequel to Ski King. You have to race as fast as possible down the mountain and at the same time avoid all obstacles on the mountain. Trees from the first game are not the only obstacles, there are also rocks, water and billboards. And to make the game more interesting jumps were added. There are two game modes: Pro Hills and Endless. Pro hill mode is 50 hills and for every 10 hills you get past you will get extra life. In endless mode you will just ski as long as you can. The hills are generated randomly, so no race is the same. Ski or Die (1990) Ski or Die is a winter themed extreme sports game in which a player can compete in 5 different events: * Downhill Blitz: Downhill Ski Event, in which the player can make big jumps through chasms and perform stunts in the moguls section * Inerutte Trash: Two players descend on the inner pipes of the mountain. Score points by picking up items, punching your opponents tire with a knife or fork and finishing first. * Ace antennas: Down the ramp and score points while performing acrobatic jumps. * Snowball blast: the first person in a snowball fight. Score points taking a little to attack your snow fortress. * Snowboard Half-Pipe: Put on your snowboard and collect points as far as in a limited time performing tricks inside the semi-pipe. Practice one event or try a tournament. Tournament mode has the support of hot seats for several players. Skull Quest I - Cyan Sarcophagus (1993) Skull Quest I: Cyan Sarcophagus is one player in shareware, an underworld scanning game dos. Two hundred years ago, a player served lord Trentar, who was a good man. To ensure that his reign continued, he had his mages build sarcophagus from pure wizardium. Becoming one with this miraculous device, Lord Trentar would ensure his continued victory over his enemies for eternity. So was Cyan Sarcophagus, the most powerful miraculous device ever known, built. In addition, Lord Trentar had built a large crypt and left orders that after his death he should be placed in a sarcophagus and that he and his followers should be sealed in the crypt. The player plays the role of a soldier accused of sealing a crypt and protects his door from the robbers of the tombs. Everything has been good for two centuries, but now there is a new threat and it comes from within the tomb, through sarcophagus! From somewhere a creature, a thing that is neither a man nor a demon, uses sarcopham to try to enter your world. Taking advantage of the weakness of the ethereal plane, which exists around all the tombs, he managed to send out some of his minions. Soon he will try to come through himself! The game begins with the player, the skeleton with little memory of who he was, falls into the crypt. There he learns that many followers have died or become unstable because of the boredom that the dead have to endure. The player must negotiate the maze in the crypt, avoiding all the traps that have been set by tomb robbers, and defeating monsters and his minions. This game is completely keyboard controlled. Skull Quest II - Vortex (1994) Skull Quest II: Vortex is a one-player, shareware, DOS dungeon scanning game. The main story behind this game is identical skull quest I: Cyan Sarcophagus. Two hundred years ago, a player served lord Trentar, who was a good man. To ensure that his reign continued, he had his mages build sarcophagus from pure wizardium. Becoming one with this miraculous device, Lord Trentar would ensure his continued victory over his enemies for eternity. So was Cyan Sarcophagus, the most powerful miraculous device ever known, built. In addition, Lord Trentar had built a large crypt and left orders that after his death he should be placed in a sarcophagus and that he and his followers should be sealed in the crypt. The player plays the role of a soldier accused of sealing a crypt and protects his door from the robbers of the tombs. Two centuries later known as the Null Beast took advantage of the weakness of the ethereal plane that exists around all tombs and tried to break through this world from another plane of existence. It but she did not give up and now back her back. As the player starts before the game begins, the skeleton with little memory of who he was, falls into the crypt. There he learns about the new danger from his old companion Sellion and deepens into the crypt to defeat the beast once and for all. Skull Quest II was designed to be a harder game than its predecessor with more illusionary walls and many more objects are hidden or harder to reach. This game is completely keyboard controlled. Skunny - Back in the Woods (1993) Another game in the Skunny series. This is the original skunny, side scroll scrolling, in which you must collect various items within a set time. Skunny - Wild West (1993) After his trip back to ancient Rome skunny: Save our pizza, skunny squirrel just wants to return home. But instead he finds himself in Wild West America. It turns out that his mother changed the time machine because she wants his son to correct the old injustice. Skunny is recovering sheep that were stolen from Skunny's parents' farm back in 1909. Skunny: Wild West is a shareware platform game with ten levels in which all stolen sheep must be freed. To achieve this goal, Skunny must jump from platform to platform, cross the seas or abyss and protect yourself from hostile animals and individuals with his weapon, water pistol. Although some enemies disappear permanently after being shot, others reappear after a short period of time. Hitting or touching an enemy loses energy and loses one in four lives sooner or later; Fall platform skunny loses life immediately. Then, it must restart from the start of the level or savepoint. In this case, all the sheep already saved are still rescued, but all enemies are returning. Skunny can take water for his pistol, items that restore his health and can carry a box. He can put it down wherever he wants, and use it to jump to higher platforms. Shareware version allows you to play only the first two levels. Registering all ten levels you can play, there are more enemies and cheat codes can be used. Skunny - Lost in Space (1993) All TV satellite utensils were stolen from a horde of crazed Snoozes. Astronauts were sent to the moon to get dishes, but were caught by villains and are now forced to participate in bizarre alien rituals. Secret Agent Skunny Hardnut is then sent to the moon to rescue the astronauts and get dishes equipped with modern moonbuggy. Skunny: Lost in Space is a remake of Atari's Moon Patrol. Skunny has to scroll all the way to the right in each level, shooting moonboogys' twin lasers against enemies and jumping cars. Moonbuggy has limited ammo and energy. When he wanders around the entire lunar landscape, he can collect lives, ammo and health items. The player can choose any of the ten levels to start playing (two shareware version). The game contains Save the feature that automatically saves the game if the player exits the level during the game. Skunny - Special Edition (1995) Skunny returned again to the other side of the scroll game. The graphics were slightly updated during their previous adventures, but the same classic game remains. Skunny travels around the world in this game in search of treasures, all while avoiding his enemies. Sky &amp;amp; Ricca (1995) Astro is a strange sphere in which the entire natural environment and living beings are controlled by the extremely powerful computer Lucifer. For many years the computer has been preserving peace in the world, but the rebellious Dr. Saradin orchestrated the coup, kneezing control over the computer and attacking cities and villages with his twisted creations. Testing magic fighter craft Dr. Esirby, boy Sky and girl Rikka decide to stop Dr. Saradin and restore peace to the world. Sky & Ricca is a vertically scrolling shooting with cutest images (so-called cute em-up). The player can control Sky or Ricca in a single player game or join forces with another player and control both on the same screen. The game's seven stages consist of various themes and are populated by colorful creatures that attack protagonists from the air or ether. Power-ups change the properties of the default weapon, allowing Sky or Ricca to shoot in two or three directions and increase firepower. The player will also choose the type of options, i.e. orbs that attach themselves to the fighter craft and help the heroes in battle. Sky Shark (1989) Sky Shark is a top-down shooter similar to Raiden. You start with four lives and three bombs. With that (you can get more lives at some point at intervals, and more bombs to be found), you, the Sky Shark in your squadron, blast through five levels of enemy-infested battlefields with as many as six weapons upgrades (in addition to bombs and weapons upgrades, no other weapons can be found at all). Includes three difficulty levels and two-player support. SkyShack (1990) Take to the sky and fight your opponent (computer or man) on a split screen or zero modem link. Take-offs and landings are handled automatically, so players can focus on shooting at each other. Flyby replays appear in crashes, so you can glorify every victory. In single-player mode, the view from the opponent's plane is optional; in any case, you have a scanner that will help you find them. Different levels of ammunition and missile stockpile can be set to select different game options. After the game took place for 3 hours, a hidden paper plane mode was added, next to a list of topline machines such as the F-16 and MiG-29. Skyfox II - Cygnus Conflict (1988) Pilot starfighter on various missions, from finding lost artifacts to destroying the enemy, in this early 1st person shooter space. SkyRoads (1993) Pilot your starglider on the road through space, avoiding obstacles and holes along the way, and without from fuel or oxygen. The full version covers 30 of several 10 areas. SkyRoads Xmas Special (1994) Published by Creative Dimensions Developed by Bluumoon Interactive Released 1994 Official Website SkyRoads Xmas Special Platform DOS Genre Racing / Driving Perspective 3-Person Perspective theme Sci-Fi/FuturisticFrom Mobygames.com. Original record Sleeping Gods Lie (1989) After the benevolent god N'Gir gave his blessings to the beautiful land of Tessera, he thought his work was pretty much done, and ... fell asleep. Unfortunately, without the gods watching around the world, the evil Archmage gradually took control of the oppressed population with its iron rule. The hero of this story lives in the city of Thurin, which is a bit of an Archmage influence spectrum. However, when a severely wounded cobold gives him a message and dies on the doorstep of his home, the hero realizes that his long journey has begun - a journey to wake up to the drowning God! Sleeping gods Lie combines elements of the action and adventure style of the game. The whole world of the game is viewed from the perspective of the first person, given fake 3D. The player explores this world, finds things, solves random puzzles and approaches the goal. Enemies will often attack heroes: The key to victory is usually the power of weapon hero wielded. These can be melee weapons as well as long-range ones like slingshot. The fight is completely action-oriented. The game has an internal clock, and the hero can get tired and rest from time to time. Slicks n Slide (1993) Slicks n Slide is an overhead racing game in which you try to drive your vehicle as fast as possible in find tracks. You can also use weapons to slow down your opponents. The idea of the game may seem simple, but Slicks n Slide has very detailed options that give you the ability to change your style. Slordax - Unknown Enemy (1991) Legends tells of the race of super creatures, Slordax, who once tried to conquer the galaxy. The war lasted a century. After all, Slordax was repelled. The Slordian system has been dead for more than seven hundred years. But now Slordax is back. The Intergalactic Defense Alliance has given you the task of taking them with your RedDog Adaptive Strike Ship before they grow too strong to defeat. Slordax is a pretty typical shoot-em-up vertical scroller with EDA graphics and five levels. A unique feature is the ability to control how fast the screen scrolls. sn0853b.zip MS-DOS: sn0853b.zip by sn0853b.zip) Snack Attack II (1982) MS-DOS: Snack Attack II (by 1982) Snake Game (1992) Snake Game is a nibbles style game. As a snake, the player must eat all the fruits on the level and avoid skulls. The game is in TSR; The player launches it and can press Ctrl+ Alt+G at any time to play it. Snaker (1993) Snaker is a Swedish adaptation of the classic concept snake game. The player uses the arrow keys to control the green snake, which is Moves through the scroll maze. The snake has a certain strength, which decreases in movement and will immediately kill the snake when it is over. This force can be filled with eating apples (spawning one after another) and pears (spawning randomly) in the labyrinth, but the hook is that eating such fruits will grow a snake, making it harder to navigate through sometimes narrow corridors, because the application to your tail will also end the game because it will hit the wall. If the player manages to eat enough apples, the level exit will open and allow to get to the next floor of the labyrinth. Eating pears will complement the strength gauge to full power and yield 800 points. Snaker's goal is to accumulate enough points to make it onto the integrated high score list. Points can be earned by eating fruits and ending the level with as much remaining strength as possible. Snap Dragon (1992) In this tutorial game you should help Snap Dragon, along with your friend Teddy Bear, make their own photo album. After selecting one of the six places (bathroom, underwater, farm, camping, bedroom, space), you should sort several items (4-10) on the screen and take photos to add new photos to the album. Animation of movable items and characters is an entertainment child player. A coloring book with 12 images that can be painted is also on the other side of the game. During the image, the image can be printed. Snarf (1988) Snarf is a maze-like game. The goal is to complete all levels. The level is points, keys, doors, teleporters, enemies, powerups and enemy generators. You can shoot enemies that free your way, but they will reappear from the generator. When you reach the correct end of the level, the level is completed. However, some factors in the perception of the game: for example, you can not have more than 1 or 2 bullets in the game: you will only be able to shoot when you do not currently have the maximum number of bullets on the screen. The game has 50 levels, climbing hardship from very easy to very difficult. Snarf comes with a level editor to create your own levels; you can also create a level wall of graphics. It also contains a comprehensive guide. Snooper Troopers (1982) The first of a series of edutainment titles long before the portmanteau term was popularized by marketing executives. Snooper Warrior had younger players trying to solve the mystery of the Granite Point ghost, an entity that was trying to scare Kim's family out of their new home. Using the SnoopNet computer, players will comb the neighborhood streets in search of clues and explore people's homes before they are away. Speed is essential, as if your snooper warrior would be caught when the homeowner comes home, you may be thrown out for good in case! The name encourages players to keep facts about people, link neighborhoods, view cues, receive special messages and finally sufficient information to incriminate and convict the perpetrators who tried to chase Kim's family out of their homes. Snooper Troopers Case 2 (1982) 2 and the final detective/probom solving game series for kids. Armed with your snoop-mobile, snoopNET computer, wrist radar, flashlight and pen and paper, you are a detective who has solved Lilly's case of missing dolphins. The game requires logical thinking, planning and attention as you slowly comb the neighborhood to gather clues and evidence. After properly recognizing the suspect, use a snoopNET computer to incriminy and ensure that justice has been served. Snoopy's Game Club (1992) Snoopy's Game Club is a small collection (3 in total) of mini games for kids: SNOOPY animated puzzles - puzzle animated pictures featuring Snoopy and Gang. You can choose how many pieces to break the picture (from 4 - 64 pieces) and when finished, you will get to see a short title cut-scene. CHARLIE BROWN'S Picture Pairs - Concentration as a card game where players flip cards that are placed face down and try to make as many matches as possible. You can choose from picture cards (cards that contain peanut characters) or alphabet cards. You can choose to play it yourself, against a friend or against a computer. WOODSTOCK'S Look-Alikes - a matching game where many players but not quite the same objects appear and you have to match the two, which are exactly similar. You can select the number of objects displayed (18, 16, or 12). Snow Queen. (1993) This game, an adaptation of Hans Christian Andersen's 1845 faerie tale Sneedronning, puts the player alternately in control of the story of two characters, little girl Gerda and her boy friend Kay in an attempt to reunite them from dangerously wintry interpersonal alienation. The game's author has made an official exercise in the structure alternating links between episodes and their respective characters, Gerda interacts with the game world as a game for the usual early text adventure game and Kay selecting options for Choose-Your-Own-Adventure style from the list. Sobor (1991) One of the first games produced in Russia after the collapse of the Soviet Union. Sobor is a beat-em-up featuring Russian peasants engaged in a bitter hand-to-hand fight over their quest to defeat the Evil Forces, protecting the knowledge that was found in an ancient scroll describing russia's Sobor combat system. The game is divided into stages alternately objects courses and fight. The player controls a group of five fighters. In the first round they are trained in a sparring session, player performance defining their toughness for the rest of the game. Obstacle stages include the passage of Baba Yaga and other Russian folk characters or a grid of lightning-firing skulls. The essence of the game, however, is five-on-five brawls, where the player controls one of the fighters while four control al. The player can switch between the controlled fighter at any time. Head of football team (1994) Your main role is to manage the football team and monitor how they develop after every match that earns or loses your money without ever seeing or entering the field. Choose from the British and Italian football leagues to customly select your team from selecting the best players to hiring, firing or exchanging with another club. The decisions taken will determine their success, have been poorly chosen and this reflects overall results. To help with this process, you can review their salaries and get weekly financial information after the game. Choose an avenue for your team to play, some are more expensive than others, as are the top teams to play against. A good crowd turns out to help boost of profits because you get a percentage of all ticket sales. Softporn II (1985) Shadow diving in Hoboken, New York, lust-crazed man seals the final rit with an old flame on the eve of her constant transfer to far-flung Denmark with her husband. This is a game that simulates sexual exchanges between a man (player) and a simulated woman. Taking into account the user's initial contribution to the names, personality traits and measurements of the players, he provides them with appropriate adjectives and behaviors and refers them to the player's garret directory. Actual game input overrules the strengths of the text analyzer, with promising options, including various combinations of vanilla erogenous zones with hands and mouths. When the level of agitation of both parties is sufficient (both the man is marked with a hard status, and a woman with a wet - indicated in the game through the report command) simulated penetration is allowed. Sol Negro (1988) The spelling of the Millennium, transmitted from parents to children, turned the muscular bullies into fish, and the insurmountable Monica - a hawk. Each full moon one of them undergoes transformation, and the other recovers its normal shape, which prevents them from being together. Only an extraordinary phenomenon can break the spell, something extraordinary like a solar eclipse ... The black sun. In order to break the spell, Bully must release Monica (the hawk) in her cage, turn it into a fish, arrive in time for a sacred underwater temple of the sun, a grotto located outside the city, immersed in Hydriosis, just at a time when the moon is huddled with the sun and a huge shade crosses the planet. In the first stage, the goal is to save Monica, turn the hawk, for which you will have to find the key of the cage where she is imprisoned and go to save her, count with the help of a jet package and an M-92 rifle laser; when done, face along with her all the dangers until coming to the magical palace. The second stage is created in the heart of the ocean. Monica must protect the bully in the form of her fish and come with it to the underwater grotto. Monica counts water screw and water leak gun with it will have to defend itself against underwater enemies. Solitaire Royale (1987) It was an early commercial copy of Card Solitaire. There are 8 different solitaire games, including Klondike, Counting, and three shuffles and draw. You can also play Aunt Anne's Tour, where you play all 8 in a row, trying the highest overall score, and 3 children's games. In addition, there are 10 different choices of deck art. Solitaire's Journey (1992) One hundred five Solitaire games are given beautiful graphics (for 1992). Games have all the rules and will allow different users to join the game and maintain averages and highs. Players can also create their own tournaments by selecting a subset of games and playing for the highest score. Quest allows users to play solitaire games to navigate through the graphic house to find the treasure. Solitaire (1985) Solitaire (sic) is a klondike solitaire simulation with some game options. You can play up to 5 players, and your computer can be one of those players. Since the result is considered, you can also pit each player against each other by forcing all players to start with the same cards/deck/shuffle. Klondike Solitaire, of course, is a game of transferring cards to alternate costumes on top of each other in order to move them away from the tableau. This specific version allows you to play according to standard or casino rules. Solo (1989) You are Carlitos, an ordinary school boy who still has to hear his mother's recommendations. Everything went well until you ever left your house and found an abandoned street, but almost instantly you heard the sound of an exploding grenade and some bad guys with a gun. You think of it as a nightmare, but then the shot almost hits you. Just then you'll find a pistol in your bag, if these dudes are sure, why shouldn't you be sure either? Solo is another operatic game

designed to be used with a gun stick, quite similar to its development in Opera's Trigger. In addition, despite this game's lone title, there will be an opportunity to play in 2 player collaboration mode. Solo Flight (1985) Simulation that you're flying mail runs from many different airports in one of the three States of America that are Kansas, Colorado and Washington (choosing Washington allows you to fly in the neighboring state of Oregon as well). For a game that arrived about 24 years ago now, it still manages to feature an impressive amount of great details at the moment, such as VOR Towers readings, DME, ILS, and along with the aspect of the game that is delivered by mail. Solo Flight is clearly quite unlike what you'll be playing before. To result in a sense of choices you need to reflect on certain things, such as how much fuel you may need for each presentation. Each letter delivered is to a different airport, but there is also the possibility to carry several cargoes, each of which has an additional weight to be taken into account. A heavier payload means burning more fuel and as an airplane but a potentially higher result can result. It's this design that makes Solo Flight so intensely fun every time. Various weather conditions, such as clear, nighty, light clouds and even heavy clouds requiring IFR skills. It's quite possible to fly using only means of total cloud blindness to the point you jump out of the cloud to see the runway hopefully as you were planned. Indeed, a well-planned route using both VORS can have itself precisely lined up and ready for the final landing using the AAS. You really need maps, though, and trying solo flight without them is pretty pointless – playing it seriously requires maps vor scratching. Solomon Key (1988) Solomon Key is a platform game with both action and strategy elements. In each level your goal is to get the key, which can then be used to unlock the output. To help, you have a magic wand that can be used to create and destroy blocks (although some blocks can not be destroyed). To reach the key, you will need to carefully organize the blocks on the screen in order to be able to jump your way around safely. Wandering around each level is a variety of enemies that will cause you to lose a life if you are caught. Some creatures can be killed by destroying the block on which they stand, others must be dodged. Hidden bonuses and magic can be found on many levels, sometimes even hidden blocks. Some treasures give you extra points, others can form magical spells to help cope with the enemy. To make the game more difficult, each level has a time limit within which it must be completed. Solver - Bank Quest (2001) This is a board/puzzle game that also has a background history. You are a money collector whose task is to escort money bags to banks. But something is wrong, and you have lost all your bags in different parts of the city. Now you need to collect them again and safely deliver to the banks. But you also have to do it quickly, because thieves and robbers will use any opportunity to take money from their property - so the game has a time limit. Different levels of the game reflect different areas of the city. You have to push the bags to bring them closer to the bank, but if you push them too far, there is no way to recover them again. Agility is not very important here, it's a strategy that is important! The game contains only text using ASCII characters. Dollar signs are used to represent money bags. Sopwith (1985) Sopwith is a game in which a player flies a sopwith biplane, trying to shoot down enemy planes and destroy all enemy buildings. It can be played by one player or in clashes against AI. Sopwith - The Author's Edition (2000) You one player or against a computer flying sopwith biplane and trying to shoot down enemy planes and destroy all enemy buildings. Sopwith (The Author's Edition) the only officially released version of the series and adds new features such as novice mode, mode, But flying planes, screen violation and anachronistic Easter egg/cheat run. Sopwith 2 (1985) You play one player or against a computer, flying sopwith biplane, and trying to shoot down enemy planes and destroy all enemy buildings. Sopwith II is a sopwith update that adds gravity, smoother graphics, birds and ox, game recording and playback, multi-level and works at the right speed in modern machines. Classic game that created a small cut following. Claymorgue Castle Wizard (1984) Issue 13 adventure series from Scott Adams and the first, which was never released in text format (except for the BBC, Electron, Dragon and TRS-80 versions). Solon, the main wizard lost the power of 13 stars. It's up to you, his faithful disciple, to get them out of Claymorgue Castle. It's similar to other SAGA games in the series. In addition, of course, there is a certain use of magic! Sorcerian (1990) Sorcerian is the fifth game in the Dragon Slayer series. It is located in a fantasy land known as Pentawa, whose inhabitants constantly need protection from cruel creatures, roaming the wild. The King of Pentata hires adventurers to party, and their first task is to regain precious skepticism from the underworld, where he is protected by the evil demonic ruler Oaks. The game is an RPG with an unusual lateral scrolling perspective and action-based fight, a bit of a cross between wizardry and platform games. Despite being a Japanese game, Sorcerian recalls the Western RPG in his time, focusing more on character development than on history. Initially, the player creates a four-character party, choosing between a fighter, a wizard, an elf and a dwarf (race and classes are not distinguished). In addition to the usual eateries and shops, there are many things that can be done in game cities, including the complex creation of magical spells (up to 120 spells of different disciplines), training to raise personal skills (strength, intelligence, etc.), enchanting weapons with elemental magic, as well as looking for part-time work. The image switches to a side scroll when the country dares to enter a hostile area. The fight is done in real time, with the player controlling the entire party at once. The lead symbol can be changed at any time, and the actions of the battle are performed by the one who is in front. Melee attacks and magic spells are released by pressing the appropriate buttons. Symbols can also jump and interact with objects by ascending to them. Dungeons are usually a labyrinth, and some contain simple puzzles, such as finding hidden switches and activating into open doors. Soul Crystal (1992) Your name is Dave, and this is your first vacation you spend alone without your parents. Rest in a hotel near the mysterious loch in Scotland. You go swimming in the lake and diving through the waterfall – on the other side of it, you will find yourself in a strange fantasy world. The game is a mixture of graphical and textadventure. All actions can be done by typing or clicking on the icon. Soviet (1990) Set during the collapse of the Soviet Union, this arcade style game puts the player in control of the Soviet tank. This tank must explore the areas of Vilnius and Baku and save all Russian citizens. Meanwhile, rebel armies will attack with everything they have. The game uses a snapshot of the battlefield and multi-directional scrolling. The game resembles games like SWIV, but the need to save a certain number of hostages to complete the level adds a limited element of strategy: the goal of the game is not to defeat enemies, the task is simply impossible because they will again spawn in seconds, but save the hostages before blowing up. Space Commanders (1983) a clone of Space Invaders. Defend the earth from the endless waves of attacking aliens. Shoot UFO for extra points. Space Chiefs II (1985) Arcade game is back! Destroy those aliens before they destroy you. With three lives, you have to fight back at aliens with your space ships as they come closer and closer. Can you destroy them before they wipe you off? A screen full of aliens is coming up and closer is not the easiest situation to be in. As the aliens approach, their speed will increase, making them very difficult to stop. Good hunting! Space Dude (1994) Action and Strategy combine into a strange little game. You play as Space Dude, a dorky teenager on a surfboard that has to defend the Golden City from KingDorf and his Army of Hoppers. The game has several strategic solutions, such as choosing missions you will perform (from various options, such as repairs, attacking, or even capturing Hoppers). Once you've selected your mission, you'll browse to your destination and start a series of actions. The object of the game is to get rid of the KingDorf universe. Space Fortress (1999) Alien ship fleets are fast approaching the Space Fortress! They are huge and there are no chances of victory. However, they can be kept for as long as possible. The weapons of the space fortress will destroy as many as possible. Space Fortress is a static space shooter. The player sits at the control of the space fortress and can alternate between the use of control diversion (weapons), power distribution, damage control, powerup search and powerup. Always, the radar image will appear on the screen showing any circumnavigable enemy ships. By taking control of weapons, the player can detonate enemies using several different types of weapons. Everyone consumes energy, and the enemy hits the shield of the cosmic fortress. Defeated enemies leave the power-ups to be recovered with probes and returned to the space fortress for use. The game ends when the space fortress is defeated: Either having this reactor go critical, or lose all this oxygen and life support. Space Harrier (1989) Run... Fly... Dodge these obstacles, but Fire on waves after waves attacking aliens. Armed with a really big weapon, you have to defend yourself from alien hords using your minds to navigate through the screen. But watch out for those level bosses at the end! Derived from arcades, Space Harrier is a third-person railway shooter with pseudo-3D graphics, set around the world as a fantasy zone. The lone title hero fights aliens with a fire launching cannon, which can also be used to transform heroes into a flying rocket. The player moves constantly, but the speed of his movement can be adjusted by the player. Space MAX (1992) Space M+A+X is a strategic game in which the player builds and operates a commercial space station; similar to the project: the space station. The first task is to get the station running, which is carried out by sending all the necessary personnel and modules, that is, functional units of the station, into space. However, there are only four transfers and each transport costs money and time. The modules used determine how well the station works on its own and what commercial output it generates. There is a limited budget for time and money, and in the long run the station must be financially independent, for example, when creating consumer goods. The game is usually on the menu: the player analyzes statistics on various screens that display information about the crew, equipment, station, budget, etc. Based on this and other problems, such as sick people or the need for repair, the player assumes the consequences for further action. Assembling modules plays in a mini-game. Space Quest I - Sarien Encounter (1986) Roger Wilco is one of the most important male starship arcada: he is a janitor! Only when he was doing what he was doing best (dozing off the closet), the trembling sound alarm penetrated into the air. Arcada attacked by evil Sariens! Before Roger realizes what's going on, he discovers that he is the only survivor. Sariens killed the entire crew and stole a valuable stellar generator. Roger's immediate task is to find a way to leave Arcada, which is about to explode in fifteen minutes. And then he will have to show the Sariens why they should never mess with brave intergalactic janitors! Space Quest: Sarien Encounter is a humorous sci-fi adventure game made with sierra agi engine. The game is similar to King's Quest: The player browses Roger around with the arrow keys and interacts with the game world by entering commands. There are puzzles to solve and many situations where the player will have to use his mind to save Roger from death. Space Quest II - Vohauls Revenge (1987) ace janitor Roger Wilco thought he had seen the last sludge of Vohaul. However, as every evil scientist should, Vohaul returns with a more evener scheme. This time, he is going to infect xenon planet with thousands of genetically modified life insurance vendors door-to-door. The last thing he wants is messing things up, and so the brave janitor is caught and brought to the planet labion to spend the rest of his days working in the Vohaul mines. Fortunately, the shuttle that takes him to the mines crashes, and Roger is the only survivor. He will have to survive the dangers of the jungle planet Labion, and eventually stop Vohaul from pursuing his mind plan. Vohaul Revenge is a sequel to Sarien Encounter, and the second game of sierra humorous space quest series adventure games. The player browses Roger Wilco around with the arrow keys, and interacts with the world by entering commands. As in the previous game, there are many ways for a player character to die. Much of the game is designed to avoid many traps and the dangers Roger will meet on his way. Some actions must be taken quickly so that Roger is not killed. Space Quest III - Pestulon Pirates (1989) Narrowly Escape From Space Quest II Events: Vohaul Revenge, Roger Wilco's Escape Pod Floating Through Space. Just another metallic element of garbage, soon it is picked up by an interstellar garbage carrier. Awakened by a pile of garbage, quite familiar to this janitor-turned hero, Roger Wilco has to somehow escape. Once given access to the rest of the galaxy, he will soon find himself having to avoid collections of cyborgs for late payments related to the business prison software company Scummsoft, and having to digest fatty food from the galaxy's finest burger joint. Space Quest 3 is a graphic adventure. The mouse is a functional movement and inventory access, but the game is primarily based on the text analyzer for specific commands and manipulation objects on the screen. In addition to the regular gameplay, there are also various mini-games such as the simple universe arcade game Astro Chicken, as well as radar screen representation to combat ship-space. Space Quest V - Another Mutation (1993) After traveling back and forth during time in the previous game, Roger Wilco returned to Starfleet Academy, serving both a cadet and a janitor. Cheating his way through the Starfleet Aptitude test, Roger is finally taking on the rank of captain, his ship (garbage bio) and mission: to explore strange new worlds (which no man in his right mind would explore), to look for a new life and new civilizations (which grew out of the massive amounts of garbage Roger would collect his way) to boldly go where there was no one before. Step by step, Roger will have to uncover a galaxy-wide biohazard material dumping scheme, solve the mystery of the disappearance of the fellow Starfleet captain and his ship, and face an agent of old nemesis. Space Quest V: Another mutation is an adventure game in space quest series. Like his brothers, he is characterized by humorous writing and situations, as well as many opportunities for the hero to die terribly. The game is fully controlled by the mouse: the player interacts with In the world, clicking on places, people and objects on the screen, cycling between various actions (walking, looking, touching or taking, talking, etc.), clicking right mouse button or using the icon bar. The latter also contains icons that allow the player to access Roger's inventory, quit the game or change settings. Small and tasting items were removed, but a special ordering icon was added. It can be used for any object or character of the game, but its real purpose is to issue specific teams to crew members: Roger The Garbage Scow, Eureka, has a crew he presides over. The game is plot driven and there are outscenes made in comic-like style. Plot development is linear, but each planet's protagonist visits usually consist of multiple screens and have their own goals and puzzles. There are also dangerous situations that can occur on the spacecraft itself and need to be addressed. Space Racer (1988) Space Racer is an action racing game with a sci-fi theme. The player controls the futuristic hoverbike, competing with computer-controlled vehicles of a similar nature. Races take place in space-to-environments similar to the surfaces of alien planets. The player should try to avoid colliding with other bicycles in order to first get to the finish line. A more brutal way to solve the same problem involves shooting at opponents. The height of the hoverbike depends on its speed - the faster it goes, the further from the ground it is, and vice versa. Space Rogue (1989) Princess Blue was a merchant ship. While cruising through space, it happened to an abandoned ship floating in space. Only one crew member was allowed to examine the abandoned vessel. Suddenly manchi raiders appeared on the video screen. Manchi managed to ambush and destroy Princess Blue. The only surviving crew member from Princess Blue swears revenge and is determined to do everything in his power to defeat Manchi. Space Rogue is a hybrid game that combines space flight and combats simulation with commercial and RPG elements, such as interaction with symbols and quest-based structure with the main plot line. The flight to space takes place in two different modes: a cruise flight that is ideal for fast travel, and a Newton flight that is best suited for combat and precise flight. There are also three different images of the camera for 3D exploration and combat. Each planetary system has various locations and obstacles to travel through a top-down navigation map. A trip to a post, a space station or any other location with a stellar system can be done simply by choosing it and charting the course or real-time in 3D flight mode. Interstellar travel between systems, it is done by searching the Mallr gate and using it to reach the hyperspace. While hyperspace, the game becomes a simple tunnel game in which the player must manually control the ship not hit any In addition, the The trip eats away on board, so the faster the player can get through them, the more armor the ship keeps. When traveling into space, the ship can be attacked, or the player can choose to attack other ships first. It is also possible to buy and sell various goods, make money and spend it on the installation of the ship with weapons and various upgrades, such as a device that allows it to move more secretly through space and avoid detection hostile. The player's character has a reputation rating with various factions such as Imperium, Pirates, etc. When connected to outposts or stations, the image moves to top-down, and the player navigates the protagonist through adventures or RPG as a place of fashion, examining objects and chatting with characters. Conversations can have multiple choices, and multiple instances require the Player to type keywords, although most parts select replies from the menu. The game has a basic storyline that requires finding, talking and performing tasks for characters, as well as secondary searches that can lead to various awards, such as money or ship upgrades. Space Spiral (1988) Space Spiral is a mouse-controlled shooting game, with some similarities to the rocket command. The object of the game is to defend the space station from attacking aliens. With the space station in the center of the screen, the player uses the mouse to move the torpedo cursor around. Press the mouse button, and the station will fire the torpedo to the place where it will explode and take any surrounding enemies. However, torpedoes have to travel a little before they reach their destination, so the player must take this into account when aiming at moving aliens. In each level the refueling vessel flies toward the space station and the player must protect it from incoming enemies. Once in the center, the ship docks with a space station and the player is awarded additional fuel. Levels face increasingly heavier waves of enemies. The first 10 levels enter all enemy types, and each level after that features different combinations of aliens. Space Station Escape (1995) Space Station Escape is the first person to shoot'em-up similar to Blake Stone. The story behind the game is that the Earth was destroyed. An alien society has promised to destroy your space station after they killed everyone on board. You, the player, have to fight through all the station levels against aliens and station your security drones, run caught crew members and escape or disarm the station's self-consciousness system. Along the way weapons and ammunition will need to be assembled, as will security keys and armor there are twenty levels in this game, of which the first five were released as shareware. This game was created using Pie In The Sky 3D game System. Space Station Oblivion (1988) Published by Epyx, Inc. Created By Incentive Software Ltd. Released in 1988. As well as Amiga, Amstrad CPC, Atari ST, Commodore 64, ZX Spectrum Game Action, Strategy Perspective 1st Person Perspective theme Sci-Fi/FuturisticFrom Mobygames.com. Original Entry Space Strike (1982) MS-DOS: Space Strike by (1982) Space Strike by (1996) Released 1996 Official Site Spaced Platform DOS Genre Action Perspective Side-Scrolling Theme Shooter MobyRank 100 points score based on feedback from various critics. From Mobygames.com. The original record spacekids (1996) Zeet and Deedle's grandfather is a great explorer, but he did not return to the moon from his latest destination: Earth! His great children take him upon themselves to follow his path and save him from any land threat that detained him after communicating with many whimsical, surreal characters. SpaceKids is good at looking at what interactive films looked like before the CD-ROM format became the new standard for a wide range of multimedia-rich content storage – instead of meg-heavy digital actors we get bytes of frugal pre-rendered sprites in front of 3D backdrops, twirling around the screen and stretching or skewing in real time with every possible bump or jostle. Please kids, almost everything in this game that is not made of sweets got a human face with large, pleasant eyes on it somewhere. The game loosely follows Dragon's Lair-set pattern: non-interactive animated segments (sometimes longer) are punctual player input episodes consisting of the transfer of the moment actor - sometimes our characters, sometimes their opponent – in the right direction at the right moment to pass a certain time barrier or choose a fork in the plot. Unlike Dragon's Lair, death does not lie around every angle; Failure to successfully cross an obstacle (or, uh, to vaguely interact with a new strange situation in an arbitrarily appropriate manner) usually provides just another opportunity to do so. Spacewar (1985) Spacewar is a shareware spacewar! Clone. Two spacecraft, controlled by a human or robot, are fighting to death. Spacecraft attack weapons are short-range phasers and long-range photon torpedoes, both of which consume energy cartel; If this tape is drained, you can not attack. As a defense there is a pulse engine to move, as well as cloak and hyperspace jump to a random location, all of which use energy as well. To change the game, by turning on gravity ships gravitate towards the center of the screen. Photon torpedo acts on gravity in the same way as ships. You can also add a planet in the center of the screen, which your ship can ship to crash by draining the shield's power bar. Once the ship's shield energy is gone, one shot or planetary collision will cause the ship to explode, so the surviving ship will become the winner of the game. The Spear of Destiny (1992) It During the war and you are the most valuable Allied agent B.J. Blazkowicz. In the middle of the German Blitzkrieg, the spear pierced by the side of Christ is taken by the Nazis from Versailles and secured in the impoverable Castle Wolfenstein. According to legend, no man can be defeated when he has a spear. Hitler sees himself as an irresistible spear power as his brutal army sweeps across Europe. Your mission is to infiltrate the highly protected Nazi stronghold and recapture the spear from an already unbalanced Hitler. The loss of his most coveted weapon can push him over the edge. It can also rob you to pieces. Spear of Destiny is a prequel to Wolfenstein 3-D. It's a first-person shooter that uses the same engine and has the same game, but the game is not broken down into 6 separate episodes – all levels are one long episode. Enemies and weapons are almost the same as Wolfenstein 3-D. Only new additions include: new bosses, a new type of enemy and a new pickup truck (a large box of ammunition). Spear Resurrection (2001) This freeware, fan-produced sequel to Spear of Destiny comes with brand new sprites, weapons, and explosive barrels. Want to know what really happened to Adolf Hitler after the war? Why has his body never been recovered? What did the Nazis do when they escaped persecution? Who should have the so-called mighty mystical Spear of Destiny? This game boasts 23 levels, including stealth. In 2011, the game was transferred to Windows using SDL, so it can run natively on modern computers using a wide range of higher-resolution graphics. To mark the game's 10th anniversary, this conversion was combined with a brand new map to set an additional challenge, although the original 2001 maps can still be used. Special Forces (1992) Special Forces is a top-down arcade shooting game with a dash of strategy. It's a sequel to the Airborne Ranger. When times are rough, the American people rely on their troops. And when times are rough, the American army relies on its own special forces. A small group of highly skilled, well-qualified, well-armed and cleanly shaved elite soldiers bravely go where no man had before. At least no honest man. Special forces will allow you to control a team of four from top to bottom and set out to resemble the Jagged Alliance, only to make time ticks constantly. Therefore, strategy and stealth stand back for gauntlet-style arcade action. Moving one or squad formation, shooting enemy soldiers and blowing up bunkers, always quickly go and soon still get out. The objectives differ from the deployment of laser target systems for air strikes to killings to rescue missions; some tasks take place under the darkness, with a night vision system coloring the landscape gloomy green. 16 missions will take you to four different parts of the world, from the terrorist arctic ice to the local jungles of the drug cartel. Before hopping in you can choose four soldiers out of eight, each of whom has a different and equip each of them. Reading text briefings is very important because the game will not alert you if you go on a bombing raid without any explosives. In addition, the higher the level of complexity you choose, the less accurate is the information you get about your goals, so you'll have to search the area. Fortunately, a detailed map provides an overview. As enemies respawn and ammo deplete, some men can't make it back. Those who do this can be awarded medals and promotions, which will increase their morale and increase their statistics. Speed Haste (1995) Speed Haste is a 3D arcade racing game with 2 types of vehicles, and different cars by type: the famous F-1 and Stock Cars (best known as Formula Nascar), each with different characteristics and agility. The player can compete in championship mode, covering all circuits with increasingly difficult but identical to both types of cars. Multiplayer mode offers split screen races or IPX-based sessions with up to 4 players. Speed Racer in Racer X Challenge (1992) This Speed Racer licensed racing game is based on an American remake of the 1960s classic Japanese anime TV series. All the main characters are put into the game: Speed Racer, his big brother Racer X, his father Pops, his mother, his girlfriend Trixie, and his little brother Spritle along with pet chimpanzee Chim-Chim. In the game you are a Speed Racer who challenges racer X 7 on campaign tracks full of obstacles, road gaps and other racers who want to take your car off the road (Mach 5). Mach 5 has many features under the hood, which can be activated with buttons A to G (for example, to make a big jump to press A or survive underwater, press D). After winning the race you will progress the game to the next episode, collecting money as a bonus. Two players can simultaneously receive each other on the same computer or over the Internet via a modem. There are various episodes of Modern Play. Speed Zone (1988) The speed zone is a vertically scrolling shoot'em with a classic style. A player flying the latest generation of spacecraft must destroy all the alien hord wanting to destroy the space federation. The spacecraft has a shield with limited energy. This energy protects the ship from the shots of an alien ship. When the energy shield has reached its limit, the player loses one of three lives. Speedball (1988) Original future sports game. Speedball is played on a small court with five players on each team, making it more frantic than a more famous sequel. The ball must be thrown at the end of the goal by the opponent. Any amount of physical contact can be, and there are no illegal ways to get the ball or goal. Before each match you can bribe the referee to award you a head start or strengthen your players' abilities. You compete in a simple knockout cup tournament or in individual 2 player games. Speedball 2 Brutal Deluxe (1992) Brutal Deluxe does not live up to their name - - this is they are the worst team speedball has ever seen. As their manager, it is your job to transform your destiny. As well as a league system consisting of 2 8 teams and challenges you to advance to the top, there are also 2 cup tournaments, one of which is played more than 2 legs with an overall score in deciding what progresses. You can play matches as well, which is a real meat game. They consist of 2 90-second periods, and the game is futuristic, fast and frenetic, and the difficult decision is encouraged to regain the ball. Power-ups and chips appear on the pitch, including those that make your players very cool or freeze opponents. On the sides of the pitch there is a score multiplier that you can run the ball to increase the value of your points - the opposition can sometimes immediately grab the ball and eliminate it. There are also 5 stars that are worth 2 points if you hit them (more if you have a multiplier activated), but they can also be cancelled by the opposition hitting the same star, and their scoring values only become set after halftime. Next to the stars are portals that throw the ball on the opposite side of the pitch, in the direction in which it is going. You get money for the results, and collect silver chips that appear on the pitch at random intervals. Between each match you can spend them or improve your existing players as much as they can go, or buy better ones and mount them into the team. Your original players can only be improved to a certain extent, so it's important to remember where the players you sign are and take advantage of them. During the match, various chips also appear, some of which briefly increase the power of your team, and one freezes the opposition. Spelling Castle (1986) Spelling Castle is an educational game designed to improve spelling and printing skills. During the game, the words will appear from the top of the castle and float down. You need to type the words correctly before they reach the bottom of the screen and destroy your ladderbridge. There are several levels of difficulty from which you can choose; Words can be anywhere from three to nine letters in length, and you can optionally have words jumbled that make understanding them harder. A list of about 6,000 words is included, or you can create a list of your own words. Spellcasting 201 - Sorcerers Appliance (1991) After recovering the Sorcerer's device in a previous game, Ernie Eaglebeak begins his sophomore year at Sorcerer University. After selecting Hu Delta Phart for his fraternity pledge, Ernie is given extraordinarily difficult hazard rituals by Pledgemaster Chris Cowpatty. Meanwhile, Ernie's wise adviser Professor Otto Ticklingcord, who became president of the SU, asks him to reveal the true secrets of the sorcerer's device. Like its predecessor, Spellcasting 201 is an interactive fiction game that contains protagonist's list spells will be convenient. A list of commands and objects (including spells) is on the left side of the screen from which to select. Movement is in the directions of the eight compass. Ernie has to connect with the girls, and solve tricky puzzles. Nice mode disables the more lurid details displayed in naughty mode. Unlike the previous title, the whole game takes place through vast university grounds, allowing for more freedom of movement, but also to increase difficulties. SpellCraft - Aspects of Valor (1992) Robert is just an ordinary guy - or so he thought until he received that fateful letter from a relative in England. Arriving at the mysterious Stonehenge, Robert is teleported to Valoria - a magical world inhabited by legendary monsters and wizards. And that is exactly what Robert must become (wizard, not monster). Can he survive battles against evil beings in the seven elementary spheres of Valoria? Spellcraft: Aspects of Valor is a strategy game based on spelling and large-scale battles. Creating spells is a complex process that involves finding components (powders, stones, gemstones, etc.), mixing them with formula and saying a magic word. Using the wrong formula, the player's character will die. In addition to traditional attack and defensive spells, the player can also create magic that changes terrain, and invite creatures to fight on the player's side. Spelljammer - Pirates of Realspace (1992) Based on the 2nd Edition of Advanced Dungeons & Dragons (AD &; D) Spelljammer Rule Book, Spelljammer: Pirates of Realspace leads a player to the fantasy world of a pilot ship (spelljammer), which can travel to Realspace and visit eight worlds of inner and space planetary exploration and marketing. In this game, the player captains a spelljammer ship consisting of several crew members and officers (who can be equipped with items), as well as the player's main character. Gameplay primarily consists of trading goods between one planet and another, as well as completing quests available on each planet. During space travel (first person perspective), the player traveling in the wildspace may encounter other spelljammer ships. If a player finds that the ship is hostile, a space fight can begin by attacking (or attacking) that ship. Combat consists of two different areas: * Ship to ship combat, where the player can fight other spelljammers with ship weapons. These weapons (depending on the type of spell) consist of various weapons (catapult, ballistic); Rampage, disgusting attacks, and grappling enemy ship to climb into it. * Hand-to-hand combat when a player boards or is boarded up on an enemy ship after a successful grappling attempt (from a top-down perspective) hand-to-hand combat, the participants are divided into the ship's friends and the ship's crew. The player has full control over the ship's friends, and artificial intelligence (AI) takes over the Crew. Victory is decided when all enemy friends and crew are destroyed. After winning the enemy ship, the player will be able to change the ships, because there are various spelling vessels in the game. These spelling vessels can then be repaired or upgraded with weapons/accessories at any port on the planet. Spider Run (1995) Spider Run is a single player in the shareware game DOS, which has elements pipe dream in its game. The game takes place in a grid that is six cells deep and eight cells across the cell with a corner is not used. Web items are placed on this grid. These are steep-angle turns, straight lines or cross roads. The spider starts with a randomly placed green start cell and the player must extend the path from this cell, turning the web elements in front of the path of the spiders. When the spider travels through the cell, the cell becomes solid blue and can not be reused. By ensuring that the spider traveled twenty inches along its current path and then turning it off one edge of the screen and back to the other side the player can reset most of the hard blue cells. This means that they can be used again to extend the game and achieve a higher score. Some squares, when restarted, are completely empty, and they must be avoided as the game ends when the spider path ends. The elements are rotated by clicking on them with the mouse, each click rotates the item through ninety degrees. Points are scored the longer the game lasts. Additional points are seen in excess of the specified goal and along the way by picking flies. The game determines the minimum number of points the player will reach. Once this has been done the player can advance to the next level. Shareware releases had seven levels fully fully released in thirty. The game is completely controlled through the mouse. Spiderman (1984) The second Questprobe adventure moves from the verb noun to the noun commands interface Hulk and allows for fuller sentence inputs. The game graphics also see some progress. You play Spider-Man, Peter Parker's crime-fighting alter-ego, as he takes on Myster, who can block Parker's spider feelings by using his canisters to poison. Like Hulk, the expert plays an important role in the game as he initially strips spider-man knowledge and prepares him for battle. Throughout the game you meet many familiar Marvel characters using clues in the given guide to help you deal with these situations correctly. Spinout (1982) Spinout is a game breakout clone and features a similar game. At the top of the screen there are four brick rows; The goal is to remove all the bricks by hitting them with the bouncing ball. The player owns a paddle at the bottom of the screen, which is used to guide the ball. The game starts with five balls, and if the ball makes it past the paddle it is lost. The game ends when all bricks are successfully destroyed or all five balls are The Spirit of Adventure (1991) In the world of medieval fantasy, strange drugs appear, which create an addiction among the inhabitants. It seems that they are all from one central point, controlled by a mysterious stranger. The player controls a group of heroes in this role-playing game when he tries to figure out the origin of the drug and break down the man who is responsible for them. The spirit of adventure allows the player to create his own party, choosing among the various classes of characters, including traditional fighters and priests, but also less common classes such as Goddess or Banshee. Symbols have three basic parameters: body, mind and magic, as well as strength, dexterity, IQ and charisma. To control the country by six fighters, the player must take a quest, explore cities, and battle enemies to advance the story. Spirit exalibur (1990) Spiritual descendant of war on The Middle Earth, the Spirit of Excalibur uses the same engine to tell the tale of what Befell Camelot followed king Arthur's death. You play the role of regent who holds the throne, and chaos spreads through Britain. The game is divided into several episodes that carry a common plot trying to recreate Arthur's kingdom with some resemblance to what it once was. Early episodes include the gathering of roundtable knights who broke their friendship. Because of their general distrust and dislike of certain other members, many knights will return only if asked by certain people and/or are given the right incentive. After all, you will fight with the sons of Mordred, who vie for the same throne their father did, and will stop the machinations of Morgan LeFay. The game is played at two different levels. The first is a real-time map in which groups move from one place to another. At any time (or when a group encounters another or important location), you can switch to the stage level that is the side view of the currently highlighted group. Here you can pick up, drop, and manipulate search elements. Spiritual War (1993) Spiritual War is Zelda as an overhead action game in which you play as a soldier of God, fighting the forces of darkness in various parts of the modern city to find god's armor, each protected by increasingly difficult demon bosses. When you desperately need it, an angel can come down and help you if you answer the Bible's questions correctly. The game will be through an increasingly difficult game level where, in the end, you will encounter Satan himself. Spirou (1996) Spirou is a platform side-scroller based on the popular French-Belgian comic strip Spirou et Fantasio. The story begins in New York, where renowned inventor Figure Champignin is about to present his latest inventions. Journalists Spirou and Fantasio, count of the most loyal friends are also. Suddenly, the scientist of the evil robot Cyanida (originally called Cyanure) appears and is kidnapped, who is known to be obsessed with plans to enslave humanity! Not Lose, so Spirou and his pet squirrel Spih rush to the rescue while Fantasio stays back digging for more information. The player controls Spirou. He can jump, duck, climb ladders and rocks and fast ride if the player has a down action button. On the fourth level Spirou gets a gun to stand against the possibility of increasing numbers of Cyanida's minions. Spirou's quest will see him travel through the city's streets and rooftops, fly, store, subway, Palombian swamp and jungle and other places in more than 12 levels. The player gets only 3 lives and does not continue to beat the game. One pass is given after the first half of the game is beaten. Spit Wad Willy (1993) Despite the opportunities presented to make fun of his name... This game really is enjoyable. You play Willy, and you have to shoot spitwads at bouncing balls. Every time you hit a large one, it breaks down into two smaller ones. And so on. When you divide one, it lowers the cool battery. The game also has bosses and other enemies who come to attack you. SplayMaster (1996) SplayMaster is a tournament-style space fighting game that resembles star control 2 battles. The game is played by two players (2 human players against each other, 1 human player against the computer or, as a demo version, two computers against each other). These players pilot spacecraft in 2D space, armed with various weapons and defense. The goal is to destroy another player in space before it does the same with you. Spoils of War (1991) Like most GDG games, Spoils of War is a strategic/management wargame. You command your conceptions to explore, colonize and fight on land and at sea. Although the setting is very reminiscent of the Spanish occupation of America in the 15th and 16th centuries, the game is located on a fictitious planet called Paradise, in the Orion sector. Like the heirs of The Throne, the game is divided into different phases and activities. You explore and conquer new lands, build cities and paradises and try to hold your lands against your opponents, or, better yet, try to conquer your territories. Battles are very tactical and strategic, because the experience and supply of the army also have a significant impact on battles. Up to 4 players in the game offer scalable difficulty levels, strong computer AI, economical and different land and sea battle systems, and even a wise hall of fame for the best conquistadors. Spores (1991) Spore is a hitherto unimaginable mash-up of two seemingly inconsistent and different video game genres: a text adventure game and a paddle and ball game. The player controls the space ranger species that were sent to the Earth's colony of the planet, Spore, to investigate the distress signal sent from the now apparently deserted outpost. This barren landscape is navigated by standard homebrew interactive fiction conventions: movement is dictated by compass points and various inventory elements are purchased for their possible use small puzzles. But the punctuation of the landscape is a series of glowing, radiant pillars made of energy. Entrance to them starts the game in your p. In Hyde mode, workmanlike breakout clone. Events on the text adventure scene are influenced by success at breakout levels, while driving at all 16 pillars of the adventure reaches its conclusion. Spot (1990) a jigsaw puzzle loosely featuring licensing from 7Up soft drinks. The game involves up to 4 players who can be people or a computer, each of which has spots of a certain color. Starting from opposite corners, they move in turn, restoring one of their spots to form another in an adjacent square, or jumping, losing the square you had, but subtracting one of the two spaces. When a piece descends next to one of the other colors, that piece changes color to the color of your opponent. The winner of each round is either the last player with any cuts left, or the player who has the most pieces left when the level is full. Sprynjux (1997) Sprynjux is a platform game in which two players compete to get the highest score by jumping on platforms. Platforms move from top to bottom of the screen, where they are destroyed. Initially, all platforms are gray, but when a player jumps on the platform, he will change color to that color of the players. The number on the platform shows how many points it is worth and this amount will be added to the players' score when it drops out of the screen. In addition to the standard platform blocks with numbers on them there are those who have a question mark (give a random number of points) and those who have a red devil (move to adjacent free spaces). To make the game more interesting, there are several bonus elements: * Paint bucket: allows the player to paint platform blocks permanently. The opponent can not change the color. * Lightning Bolt: The player will move twice as fast. * Glue bottle: Provides the ability to stick another player to the ground. * Bomb: Destroys a number of platform blocks. * Magnet: Allows the player to move platform blocks to free seats by jumping out of the air. There are two ways to win the game: get the most points or kill an opponent three times. Spy Hunter (1984) Derived from arcades, Spy Hunter is a driving action game played from an overhead point of view. Your car is equipped with machine guns that will help you pass many enemies on the road (be careful not to shoot any civilians though!) Sometimes you encounter a gun van, and if you drive to the back of the van, your car will become equipped with a second weapon (e.g. smoke screen, oil stain or rocket). In several places, the road breaks down and you can get to the boat, which temporarily turns your car into a boat. If you drive far enough the seasons change as well (beware of icy conditions in winter!). Enemy cars will do their best to stop you, including driving off the road, weapons from the back of limousines, or dropping bombs from the helicopter. Spy Snatcher (1988) As an MI7 agent you have to unmask clay. The plans for the new Sonic Macrotrudule are believed to have been leaked and you have to solve the puzzle (in one hour). Spy vs Spy III - Arctic Antics (1988) The third and final installment (after Spy vs Spy and Spy vs Spy: The Island Cape) sees spies on the iceberg. They are looking for items (gyroscope, fuel vessel, key card) and then seek to leave over the rocket ship before the blizzard sets. New elements of traps are saw (for cutting holes in the ice), piston detonator (with dynamite), ice selection and snow. There are several traps (thin ice and snow drifts). Fighting by hand is carried out with snowballs. Observe the heat of your spy's body or it will become a permanent resident. Spyder (1983) Spyder is an arcade action game where you need to shoot many spiders that are attacking! As they make their way down from the top of the screen, you need to fend them off using your laser before they get you. You have a limited amount of ammo, but more appear on the screen when you start running a little. When the spider reaches the floor, it goes horizontally toward you and will have to crush the leg to escape. Squares (1989) In this Tic-Tac-Toe style game, the player and computer compete to be the first to make 2x2 square over the 10x10 grid. Computer AI has five intelligence levels, and the player gets to choose who goes first. You can also save the game and update it later. Stalker 1 - Road Fire (1994) Worldwide contaminated nuclear power plant accident radiation, you are a stalker. Most of the earth is highly radioactive and mutated beings wander in search of food. You look pretty tasty to them. Like Stalker, you wander from zone to area in search of power and what treasure you can find. Along the way there are many dangers. A strange platform game in which you have to get enough points to get into the exit zone. To do this, you need to destroy the creatures that come after you, avoid radiation zones, radioactive pools and try not to agree. Star Castle PC (1994) Star Castle PC is a free makeover of Star Castle. John Donzila created this game in memory of his favorite arcade game. The game is simple: Control a small space fighter who have to destroy a powerful war to get to the next level. Surrounded by three energy walls he fires permanently torpedoes that lock into his ship and reach you. To destroy your enemy, you have to shoot your way through the barriers and fire into the ship, but when there is a path, it fires a fast and deadly plasma cannon on you that can not be destroyed in contrast to the torpedo. You get points to destroy items in the barriers and the ship itself. When you reach 10,000 points, an additional vessel is added to your account (starting with three ships, three lives). The Palace of Stars (1987) Another pinball game created Pinball construction kit. As the title says, the pinball action is centered around a star-shaped object surrounded by 5 buffers. Available to 4 (human) players with 9 different background colors to suit the taste of players. Star Command (1988) Star Command is a sci-fi role-playing game set in a vast fictional universe and featuring tactical space and squad-level combat, similar to CSI's Pool of Radiance released the same year and other games in the Gold Box series. The game has nothing to do with Star Command Deluxe or Star Command: Revolution. The game is played in the distant future. The earth is a distant memory that was destroyed a long time ago. A small human population is concentrated in a small part of the galaxy, called triangle because of its shape, and threatens from neighbors: Alpha wall is plagued by pirates, recently united by a certain Blackbeard, beta wall is often attacked by a clever insect-like alien race that is believed to be planning a whole war. The third wall leads to almost unknown territory with unexplained space robots. The only hope for humanity is Star Command, the headquarters of the armed forces. You control the spacecraft crew in an attempt to ensure peace by completing missions issued by Star Command. The game begins with Startport Luna, where you will first have to collect and equip your crew and buy a star before rushing to save humanity. The assembly of the crew, i.e. the generation of characters, is quite comprehensive and is carried out first by recruiting and then by teaching the characters. Each character has seven basic statistics, such as strength and intelligence. If the stats look good, you can choose one of the four classes (Pilots flying ships and communicating with aliens, marine espionage, soldiers in combat, and eventually espers with strange PSI powers). This character must now be taught for eight years; Every year, you choose the skills to be trained, and if you are lucky, the symbol increases your skills - he can also learn anything. Skills can be taught more than once, increasing the effective skill level. In general, there are 18 skills, with a different set available for each class. Some training does not improve skills, but the main statistics - for example, special forces increase speed and accuracy. The symbol usually starts as private, but they rank can be increased by going to the officer's school. There are 13 ranks up to the Grand Admiral, with rising wages - money is rare, so this can be a good choice. Then again, it may not be. Later in the game, with enough funds, you can create clones of your character to change it when he dies. The symbol is also age during the game. Once you've created your own crew, it's time to spend your money. First of all, you need a spacecraft - there are nine different ships with different attributes, such as armor or fuel capacity. The ship may be upgraded by several systems, including disposal vessels, computers, etc.

Finally, you need to install crew, re-choosing between a large number of armor, weapons and various items. With a fully equipped crew, you are now ready to get some mission from the space team and launch your ship. The space shows an image of an environment with commands at the bottom and the status of the crew or vessel on the right. The galaxy is quite large, consisting of 32x32 sectors, each of which has several systems, each containing up to 10 planets. You can select an image by changing the Galaxy Scan (showing the entire galaxy) to The Long Range Scan (which displays 8x8 sectors) to Sector Scan (all sector systems and starports) to System Scan (asterisk and its planets) to Visual Scan (a direct image of the planet, Starport or space station with statistics). When traveling through space, you can encounter ships. The game then switches to a turn-based tactical fight - but this can involve peaceful interaction. At every turn, you first have a choice of communication strategies - you can negotiate, ask, ask, insist, even pretend to be a deity. Then you can move and rotate your ship, and finally, you can shoot. Some situations, such as when you board an enemy ship or travel on land, you can get involved in the fight against a squad that is very similar to fighting a spacecraft, but affects gravity, atmosphere and terrain. On one of the missions, you will need to explore underground complexes, which can contain traps and other special events. There are 17 missions all, but they don't have a time limit, so you can do other things – and you should like trying to get some money. In addition, some missions are randomly generated, so each game is slightly different. Characters get training after each mission performed, but they can also pay for it, which is very expensive. Star Control (1990) Star Control is a science fiction wargame that pits the alliance of free stars forces against the predatory you-Quan hierarchy. Games are designed for easy play by familiarising yourself with menus, options, and player controls. Alliance and hierarchy each have different types of warships. Each ship has its own maneuvering and firing characteristics, as well as a unique special power that you can use when circumstances dictate. The game has two modules: a melee in which you can simply blast a computer or other player smithereens using one of 16 different ships, or hierarchy or alliance fleets; or, if you want a more complex game, allows you to play one of the 9 predefined scenarios. Star Control II (1992) After going through a war with the alien you-Quan race, the Alliance lost. Your-Quan armada systematically hunts down alliance races and imprisons them in your homeworlds. However, it is unknown that you-Quan, a small research vessel was lost during the war, and sent to a distant stellar system looking for evidence of the ancient precursor of race. These research groups persons arrived Starship plant control and used it to build a Precursor supply ship, one of the largest galactic ships. Upon returning, the captain of the ship discovers to his dismay that the Earth has become one of your quarry slave planets. The earth's surface grows red, has no life, and several people are locked in the base of stars on the orbiting planet. The captain contacts the commander of the starbase and learns that the only way to defeat you-Quan is to convince other races that populate the galaxy, to join their fight. Star Control II is a hybrid game based on exploration, space combat and ship customization. Unlike its predecessor, it has a very plot-driven, quest-based structure reminiscent of role-playing game or adventure games. The main purpose of the game is to explore a huge galaxy consisting of numerous star systems and to interact with the various alien species that have accommodated it. Each species has its own personal traits and usually requires the player to use the chat trees or perform different tasks to persuade them to join. The main goal is to gather as many allies as possible, although only a few alliances are needed to complete the game. While deep in space, the starship can appeal to any star it comes across, and then the player can guide the ship around its system and land their planets and their moons. The space is considered two-dimensional and is presented in a top-down view. There is also a map of stars that shows the entire galaxy and allows the player to set the ship as an automatic pilot for any star. Throughout space there are different alien civilizations. They are represented on the map of stars by the sphere of influence. In the sphere, aliens have a control presence and their vessels will dare freely. Outside the realm, meetings are rarer. Foreigners can be dealt with diplomatically, through several dialogue options, or participate in the fight. In addition to the main purpose of the plot, the player also configures and updates his fleet in the way of role playing. The main starship is a precursor to the ship and it can be used to travel between stellar systems that use up fuel. Raw materials are used as currency for purchases at a star base. Fuel can be purchased, as well as in various ways to improve the fleet managed by players. This includes buying smaller vessels to accompany them on their main journeys and participate in the fight; hire crew members who actually act as points of impact on ships; and upgrade the main ship with improvements that improve its speed, manoeuvrability and combat efficiency. After successful completion of the quest for alien racing, their battleships can also join the fleet. Raw materials are found on the surfaces of planets and moons throughout the galaxy. The player must send the landing module to the planet and then direct it around the surface, as it takes the materials found earlier with the scanner. Each planet is a unique type of minerals and metals from which it is formed. When suffer from natural hazards such as lightning storms, earthquakes or lava, which can damage or destroy landing modules. It is also possible to find and stun uncooked life forms for biological samples. On certain planets you can also find and explore special facilities, objects and ruins. The fight is based on action and uses the same engine as the first game, where the action is controlled from above and affects the gravity of nearby planets. Each alien ship has unique abilities, and the player can choose any ship from his fleet to participate in battles, trying to find the best combination against specific enemies. Combat can also be played as a standalone game (melee mode) separated from the main storyline. It can also be set in cyborg mode in the main game, allowing the computer AI to take over battles and calculate their results depending on the attributes of the ships. Star Dust (1988) The Bloodrod Empire launched a mass attack on Earth. Fortunately, its entire network of ships uses shields remotely powered by a single generator located in the world of their homes. As a dreaded pilot, you must fly your Astrohunter spaceship through hostile territory to destroy it. The trip is viewed from above. Nine increasingly demanding Supersceders, capable of launching spacecraft, rockets and mines, are under threat. All this must be avoided or called out. In this part of the game, you have four lives represented by shields that are depleted as you hit. The last Supercruiser is six all important generator plates. This last stage game takes place on foot as you destroy them with projectiles. Then you have to go back to your ship before everything explodes and takes you with it. Star Fleet II - Krellan Commander (1989) Sequel to Star Fleet I: Battle begins, this time you were accepted as Altern (UGA equivalent of Cadet) in the Krellan Empire. Build a successful military career as a Krellan commander by completing all the missions assigned to you by krellan fleet headquarters against the Joint Galactic Alliance (UGA) and climbing the military ladder to finally reach the rank of admiral. Star Fleet II: Krellan Commander is a 2D starship simulation and strategy game using ASCII graphics that include intergalactic reconnaissance, starship battles, diplomatic tactics, and planetary invasion, consisting of specific tasks based on each mission. Unlike Star Fleet I: Battle begins, the flow of time in this game is not in turn based, the universe moves when your ship moves, and in other cases, it's in real time. Play Star Fleet II: Krellan Commander consists of issuing teams for his starship, can be navigational or combat orders, among other things. The issue of commands is done by clicking a specific letter on various screens where a specific command is issued. The goal of the game is to successfully complete the assigned mission, and by doing so you can also increase ratings missions, conducting independent reconnaissance, battles and other mini-missions that can be identified in the game. Game elements can be identified as follows: Space: The Final Wall Each mission is designated as a random space area in uga territory. This regional space is approximately 35 light-years wide and 15 light-years deep [note: light years are distance measurement, not time], or known as sectors Star Fleet 1. In this regional space, in addition to friendly and enemy ships and bodies, there are solar systems with planets, black holes, ion storms. Planets within the solar system may be orbiting your ship. The country of unloading may also be sent for investigation or to establish a base for further supply routes. If there are intellectual forms of life on the planet, diplomacy can be conducted (if civilization meets certain requirements) to be under the empire, or simply send shock warriors to capture slaves... before or after you bomb them. Intergalactic Combat Combat comes in 2 different forms: the first is the battle between ships and stars, the second is the invasion of the planet. Starship battles occur when an enemy ship (or starbase) is detected in normal space or orbit. When dealing with problems (or in orbit), the game changes from turned to real time. Then the vessels can start firing with torpedoes and flasers. If the ship's shield is lowered, the opposing vessel may send the country of embarkation to start hitting and running tactics, capturing the vessel or slaughtering the batch. Capturing ships will allow you to detain prisoners, including the caught vessel itself (if it is delivered to Krellan Starfort), significantly increasing your mission ratings. Planetary invasions consist of bombarding the planet with fiasorates and torpedoes (optional) to weaken its defense and then sending legions to the planet to capture it. Planetary invasions can only be carried out on planets with intelligent forms of life. Another option is to completely destroy the planet using obliterator pods ... turn the planet into asteroid dust. [Note: In previous versions of Star Fleet II: Krellan Commander, Planetary Invasions Don't Work.] Star Hammer (1994) You can think of Star Hammer as a wing commander in 2D. You are a pilot of a combat spaceship who must destroy enemies or protect friendly shuttle buses. The game contains 40 linear missions with the main goal of defeating enemy alien races. From a top-down perspective you will steer the ship through space and shoot at the enemies. Your ship has different weapons and a shield that decreases when enemies hit your ship. In the upper left corner there is a mini-map showing a friend and enemy. Several vector graphics animated cutscenes play out during the campaign. Legions of Stars (1992) Star Legions is the third installment in the Star Fleet gaming universe. Legions of stars are much narrower in focus than its predecessors, though; you are obliged to manage Krellano Empire Invasion Forces Against Evil (Good?) The Combined Galactic Alliance. The result is somewhat similar to playing enemy in a sci-fi environment. Success in the initial invasions means promotions, personal praise and even larger armies that will lead future campaigns. Star Lords (2001) Before there was a game called Master of Orion, SimTex coe Steve Barcia introduced prototype MicroProse Software and gaming journalist Alan Emrich and Tom Hughes. This game is called Star Lords. It's very similar to the Master of Orion, just quite unpolished (even the humble standards of almighty MOO production). The basics are there, though: you start with one planet in a single-star system and are accused of creating a galactic empire. This means researching technology, building ships and colonies and colliding with alien civilizations. Several randomly generated opponents will do their best to stop you from understanding your goal. Released as freeware in 2001, Star Lords is an artifact for those interested in MOO and game design history in general. The Star Portal, (1988) Star Portal is a text adventure created with AGT. Earth is recovering from turbulence and exploration of the solar system has stopped. You are the type of adventuring that goes to exotic places and is looking for treasures. While drinking in one of the local bars, you got into a conversation with colleagues who obviously were drinking too much. During the interview, he made several references to a secret installation on Mars and a foreign artifact. After that night you spent six months and most of your money to track down the truth in this rumor. You found a member of the third marian expedition, an expedition that found the artifact, which tells the story of it. It looks like a big vid-phone booth, but with one lever inside, not a phone. It turns out that it looks like a teleporter, sending things to random, distant places. Some places are so far away that radio waves take five or eight years to reach the ground. WorldGow scared and suppressed the story and a protected building was built around the artifact. You find that mars on board the supply ship only in the security facility. The ship did not land in the artifact and most of your equipment was lost during the sand storm. Now you are in the middle of the Martian desert and you have to find your way to the facility and see what you can do with the artifact. Star Rank Boxing II (1987) Create a fighter and take him to the top of the heavyweight, middleweight or welterweight divisions in this boxing simulation. Before each fight, you need to train a set number of weeks - combine two types of bag with a ride and sparring to balance all aspects of your skills. The game is viewed from the side with one aspect of movement, as well as the first game and most contemporaries. Use accurate punching to win Fighting. Star Saga One - Beyond boundaries (1987) Star Saga: One of the first in the innovative role trilogy (still only two titles have been released). He tries to bring the pen and paper RPG atmosphere and choose his adventure game books to the computer, while the more fearful task of accounting is computer – really interactive literature. The game comes with two large folding maps and chips that need to be moved around the map, as well as a dozen brochures that contain text excerpts that need to be read when the game tells you to do so (much like the early Epyx Dunjonquest games). When you start playing, you can choose between one and six players in a predefined character. Interestingly, the characters are designed to play individual gamers, sitting together in front of the computer, like a pen & paper RPG. The difference is that there is no country, because each player has different tasks and missions and moves independently of the others. While playing, each player moves his token on the map, then enters the movements and actions into the program, which calculates all changes in character statistics and inventory, calculates the fight and tells the player which passage of text to read. While progressing, players will make new discoveries, battle aliens, trade with other players and NPK, and discover the plot of the game. Star Saga Two - Clathren Menace (1989) The second entry in Masterplay's Star Saga, a combination of science fiction roles played with strategy board game. The game allows up to six players who assume the role of pre-created characters (the documentation sets are presented in the game package) - a real combination of computer and non-computerized RPG elements. The package also includes a folding poster map that acts as a game board, six colored stones for player markers and a bunch of game text booklets that reduces the number of game discs. Star Traders (1984) In this converted Altair BASIC game, 2-4 players become stock market sharks, trying to build huge success by buying stocks of interstellar shipping companies and increasing the assets of the companies to which they belong. Star Trek - The 25th Anniversary (1992) Captain Kirk and the USS Enterprise are representatives of the United Planetary Federation. Their role in space is the role of explorers and military presence. The company constantly faces strange adventures and strange situations, each arranged as a separate episode, which must be played neatly. The first episode involving the USS Enterprise was called into the world to explore strange demons emerged from the mines and began attacking residents. Star Trek: The 25-year-old is based on the 1960s Star Trek TV series. The game is a combination of point and click, side scroll adventure game and first person starship simulator. This tie actually missed the 25th anniversary of Star Trek TV's debut half a year ago (almost three years in the Amiga version of the event), but it uses characters and settings for the original sequences. Players directly control Starship Enterprise's leader Captain Kirk and can give orders to other crew members. Although the company is carrying out a peaceful mission, it is possible to fight. The new game starts from the company bridge, viewed from the 3rd person's view of Kirk, but the first person to view the company's video screen. Once on board, Kirk can contact Chekov to assign a name, increase shields or start fighting, contact Sulu to engage in warts or adjust enhancement, contact Spock to search for data and search for keyword information, contact Uhura to deal with connections, and contact Scotty to change power distribution and repair damage and radius down to the planet. During the fight, the player drives the company manually and can rotate in a direction of 720 degrees, as well as increase or decrease the speed. Weapons include phase-in banks that rely on the ship's energy and proton torpedoes with limited supplies. Adventuring for most of the game comes in the form of numerous landing party missions in which the player beams down to the surface of the planet and investigates the situation. Kirk can move around on the screen, other crew members automatically follow him. From the menu, he chooses the body part to perform the action: the eyes depict the looking, the mouth means speaking, one hand represents using things (and crew members), and the other - to pick up things. Kirk performs an inventory of collected items that can be accessed and used at any time. In many missions Kirk will conduct communicational contact with the ship and phaser weapon, which can be set to stun or kill, point and click adventure has different solutions to problems, but the ideal goal for the federation is to solve things nonviolently. Productivity is assessed accordingly, also based on the extent to which additional discoveries and advances have been made and interacted with various creatures, including aliens. The environment is based on styles from the TV series and solutions puzzles to incorporate many crew members' skills. Star Trek - First Contact (1988) New and unknown evidence of civilization has been found. The ultimate goal of your star and crew is to avoid klingon suspicions and make the first contact. When contacting this new civilization, you need to bring diplomats to the planet Gozika to ensure a good federation impression. Success! Star Trek - Next Generation - Trivia (1990) This trivia game is based on the first three seasons of Star Trek: The Next Generation. You are presented with questions from different categories, such as new characters, places and alien races, and you have to give an answer. To make things interesting, there is a timer in each question that allows you to answer for fifteen seconds. The more time passes, the lower your bonus score on the question will be. You are allowed to skip only a certain number of questions until the game is over. You have three free omissions. Every time you miss a question, you lose one free pass. But you get an extra free omission when you answer ten questions correctly. There are three volumes of Next Generation Trivia and each volume has a hundred different questions. Star Trek - Promethean Prophecy (1986) The company came under sudden attack, experiencing significant damage to almost all decks. Leaking cooling fluids contaminated all stocks of raw protein material, the main material of all kitchen synthesised foods. Chief engineer Scott estimates that repairing our warts engines will take eight or nine regular days at least. If we don't find the right source of food soon, the whole crew of the Company will starve. Star Trek - Rebel Universe (1988) The Starfleet team is trying to be a fast-growing federation mutiny in the hands of Sagittarius. Each federation starship set to discover the nature of the problem, also mutinied and joined the Klingons. To avoid mutiny spreading to the entire Federation, Starfleet plans to wrap the entire area of the Klein sphere, sealing it off forever. In the latest attempt to figure out what is going on, Starfleet sends to the company against the realm. Her five-year mission is to try to discover what causes the defects, and hope to stop them. If you fail in your mission, the Sphere will be permanent if you succeed the Sphere will be abandoned, avoiding a possible war with the Romulans. The game is basically a graphic adventure with some real-time fighting and piloting. The game progresses by flying to the planets, shining down on them, and getting all the items you will find. There are several possible solutions to the game, with clues found along the way. Star Wars (1988) Star Wars is a first-person shooter based around the last scenes of the original Star Wars movie. It first appeared in arcade coin-operated machines and was later converted into other gaming platforms. You take on the role of Luke Skywalker in order to destroy the Death Star. In the first stage you have to pass tie fighter swarms, including dogfighting one piloted by Darth Vader himself. In the second stage, the surface of the station is protected by laser towers, the third includes the attack of the weakest place - the unprotected exhaust port - by proton torpedoes. Your X-Wing starts with six shields, but more can be rewarded for good performance. Complete the game and it loops back around getting harder. The game uses vector graphics, which allows a lot of action in high speed relatively slow systems. StarBlade (1990) StarBlade is an epic space opera, set in the vastness of the Orion galaxy, in 3001. The human race to a series of small high-tech colonies was destroyed by ruthless, insects Cephalhydra. To finally destroy mankind, Cephalhydra geneticist produced Genolyn, the hideously mutated queen mother who spawns a legion of super soldiers. Your is on board StarBlade, the most technically advanced starcruiser galaxy, and found and removed Genolyn before it begins to breed. Starcross (1982) The year is 2186. Mankind has established colonies on the moon, Mars and several larger asteroids. The earth's sky is dotted with space habitats, and intermediate highways are always occupied. As usual, there is an urgent need for energy for this developed civilization; one of the main sources of that energy is quantum black holes. In Starcross, you are a black hole miner, scouring the asteroid belt of your one-man research vessel. Finding and exploiting a single black hole can make a person's fate. It is a lonely business, full of known and unknown dangers of space. You have installed your ship, M.C.S. STARCROSS, with the best gear you can afford. You put everything in this company, and although you've tried it before, you somehow feel that this time will be different. The ship's computer manages navigation and routine maintenance functions. You are watching a complex mass detector as it continuously scans nearby unmarked masses. To rekindle the tediy of your long journey, you browse through a compact library of bands, a compendium of human knowledge and culture. But the ship's drone gradually lulls you into deep sleep. When you sleep, you dream of the riches that would be yours if your quantum black hole search would be successful. Few of you suspect that your massive detector signal is about to jolt you out of your dreams – but don't grapple with a long-sought black hole. Your quest has taken unexpected turns because you are destined to meet a gargantuan alien spacecraft from the edges of the galaxy. Stardust (1995) Stardust is basically asteroids, but with lots of game modifications. There are 30 standard levels divided into 5 worlds, 6 levels in the world are made of can be completed in any order. However, you have to deal with the level end of the bad guy when you finish in the 6th level of the world. While each level has a standard disintegration of rocks to destroy, all but 2 of them have extra bad guys, with a range of attack patterns. There are a number of different weapons that are collected by moving your ship so that it crosses its paths as they sail through space. Each of them can be driven - some weapons start strong, but can not be driven as much as others; Fortunately, you can power up one weapon while using another. Additional life, shield enhancements and a smart bomb are also available. Along with standard levels, there are also 4 tunnel levels that include shooting what you can and dodging everything else as you dart through the rays traced in the 3D tunnel, and 2 optional traction style bonus levels where life can be won or lost. Starflight (1986) Long ago, a large empire consisting of people, Velox, Thyrnn and Elowan ruled the stars. The currency of the empire was a source of energy called Endurium. But and this empire is no more. In addition, a small colony world named Arth has forgotten this heritage and technology. A thousand years have passed since then, and the people of Arto have rediscovered the archaeological evidence of their empire. Using these discoveries, they create spacecraft and form the Interstel Corporation, which manages the fleet. It's time to take the first steps back into space... but can it be the same enemy that destroyed the empire still exists? Starflight is a space exploration game with role-playing elements. The game is absolutely non-linear, allowing the player to venture into any star system and explore any large amount of available planets. The main plot is advanced by following these secret cues, either as renditions in the original space port, or obtained by successfully communicating with various alien races that have inhabited the universe. The player must first form a crew, assign their positions and customize the space ship before blasting from the spacedock. In addition to the master of the vessel, a scientific officer, navigator, engineer, communicator and doctor must be assigned to the ship. When creating characters, the player can choose between Humans, Velox, Thyrnn, Elowan and Android racing. Each profession usually has a racial equivalent with the highest qualifications. Except for Android, members of each race can be taught their skills by issuing the game currency. In the starting place, the player can also buy better weapons, armor and shields for the ship, as well as outfit it with cargo pods. The relief vehicle can also be customized. After going into space, the standard interface allows you to reach different crew members and navigation. The whole galaxy is unknown and the player must travel to distant planets to explore and descend. Planets can be unwelcoming, with harsh weather conditions and various types of terrain. Using a top-down interface, the planetary lander will venture with the task of finding minerals and biological data to transport back to Starport. These resources can be sold in MU, the currency of the game. Different alien races control the galaxy and the player will have to approach them diplomatically or face them in combat. Depending on the simulator skills, the player can conduct successful conversations, assuming that there is a different posture, asking for information or answering questions from foreigners. Each race has a different approach and requires different approaches to the peaceful conclusion of the negotiations. If all else fails, or if the player so desires, the player-controlled ship can add aliens to the fight, which is presented as an added arcade action sequence. Successful exploration of galaxies and alien cultures will give clues and new leads to the fate of the empire. The Amiga version adds an automatic mining command. The Genesis version has updated the graphics and sound and varies in several respects: -artifacts are different: there are new weapons for the ship and for the refurbishment of the terrain vehicle; landing on planets is no longer automatic and must be controlled manually to avoid falls; the reconnaissance of terrain vehicles is more realistic, and visible weather conditions and different types of terrain slow down the vehicle. Stargate (1983) Rescued humanoid from the upcoming aliens sequel Defender. The task still rescues humanoids until Landers can turn them into mutants, avoiding and shooting other enemies, but now you have to carry humanoids to safety through the name Stargate. Entering this Stargate not only warns you the nearest humanoid at stake, but can also cut you forward (and in the first 15 levels) if you enter it with 4 or more humanoids, and give you extra lives if cut with 10 humanoids, so there is a compromise between guaranteeing the safety of existing humanoids, and trying to advance your position there are more enemies on screen than ever before. The Invis button allows you to invisible enemies, but also yourself, so you will have to follow your bullets to work wherever you are on the screen. Starglider 2 (1989) More space combat and strategy in this sequel, which challenges you to collect items to form a bomb to destroy the force of resistance before delivering them during heavy battles. Each planet has its own characteristics, with different inhabitants and characteristics. As well as flying through space, you have to dart through tunnels under the range of planets that have limited your movement, but are where most weapons are. As you go along you will have to get objects from people, and trade them in order to be able to achieve your main goals. The biggest advance from the original Starglider was seen as a polygon graphics, which are filled with 16-bit systems, and there are many details. Stargoose Warrior (1989) Star Goose is a top-down space shooter in which you go through a semi-3D environment firing rounds and rocket your enemies. Sometimes the player can enter the tunnel and collect updates (ammo, shield or fuel) by climbing into the tunnel walls to get into the powerups. StarMines (1991) In this converted Altair BASIC game, 2-4 players become stock market sharks, trying to build huge success by buying stocks of interstellar shipping companies and increasing the assets of the companies to which they belong. StarMines II - Planet of the Mines (1992) StarMines II: Planet of the Mines is a single-player space shooter. In the 21st century, a huge cloud of dangerous objects was detected. These objects were given the starmines name. There appeared to be an inside cloud of the planet and after many, many attempts the first explorer made it over to the planet and survived to tell the tale. The inhabitants of the planets have long since disappeared, but they left an artifact protected by strange and dangerous things along with wonderful Bonusoid crystals. The player directs a small ships with unlimited fuel and ammunition. The goal is to fly around each level, avoiding or destroying alien objects and collecting crystals while looking for a portal to the next level. There are twelve increasingly difficult levels in this game. They introduce new items such as gun turrets, artifacts that release bomb waves in response to gunshots, inviolable items, anti matter boxes, etc. StarQuest - Rescue at Rigel (1983) Rescue at Rigel, you take suddenly Smith's part, a human adventure teleported down a transporter beam inside a six-story, six-room complex populated by an alien race, Tollah. Scattered across the base, which was hollowed out of the asteroid's orbit of Rigel, ten people are held captive, one in each of the ten different rooms. While you can adjust the complexity of the task, the object is the same in all cases: search the complex, find and release as many prisoners (activating the carrier's beam, which will teleport them back on board) and get out alive in an hour or less. If tollah base can be likened to an iceberg, you will start the game on the tip; in the upper room, the only one that connects the complex to the surface of the asteroid. (Because the asteroid itself does not contain air and escape, the door outwards is not displayed on the screen, the boundaries are off). From this lobby there are only two used exits. The higher obviously leads to gravshaft; smaller looks like a simple door, but there are no other rooms on the floor. No matter which way you choose to start your quest, there will be no turning back when you walk through the door. Starship Invasion (1984) The author of this game, all whose games deal in some way with space exploration fashion, felt a certain systemic turn based on pause for reflection to be undermined by a wide range of starship master simulators there in the early '80s. To help convey the stressful and quick snap solutions required for an emergency, Starship: Invasion was designed as a real-time simulator, excalibur-class starship H.I.M.S. Stinger. Typical, limited variants remain the same as in its main major predecessors: shooting photon torpedo or phases, going to the speed of warts, lifting and lowering shields. Screen options also depend on their classic roots, mostly based on your sector's neighbors and the ship's status of diving by decoding digital displays and interpreting color alerts. The player's ship can still charge (Trillom's energy reserves) in six friendly StarDocks, which remain targets of the invasion force, testing six different varieties of enemy stars. ... Only now you will get a little less time to plot your next course of action. States and Capitals (1988) This quiz game, included in the Big Blue Disk #20, is designed to help players remember the U.S. Capitals. It contains five sets of data, each containing ten Member States capital letters to be fused. At the beginning of the game, each state is aligned with the random capital; When changing the layout of pairs of big names, the player must correctly align each state with his capital. Steel Thunder (1989) Steel Thunder offers several theaters that do battle from Cuba to Europe. While in fact a tank, the player can easily move from commander position to gunner or driver, offering a great degree of realism, but still keep the action moving. You can just stay in the commander's seat and give the teams to the driver and Gunner and just watch the action when he's playing, albeit only from an internal view. As play progresses, the player also increases his rank. The initial mission setup screen offers the player several tanks from Bradley to M1A1. In addition, the player can also select specific members of the crew and see their respective class due to their performance. Steg Slug (1993) Steg Slug has to feed his family Tyungunz. To do this, he needs to blow bubbles to catch the grubs that they feed and direct them through the level blowing on them or sinking them past any obstacles on the way to the nest where Tyungunz lives. To complete the level, you need to make sure that a certain number of Tyungunz are fully fed so that they go to bed. If they do not get enough food, then in the end they die. Levels are full of contraptions, such as below, and obstacles like spikes and fire that will burst bubbles. Some of them can be turned on or off using various switches. Usually Steg navigates each level while walking on the floor, and he can also climb into the walls and even walk on the ceiling. There are also devices that it can eject from parts of the Acme Bionic Bitz catalog, such as Rocket Pack and Bionic Legs, which allow different ways to bypass each level. Star Conquest 3 - Hostile Interception (1994) Star Conquest 3 is a shareware game. The object of the game is to destroy your enemies starbases. To do this, you need to dig stars, build warships, scout the enemy, and then fight. There are three different weapons that can be parked on the ship, all with different violations, accuracy and range. In addition, there are torpedoes that can be fired at any point on the map, regardless of distance, but they are very inaccurate. Widgets are very easy to use. Star Crusade (1988) The Star Crusade is a game of exploitation and conquest of two players on an interstellar scale. Two rival factions, the League and the People's Holy Republic, have been vying for control of a small but richly awarded cluster of stars in a remote galaxy ar for decades. The league is always controlled by a human player, and PHR can be either human or computer controlled. Each turn of the game consists of three months and is divided into three stages with PHR going first in each the first two phases. Stages. The economic stage is where you are doing all your economic planning, expanding industrial facilities and the production of ships and military units. During the movement phase, you will issue orders for any secret activities, transfer ships, passengers and cargo from one system to another. The solution stage is simultaneous and only runs on the computer. The game will automatically end after the number turns specified in the script you're playing, or if certain specific scenario conditions are met. Stephen King's - Misty (1985) This adventure is adapted from the 150-page novella Misty by Stephen King. While you regularly visit the supermarket, the sinister, thick fog rolls into the city, swallows everything on your way and traps you. Can you escape amidst the panic, and make it out of this poisoned and bug-blacking city? Stick Fighter I (1991) MS-DOS: Stick Fighter I by (1991) Stickybear Town Builder (1992) The game begins on the green expanse of land, waiting for development. The player chooses different types of buildings to build on the site, whose game instantly builds and automatically connects with the roads. Then, in two game modes, the player can navigate a little car through lanes and roads, as on the map of the highest city, trying to sit down the car in the map location or in a hidden key place described only in cardinal directions (go south/ now southeast) Stillhunt (1996) Stillhunt is a Korean-made fast side scroll shooter, similar to Gunstar Heroes. The player can choose between male (Jean) and female (Houn) characters who defend their homeland from the attack of mechanized creatures. Both characters can shoot in eight directions and start with two weapons, a machine gun and a rifle. Throughout the game they get access to special weapons that can be obtained by shooting robots that carry them. Jean can use a laser gun, homing laser balls, and a powerful exploder. Houn can control flamethrower, napalm thrower, and homing grenades. Several stages vary depending on the player's chosen character. Stages usually end in bass battles. SixWorld (1998) In SixWorld you can control the stick-figure character created by a little girl in her notebook. It turns out she got into a fight with her brother after he made all sorts of scribes and monsters in his notebook (your world). The children's parents sent them both to their rooms and threw the notebook in the trash. Your mission is to save the notebook from the recycling truck. Your only hope is to find a guru you've heard about what can teach you how to escape a notebook in the real world. Unfortunately, you have to deal with all the brother scribes and monsters along the way. SixWorld is a 2D side scroll platform game using a 2D geometry engine instead of sprites. The illustrations are in the child's stick shapes in the pattern of drawings in the notebook, up to the background of the paper style of the notebook. History, art style and The 2D geometry engine allows you to animate all objects, rotate and zoom them. For example, on one level you ride a hot air balloon to the moon and manage to walk all the way around the moon, end upside down, where the sign says earth with an arrow pointing down - you jump and rotate while falling until you land back to Earth. On the next level you jump from car to car by brain, trying to get into the engine, and in the distance you see the mountains. When you reach the engine, you will see that you can jump from the clouds of smoke to the tops of the mountains, and the scales of the world jumping - it was just a small toy train. Stock Market - Game (1990) Up to four players compete in the stock market to make their fortunes by investing in a stock portfolio. There are oil companies, auto companies and airlines, all with charts of activity predicting trends. Keep in mind the economic trends as they unfold. You can pick up a loan of up to \$5m, which must be repaid with interest later. The instructions are mainly integrated into the game, thus rarely used before the ERA of CD-ROM. Storm (1987) Una Cum kidnapped Storm's wife Corrine and locked her in her well-kept laboratory. Storm and his wizard friend set off to make her top-down arcade game similar to Gauntlet. You run around the rooms, all of which are the same size, kill monsters and collect treasure. 2 player mode is suggested at the same time. The C16 version was limited from 100 rooms to 40 rooms. Storm Master (1992) Eoliae is a remote land where the myth corresponds to the truth, and the winds show only the power of gods moving armies from front to front, and diplomacy still hangs in the air full of crossing winds. Chaos was born as the Great Master was killed, and the evil Sharkaan threatens the whole land of Eoliae. You have to learn the power of wind, gain knowledge of trade and diplomacy, build windmills and strike your enemy where it hurts the most. Just try to do it and stay alive. Strategist (1990) Board Game Strategist is a more detailed version of Capture the Flag. Each player starts at 40 pieces; consists of a flag, 5 bombs and a range of 9 types of military units. After they have been presented, each player takes turns to move their pieces. Except for scouts (which are the least powerful) units can move in only one space at a time. Flag and bombs can not be moved during the game, so beware of any squares the computer does not move when it otherwise logically should, and that may be your goal. When you select a square occupied by a piece of opposition, a fight arises, and a larger number is lost from the game. You have no way of knowing what strength the opposition cuts to before you make them. This computerized interpretation has 3 different plank layouts, a selection of automatic settings with different strategic advantages and demo mode. Strategy Games (1983) Very early four containing computerized versions of Checkers for Beginners, Elusion, Battleship, and Reversi. Street Ball (1993) Published by Gamer's Edge, Softdisk Publishing Developed by id Software, Inc. Released in 1991 as well as Apple II, Commodore 64 Feature Action Perspective Platform, Top-down Theme arcadefrom Mobygames.com. Original Entry Street Cat (1988) Sports game featuring you, a cat with different stages. Your task is to pass various obstacle sections, each harder than the last. Highlights include: City Park Inner City Interlude Underground Sewer Bowling Pub Street Fighter (1988) You are a Ryu, Street Fighter. Your goal is to travel to 5 countries (Japan, USA, England, China and Thailand) and beat 2 enemies in each of them. Many of these characters, such as Adon, Gen, and Birdie, are later seen in the Street Fighter Alpha series. After each party you will have the opportunity to get extra points for a little bonus round, a feature seen later in many Street Fighter games. The ultimate boss of the game is Sagat, who is the second last boss of Street Fighter 2. The goal is to become the greatest fighter in the world. Like most tournament fighting games, when you defeat the boss the game will restart and start from the very beginning with a level of harder complexity. A two-player game can be started, but there will be only one fight (between two players) that will determine who will travel the world to fight computer-controlled opponents. Street Fighter II (1992) Street Fighter II is a fighting game. Players choose from one of the eight characters: Ryu, Ken, Blanca, E. Honda, Zangief, Chun Li, Guile and Dhalsim do battle with. Then they have to use their fighting strengths to defeat the other seven fighters, followed by four boss characters: M. Bison, Vega, Sagat and Balrog. Each character represents a particular country and has his own reasons to want to win against others. Each character has its own choice of basic fighting techniques based on three styles of punches and three styles of strokes. The effect of each of these changes depends on the orientation of the characters (duckling, air or parking on the spot). Street Fighter II has a combination of buttons in the style of the game used to reveal the powerful moves inherent in each character. This includes the ability to design balls of fire, direct electricity or capture the opponent in a tight splash. Street Fighting Man (1989) Plot: You play like Nick, and you have to keep your true love, Xianna, in the hands of gangsters. Game: You choose from five different cities to start. They're that hard in Denver, Atlanta, Detroit, Los Angeles, and New York. The difficulties lie in the number of turf, there are in every city. Denver, for example, is the easiest, has only two turf. That means you have to beat two groups of bandits before you beat Denver. Control: Control is simple. You move with arrow keys, kick with alt key, and punch with space key. Sometimes you can find weapons (chain, crowbar, knife) that you take with the Ctrl. Street Rod (1989) The year is 1963 and you are one of the hotshots aspire to be king of the county. You will be given a small amount of money to buy your first car. Adjust it to achieve maximum performance and exit. At the diner, where other hotshots are waiting to take your prized possession, you race for money and pink slip and if you win, you'll get home in your cars! The game interface is quite simple and fun to use. You have your own garage as the interface itself. Options include garage items such as the game's main menu clock and newspaper as your source for buying cars and parts. Add that to the third person with the attitude that speaks to you as you play! It's a really neat idea by which until now, no other racing games have had that style. You think you live in a virtual world and not just going from menu to menu. Another real part is the ability for you to sell your car and the haggle street rod 2 next generation (1991) interface is fortunately the same as the first, but that's where the similarity ends. More is the name here, more cars and parts to buy gives you every edge to regain your crown. The game is the most important thing that you will ever remember in this classic. Game control is really tight. You have 3 places to race your bloodthirsty opponent, betting on money and pink leaves. Drag the race to test how fast you can engage in 1 gear. You ultimate goal is to beat the new king on these three courses so that if you get to regain your long lost crown and bring home your girl again. Street Sports Baseball (1987) Baseball game 1 or 2 players, in which the action takes place in parks, free lots and yards with makeshift basics, not the actual diamond. In addition to the usual rules of baseball, players have to cope with mud scoring, tree stumps and other dangers. Has a crossed-screen view that provides an overview of the entire field next to the close-up of where the action takes place. Strike Aces (1990) Strike Aces is a flight simulator designed to give players a feel for the quick decision-making process that real pilots have to fit. It takes place in the Strategic Air Command Bombing and Navigation Competition, a real-life event held annually at Ellsworth Air Force Base in South Dakota. The best aircraft crews from around the world and some of the best aircraft come to participate in three missions that are constantly monitored and points are allocated to crews of different categories of aircraft. After all, the plane crew, which has gained post points, receives the Curtis E. LeMay trophy. In this game, you are a pilot of one of these aircraft crews with a flight of one of six aircraft of choice, and your mission will pit you against any of the seven additional enemy aircraft (although you get to fly them). To practice flying, you can do a free free When you're ready to compete, you'll get to complete a series of 16 missions. You can also create your own missions if you want. Striker (1985) A striker is a football game with a forced 3D image. Players are composed large and have a large scanner to help long passing. The standard mode of ball sticks to your feet, so mazy runs upfield overall strategy. There are 64 international teams on offer, with European-style knockout cup races included. Many different formulas and strategies are proposed. Striker (1992) A striker is a football game with a forced 3D image. 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You start at \$100 and each bet starts at \$5, which can be raised to \$25. After the second round the card is dealt with according to how much you choose to exchange, the hands are compared and the winnings are assigned. Donna and Sam are the girls involved. Stronghold (1993) Mixing civilization and similar games came into real-time and with 3D views, players must create a small village dungeons and dragons fantasy universe in a stronghold. How much micro-management you want to do is up to you; the computer can take a lot of care about it. You recruit and train fighters, thieves, clergy and magic users to venture and demand more land and resources that include eliminating hostile forces. Control the supply of food and the production and management of buildings, including castles, markets and magical schools. Your victory condition is based on your alignment: Legitimate players must advance the emperor's rank, chaotic players must destroy all enemy fortresses, and neutral players must do both! Stunt Driver (1990) Stunt Driver allows a player to control a '60s Mustang car and take three different opponents in almost unlimited quantities of courses (thanks to the included course editor). The player's driving style must be adjusted according to the opponent's behavior. Bridges, loops, bank curves, hills and oil siks are there the progress of the player-controlled car. The game also has a replay camera with a custom camera layout. Stunt Island (1992) Stunt Island was sold as Stunt Flying and Filming Simulation. With more than 50 aircraft (including a space shuttle) and more than 1,000 props, you can either fly around the island, make your own movies, or fly stunts for money. Stunt Track Racer (1989) Race a single-computer opponent in the first place on a unique race track -- 100 feet in the air! You start fourth in the three-man division league, all race each other twice, and have come top to progress. The action is viewed from the car during the 3-wheel race, with the distance between you always on the screen. Jump chasms, jumps, and bridges; accept banks hard or slowly; Pass your opponent on the tracks or catch the mass air. Your car has the ability to burn a limited amount of turbo to increase fuel as a way to accelerate faster and reach higher speeds, but don't use all at once or you lag behind. Do not damage the engine too much; heavy shots will be displayed in the next race. Whatever you do, don't get off the rail,

because it will cost you time when you get back. Stunts 1990) Stunts (4D Sports Driving outside the U.S.) is a 3D car racing simulation. The game has a variety of cars, courses and opponents to choose from. The game provides unusual trick objects, including loops, stoppers and jumps. It is possible to observe the race by instantly replaying from different corners of the camera. There is also a track editor. Styx (1984) QIX variant: require a playing field when building walls and closing smaller regions. The main obstacle is the colorful Styx, which (properly) resembles a bundle of sticks, and about the screen - in unpredictable motion swirls. Unlike QIX, you can draw both straight and diagonal walls; Another difference is the points that depend on the bike multiplier: time you conquers right, and you can even increase your bonus ten times. Styx can't hurt you when you travel along the border of your captured areas, but if it touches the wall when you build it, the wall goes down - along with you. Other ways to kill yourself, stand too long (during construction) and meet with a worm that crawls along the edges of your domain. Capture at least 80% of the playing field will run out of the level - bonuses are awarded for more; Higher levels feature faster action, more worms, lots of styx (string?), and usually nastier enemy behavior. SU-25 Stormovik (1990) Flight simulator for Soviet SU-25 attack jet. Various bombs and ammunition (from cluster bombs to missiles to weapons) are included. Includes three sets of missions (each set takes place during the year, from 1991 to 1993). Missions range from attacking tanks and soldiers to attacking bridges and other buildings. Although missions can be played separately, they are played to form a storyline about the collapsing Soviet uses a real 3D engine, but the flight model is not 6DOF. Sub Battle Simulator (1987) Sub Battle Simulator is set in World War II, with an American or German side player. Six different submarines are simulated for a total of 60 missions. You'll need to navigate with five different mapping levels and plan attacks by weather and environment, paying close attention to the radar. Watch out for torpedoes and sonars. It was the first underwater simulation to involve aircraft as adversaries. You can choose to stay on the surface and defend yourself with your weapons, or dive and hope to avoid the bombs and/or strafing that will really follow. Sub Mission (1987) an evil alien warlord kidnapped two Lands, Peter and Sigourney. He agrees to release them on only one condition: someone has to defeat him in a dangerous game, which consists of piloting submarines with a remote control. Who is brave enough to stand up against this challenge? And who can take this serious responsibility - the destruction of the submarine leads to the death of two people?... The sub mission includes underwater modeling and action elements. The player must keep the submarine intact, find two kidnapped people, and safely bring them home. Robots can be assigned as a submarine crew; Their destruction will not automatically finish the game. However, if the player fails, for example, his submarine is destroyed, Peter and Sigourney will die. The game actually erases these characters from the disc, only one chance of resurrection; If the player fails this opportunity, the game will also be completed permanently, i.e. it will be impossible to play again. Subhunt (1997) Subhunt is a single-player shareware underwater game developed by an entertainment computing lab at the University of North Texas. Game a local player to control a shark class mini submarine. The player behind the game history as a new recruit to the top secret Special Operations division. Working for this organization and responsible for the established Shark-class mini-sub player, he will take control of the tourist lanes of the terrorist group Nemesis, stop illegal whaling hunters and long-range trawlers destroying marine species, and find out who is denouncing commercial shipping. The entire game consists of 12 missions, only one of which was included in the shareware edition. Each mission has three difficulty levels. Submarine (1989) This game allows the player to control the simulated submarine of an attack on the United States. The game is played in hybrid turn/real-time mode - there are turns, but there is a timer in each turn, so the player must act quickly. The screen displays a lot of information about the current situation, and the player must use menu commands to perform actions such as radar or sonar transfer, targeting, shooting, and using. Underwater Fury (1999) Go through every screen (playing as underwater And destroy all enemies with your Subtrade - Return to Irata (1992) Subtrade: Return to Irata is Dan Bunten's classic M.U.L.E. revamped VGA and set underwater. Slide aside, the game retains graceful game mechanics and multiplayer dependence on its model, four players competing for economic dominance in round closed market scenarios. It is true that in the setting, players grow fish and accumulate gems and take domesticated turtles' leashes to their seabed farmland. In the best M.U.L.E. tradition, Subtrade is best when played with four human players, although equal AI substitutes do a moderate challenge. Each game ends after one year, i.e. twelve rounds when the richest player wins. Suburban Commando (1993) Suburban Commando is a combination of space shooter, jump-and-run and beat-em-up. If you're an American in the USA, the mention of the name Hulk Hogan will probably make a little tear spark in your eyes, and your recollection of the good old days when Hulkster unilaterally broke all those jerks at WWF. If you know Hogan just from your films, you'll have another reason to cry. One of the films featuring the Hulk was called Suburban Commando (1991). The alternative software turned it into a game two years later and decided to create a wild combination of space shooters, platform jumping and -of course - beat-em-up action. Loosely following the movie storyline, Hogan alias intergalactic hero Shep Ramsey travels through space, crashes lands on earth and beats the bad guys. The first level is type R as a horizontal space shuttle: Destroy formations of drones and collect weapons upgrades. After that, you enter three levels of the platform where you must find nine items. Avoid being shot and dispatch enemies with kicks and jumps. After each mission, you will encounter a level boss, which you should beat the Street Fighter clone. In addition to the comic-style proximity of Hulk Hogan as the main character (with a huge head and a small body - strange), the game has little reference to the movie. Other key characters are not displayed. Fans of the film will especially mourn the complete absence of any mimics. If you're interested in getting more information about the movie, check out the details and links section. Supaplex (1991) Supaplex is a puzzle game reminiscent of the Boulder Dash. The player controls the red pac man looking for a character called Murphy. The goal is to reach an output that opens only when a certain number of Infotrons is collected (usually all at the level). The setting is inside the computer, so some computer terminology describes the levels of the items. This includes destructive RAM chips, non-decomposed hardware, utility drives (which are explosives), terminals and ports (one-way or two-sided gates). The most common enemy is zonk, a rock that falls down and rolls down, and explodes if it comes into contact with some but not all other elements of the game. One of the most common enemies is scissors looking for the enemy which always moves in a predictable pattern. Some levels feature gravity where Murphy will fall if he stands in place, and nothing underneath him. Other items have fixed rules, such as Infotrons and Zonks, always fall off, and RAM and hardware always remain put. In total there are 111 levels, and up to three of them can be temporarily missed in advance. The game allows multiple profiles so that players can use the same computer with their progression. Super Beemger (1994) Super Beemger is a horizontal scroll shoot-em-up in which the player controls the transformer spacecraft, fighting mechanical and organic aliens deep in space and their basics. The defining feature of the game is the special movements of the ship, which are executed by pressing the button. Among these movements are the transformation of the mecha, the addition of energy, the offensive shield and the powerful attack that destroys all enemies on the screen. All these movements deplete a special energy cartel, which gradually fills itself. The player can choose from three fire rates that affect the speed of regeneration. Some mecha form ship can shoot straight and spread shots at typical shoot-em-ups. However, the normal form depends only on the weapons that hit several enemies, but can not directly target individual enemies. Switching between these two forms is essential for survival. Super Boulder Dash (1986) Super Boulder Dash is a compilation, including the original Boulder Dash and its sequel, Boulder Dash II. In each of these games you control Rockford on a quest to recover diamonds from many caves. In the caves there are many (falling) boulders, walls and various creatures, all of which fall into your way! Each game contains an element of both action and strategy; You need to run fast to avoid creatures and fall boulders, but you also need to carefully plot your course through the cave to avoid being trapped. Once you have collected enough diamonds at the current level, you can make your way to the exit for the next, heavier round. To make the games more complex, each level has a completion deadline. Super Cauldron (1992) Cauldron and Cauldron II were successful for 8 bit days, and this moved the series forward. You play a witch (although the character looks decidedly masculine, for no apparent reason), and you have to negotiate four worlds, each divided into bite-sized pieces. Levels are populated with bats, trolls and snakes, which have programmed attack patterns and tracked you away from the screen. You can collect and throw up to 12 spells that are available using the cursor or function keys (the manual ridiculously refers to Amigas holding F11 and F12 keys they don't have). This includes upgraded weapons (the default is not particularly powerful) and assistance such as magic stairs and a metal melter. Some water departments kill you, others identify will take you to different departments. Super Fighter (1993) Drug broker and his murderous minions claim freedom of the world. By showing their true threat of killing top government officials, they send a shock of fear across the United Nations. Eight heroes, trained on readiness, take the challenge to go face-to-face with three of this evil circle. The result of this battle will surely decide where human freedom lies. During the game, players will choose their hero and fight over eleven antagonists, hoping to achieve the goal of much peace sought. Each of the heroes is armed with an effective set of attacks, arising from the art of their choice of martial arts. In addition, they all learned powerful special attacks, such as combined punches and kicks, projectiles and improved throws. With each unique hero from a different background and having different skills, there are many repetition options. Super Hang-On (1987) Super Hang-On will give you a racing motorcycle around the world, completing every section of the road during that time. There are other bicycles on the road, but spanking is not important, so they can be considered moving obstacles. Each continent has a different level of complexity: Africa is a beginner, Asia is younger, America is older, and Europe is an expert. It's a very simple and simple game, looking out for a bike in 2D (so the screen doesn't tilt with the bike). The right/left controls are in the steering mechanism, and up/down are gear changes. Your cycle always moves, and your speed strictly depends on the drive you use, although control or driving off the road slows down the bike. Sega Genesis version includes the Original Mode, in which the player participates in racing tournaments, hires a mechanic, updates his bike. This mode uses passwords that allow players to continue playing the game that they previously played. Super Kof (1991) Super Kof is a side scrolling platform game that gives the player control over the adventures of the super monkey. The player must complete each level while collecting various weapons/power-ups (such as the ability to spit green balls) and bags of money and avoid various hostile animals, monsters, traps and other obstacles. Super Munchers - The challenge continues... (1991) Super Munchers is a trivia action game. The player moves his muncher around the grid and eats words to fit a certain clue or category. False words and various critters get in the way. Super Noah's Ark 3-D (1995) Super Noah's Ark 3-D is a first-person shooter based on wolfenstein's engine with a Biblical twist. Like Noah, the player travels around the Ark feeding restless animals in order to put them to sleep; this is achieved by firing fodder (rounds) into them using various hand catapults. The SNES version of Wolfenstein 3D reskin, the only noticeable difference is the slightly altered behavior of a couple of bad guys. Even your guns are reskins that behave exactly like those of Wolf3D guns; Noah must be highly qualified catapult at machine gun speed! However, the computer version, although there is still a Wolf3D revival in the game, has some more advanced features; higher-resolution graphics (along the lines of Jaguar and 3DO game versions, albeit with all 8 directions, such as the original computer version), midi music support, floor textures (such as Blake Stone) and a new game feature in the form of question mark pickups; picking up one before pauses the game and raises a random multi-choice question about the content of the Bible. Answer the question correctly and you will get a bunch of ammo and points. Super Password (1988) Super Password was a popular game show that ran from 1984-1989, and this game was adapted from that television program. Players give and receive hints of 5 passwords, which, when all are listed on the board, indicate the identity, location, object, event, phrase, etc., that is super password. Each game consists of three to four rounds. The first round is worth \$100, the second \$200, the third \$300, and the fourth (if necessary) \$400. The first player to win \$500 (or more) wins the game. The winner gets to play in the final round for \$10,000. To play the final round, the winning player must guess ten passwords, because each initial letter is highlighted at the bottom of the bench. Each word is worth \$100, but a special bonus of \$10,000 is awarded if all ten are guessed. Super Silverborders (1991) a side-scroller similar to Super Mario Bros. and Lode Runner, written by Ken Silverman. You play like Ken (with a little K in his shirt) and have to reach the exit to each level represented by a star. Enemies will fall from the top of the screen and try to kill you, you can crush them by jumping on them. You must also avoid other hazards, such as flame. You can collect green gems for extra points. You fill the level with the robot star at the end. There are 4-bit EDA graphics, smooth scrolling and animation, and mouse/keyboard support. Super Ski II (1992) In super ski sequel, six ski highlights are available - Super Giant, Bobsleigh, Slalom, Ski Jump, Moguls, and Downhill. In the famous French Alpine resorts such as Val-d'Isere, Courchevel or La Tania, ski events can be practiced in training mode or take place in 2 of them in competition mode. Almost all events show the player from behind, except moguls, where the screen scrolls down with the players' progress, and ski jump, where the player should come to the camera from a far away view. The player should avoid obstacles, stay on the route and pass the gate to slalom-like events; Stay bobsleigh route, finish in first place with more style and jumping moguls, and jump a good ski jump. 1-2 player mode is available. Super Solvers Challenge The Ancient Empire (1990) As a Super Solver, your job is to recover the hidden treasures of the ancient world in 4 caves (Green& amp; Rome, Egypt, India, Egypt; China and the Middle East) fifth and final cave where the final final waiting for you. The Challenge of Ancient Empires is a platform game divided into 5 levels (called caves), each of which includes 4 levels (cameras). In each chamber you have to collect 6 pieces of ancient artifact and collect them as a puzzle. The chambers are full of dangerous animals that you must avoid. There is some food you can collect to regain lost health though. Cameras are also full of puzzles, usually associated with manipulation of switches. With you have 3 tools - a helmet with a headlight, jumping shoes and shields. When the helmet is activated, emits a beam of light; it is used to solve puzzles based on rotating prisms so that the beam of light is directed towards the switch. Jumping boots allow you, well, to jump higher. The shield protects you from enemies for a short time when activated, but you have a limited number of shields and they must be used wisely. Super Solvers Gizmos and Gadgets (1993) Morty Maxwell, mischief master, moved to the Shady Glen Technology Center and took over as head scientist! Your job is to take on Morty's challenge and prove that you are a better scientist than he is. Morty locked the door in the warehouse with science puzzles. Show him how much you know about science when solving puzzles. Then go through the door, find the best parts of the vehicles and build faster vehicles than Morty builds. To make your work more difficult, Morty's sneaky Cyber Chimps also collect vehicle parts. Outsmart chimps throw bananas at them and make them nap. Race against Morty and win all 15 challenge races. You'll get the Technology Center back and you'll be a head scientist! Super Solvers Midnight Rescue (1989) Mischief Master plans to make Shady Glen School disappear! He invented endangered paint and turned five paint brushes into robots to paint the school at midnight. The mischief master himself is disguised as a robot, and it is your job to find it. Hidden throughout the school there are clues that reveal its location. Robots are placed in school to slow your progress, some of which may even have clues. You wear a camera with you to take pictures and explore dangerous robots closer. Super Solvers Operation Neptune (1990) Operation Neptune is a math entertainment name similar to Treasure Mountain, but intended for older children. Like other Super Solvers games, Operation Neptune combines platform action educational puzzles. The game helps to create a solid mathematical and problem solving basis with integers, fractions, decimal numbers, relationships and percentages. Troubleshooting hints, calculator, and customization options are just keystrokes. Real-life problems, such as using space, distance and volume to make measurements, help children see how math can be used in the real world. Super Solvers OutNumbered (1990) from educational games for older primary students, from the learning company to the classic Super Super Series. Mischief Master is up to his old tricks and is now trying to take over the Shady Glen TV station, with the help of his robot Tele. Now Super Solver must move the TV station to catch the tele and avoid the discs tele tosses you and the hot cord, with the remote control and use your math skills to get clues where mischief master is hiding. Super Solvers Spellbound (1993) Mischief Master is at it again. This time he created a big spell in which he will present robots to win him a spelling bee! When you first join, you will be asked to choose a category of words (Holidays, Homophogues, etc.). Then you are brought to the screen with three options, Crisscross, Flash Cards, Word Search. Crisscross is a sort of crossword puzzle, but instead of clues you just need to figure out where the words go. Flash cards are flash cards... You hear or see the word, then write it. The word box is a grid filled with letters that hide multiple words. When you're done above you can enter the spelling bee, where you encounter mischief master and/or his robots. The achievement opens up new levels of competition, such as regional or international ones. Super Solvers Treasure Mountain (1990) Treasure Mountain is an educational game for children ages 5-9. Mischief The master stole the magic crown as well as other treasures and hid them in Treasure Mountain! Your goal is to find a magic crown and as many treasures as possible while climbing your way up. To make your way to the mountain, you will need to find the keys that unlock the path. The keys are hidden somewhere behind the object at each mountain level. To find out what is behind the object, you need to use one of your magic coins. However, the number of coins you have is limited and there are many places to look for, so first you need to find clues where the keys (and treasures) are located. Wandering around the mountain there are many elves; If you catch a scroll run elf on your network, it will ask a question. The correct answer will give a hint. Once you have reached the top of the multilevel mountain, all the treasures you have collected along the way will be returned to the treasure chest, and you will start again at the bottom with a heavier level of complexity. After all the treasures have been brought to the top, you can find the crown and win the game! Super Street Fighter II (1996) Super Street Fighter II is a sequel to Street Fighter II Turbo and Street Fighter II Championship. The game has four new characters and stages, so a total of sixteen play. It also has many multiplayer modes, in addition to a single player mode. Among them are the battle of the returning elimination group, in which players compete for the title of champion, and the Battle of Points, in which the most scoring person wins. Newer modes include an eight-man double elimination tournament and Challenge Mode, where players try to get the most points on the CPU or beat them as quickly as possible, trying to surpass the records. Super Tetris (1991) This is not one of those simple sequels to perhaps the most famous and beloved game in the history of computer games, the original TETRIS. Super Tetris power comes from additional features such as different types of gameplay (two-player cooperative and competitive), as well as new block types (lightning bolts that remove the entire line, and bombs that remove from 2 to 16 blocks). Moscow Circus in the background gives a beautiful atmosphere when playing the game. Super ZXoon (1984) Super ZZZ is a sequel to ZZZ. There are five large game boards included in different puzzles and storylines. Super ZZZ (1992) Super ZZZ is a sequel to ZZZ. There are five large game boards included in different puzzles and storylines. The Superbike Challenge (1987) Superbike Challenge brings 1000cc of motorcycle life to one or two players in the race. Unusually, the screen is divided horizontally, and your action is only ever using half the screen. You can play the entire racing season or ride on one of the 12 tracks as an independent race (including Assen, Mugello, old Hockenheim and spa). Manual gearbox option and 3 skill levels make sure you can't master the game right away. All information about your speed and revs, race order and course layout is on display all the time. The Superbike Challenge is an updated version of the Grand Prix 500 CC, with a better menu and name on the screen and some different game graphics. Supercars International (1996) This is the third game of the Super Cars series from top to bottom view, arcade racing games from magnetic fields. As always, the game also contains a control part (which is optional). The game is basically re-made in Super Cars II, with added elements, tweaked gameplay, updated 256 color VGA graphics and a new soundtrack. The game allows you to compete in three built-in seasons (light, medium, hard), but also allows you to customize your seasons. It seems that all 21 tracks were lifted from the previous name, but here you can choose the number of wheels and also race them in reverse. If you use the season using the full option, which means including the control part, you need to buy your cars with which you can race. This is done to the car dealer between each race, using a mini-game with different chat options to try to reduce the price. Each new car can carry more weapons and armor, and also faster. Weapons and armor can also be purchased between each race, as well as repair any damage you have suffered. Prices vary from race to race, so there is an opportunity to raise money using weapons as goods and trading with them. Some weapons have changed since the last game, and now you also have a button to choose which weapon to fire during the race. In addition, between each race in control mode several special events with similar mini-games as for the car dealer (and there are several new events until the last game). The core of the game, the race itself, takes place on various road courses with tunnels, jumps, level crossings and gates, which open and close. While the game is an arcade racer, the cars behave a little realistically, with power slides in corners and spin-outs when crashing (which is new in this game). All cars also leave slip marks and craters when they explode, which means that the track looks quite a battle, worn at the end of the race. In addition to racing against computer players, you can also race with a friend using split screen mode. Superfly (1994) The goal of this game is to kill all flies. This is done with a flying transducer controlled by a mouse pointer. Every time a fly swapper is next to fly, the fly is killed and becomes a dead, unstore object. A flying swap cannot move through a dead fly, also can not live flies. Each level has predefined walls and bonuses. The bonus may mean that instead of a flying swap, the user controls the spray, so that the dead flies disappear, rather than becoming inconspicuous objects. Superfrog (1994) Superfrog is a traditional jump & run platformer. You -surprise - frog. Your enemies are all animals - like bees, hedgehogs or snails. You don't have guns. The only way to kill enemies is to jump on them. Each stage has a time limit. On this limit, you need to collect a predetermined number of coins. Each of the six worlds has four stages. Each stage has a password. After all, you can enter your name in the high score table. SuperKarts (1995) SuperKarts is a fun arcade go kart racing game with 16 tracks. The sequel is Manic Karts. If you are tired of all these technical racing games, try this: just drive and manage. You can also get a lot of power supplies and upgrade your kart, such as Turbo, Oil and Grip. Superman - Steel Man (1989) In this action game, made under license from D.C Comics, Inc. and First Star Software, Inc., you play as Superman in its mission to save kidnapped Lois Lane and all mankind from two super villains, Darkseid and Lex Luthor. The game consists of different action-oriented sections, including 3D flying, added vertical scrolling, and side scrolling. Chapters are related to comic graphics telling the story. The player controls Superman on the playing levels and use one of his four superpowers to defeat opponents. Energy is exhausted when used and should be regenerated. Collision with opponents can lead to a decrease in life energy. Top scores will be kept when the game is over. Supernova (1987) Supernova is a text-based adventure where you have to find another life to live, after years of working your life away when dusty, mucked up takes. The main source of the mine, infertile metal, so it's time to find another way to attract profits. SuperSki (1988) This ski game is viewed from behind the player's 3D. There are four different events - Slalom, Giant Slalom, Downhill and Ski Jump. These are practiced in training mode or in competition mode after 2 of them. You have to pass through the gate pairs and hit the singles, stay on course, and avoid the trees and spectators. Such crimes will cause you to accumulate penalty points that will detract your score. Up to 5 players can try them out, and their results are compared at the end. Superstar Hockey (1987) Superstar Hockey let you control one of the 20 NHL teams. The game does not have a license, so you can not play with the stars. There are 4 groups with 5 teams. After the regular season, the best 2 teams in each group are qualified for the playoffs. It is worth noting that you play always in the center - other players are controlled by the CPU. In multiplayer mode, you can only play friendly games. Surf Ninjas (1994) Surf Ninjas is based on the 1993 film of the same name. You play as Johnny McQuinn, a teenage surfer who has learned some ninja moves. Your ultimate goal is to defeat the evil Colonel Chi, who threatens your island, and the game leads you from California all the way to the South China Sea. In the game, you can move left or right through multiple scroll screens that make up one level. One button is used to combat random spawning ninjas beat 'em up in fashion, while another can be used to get into buildings. The player has an inventory, which can contain only one element at a time. These elements are used to solve some small puzzles in each stage. Survival in New York (1986) MS-DOS: Survival in New York City by (1986) Susan (1988) Susan is a text adventure created by the adventure game Toolkit. The object of the game is to score the player in bed with his girlfriend Susan. The character starts the game outside Susan's house, almost empty-handed with nothing useful toward fulfilling a few of Susan's requests, all of which must be overcome before actually entertaining any hope of getting her to bed. To find the objects in his eye, the player must visit several other places outside his home, such as the player's home, the park, and the confusing nexus construction of the yard-cum-maze. Swap (1992) In this puzzle board game you need to swap tiles to remove a tile sequence of the same color to remove them. The shape of the tiles differs from large and small squares to triangles or hexagons. If the tiles do not have neighboring tiles, you can take the right tiles from a pocket of limited size to remove the remaining tiles. At the finishing level, the player will be moved to a higher level if the results at the current level were high enough at that level. However, in order to successfully complete the level, the player should gain a certain number of points and be qualified to the next level. Difficulties also arise and depend on the number of colors, the shape of the tiles and the time limitation. Undo movements are also available, but such movements reduce the final results. The game can be saved going and loaded The best scores and levels will be written in the High Score Table table. Swiss Family Robinson (1984) MS-DOS: Swiss Family Robinson under (1984) Sword of Honor (1993) In the game you are a noble ninja who must prove the honor of shogun Yuchiuro by reclaiming the stolen sword from the evil Toranaqa. Walking from the village to the castle, you fight enemies and avoid traps, using your martial arts and Japanese weapons skills, collecting useful items and revealing a quirky storyline. Use the keyboard to walk from screen to screen, jump and pick up items. Using two mouse buttons you can kick or punch opponents as well as use, give or drop collected items. Swords glass (1986) Swords Glass is a simple CRPG probably inspired by wizardry. You will start in a simple (text-only) city and create a wizard or warrior. After installing your character in the store, you descend into one level 8 dungeon, located, apparently, somewhere nearby. As you progress and become more powerful, you will be able to blend into the deeper depths of the underworld. If you prove your worth many times, you can simply find a glass sword. T-Zero (1991) T-Zero is a very unusual piece of epic interactive fiction, played by Lewis Carroll as a surreal environment, with plenty of emphasis on word puzzles. The game starts with your awakening in the river bed. You have to explore your surroundings to find six objects scattered over the ages and landscapes, transporting them gradually to future time zones where they can right in troubled times. Puzzles are quite heavy because they often use puns (like Infocom's Nord and Bert) or elements of Western pop culture (like the Beatles). Non-native English can be difficult to solve in this game. The T-Zero analyzer is quite unusual, powerful but complex. He understands uncommon verbs such as IMAGINE (which allows you to visualize objects and places you haven't encountered). However, sometimes it is quite sensitive and asks you to enter the exact phrase he wants. The game also has a hint system. Taco Bell - Delicious Temple Challenge (2000) Taco Bell is a first-person 3D action game serving as an advertisement for the North American chain's fast food restaurants. The player controls Baja Bill, who explores the temple of a lost jungle civilization, fights snakes and scorpions in hot and wild sauce. Taco Bell food is also used to supplement protagonist health. Tactical Manager (1994) After success with the mail order football tactics series, Talking Birds entered with this retitled version of the mainstream. This is a football management game where you are responsible for one of the top 2 English divisions of the time and you give you the ability to control transfers, tactics and training regimes as you seek to direct your team to success. At first, you can only manage ground teams, but if you succeed in a few seasons, you will become respected enough to have the opportunity to get the best roles. therefore it is very difficult to quickly transform the club's fate, because many smaller teams lack money, and attracting players is more difficult than the Premier Manager series and so on. Matches are viewed from top-down accents, with 3 levels of completeness suggested (goals, highlights, and kick-to-face). Tag Team Wrestling (1986) Wrestling game focused on teams. You can play as a face team (good guys) or a heel team (baddies)! Tatoo's Super Space Invaders (1991) Remember that arcade classic Invaders? Well this game takes it to the next level with a variety of harder aliens, bosses, energy ups, and scenery! Intruders come into several configurations for you to try to blast, and power-ups help you with more weapons to choose from. Taking Beverly Hills, (1991) Beverly Hills is taking an adaptation of an action movie with the same name. The main highlights of the game are set in Beverly Hills famous for its wealthy population. A truck with toxic ingredients crashed at one of the intersections with Rodeo Dr., and all citizens were evacuated to the hotel until the National Guard arrived. All but two - footballer Boomer Hayes and his girlfriend Laura Sage. The robbers headed by the L.A. football team's manager, Robert Masterson, want to steal the priceless Botticelli Fresco and kill Boomer, but Boomer wants to stop the robbery and bring Masterson to court while avoiding ex-cops and hired thug Benitez, who led a SWAT tank and gunning for it. Switching between Laura and Boomer, the player must re-create the main events of the film, carefully walk through Beverly Hills, collect inventory items, and use them with TSE and HIDE commands. When a player enters important places, the attitude changes from top to side or from the first person. Boomer inventory contains a floppy disk that allows you to save or load a game. Every death of any character means the end of the game and the exit to the operating system. At first, Boomer must visit the police station to buy an empty gun, a vest protecting him from the bullets of former policemen, and a radio transmitter to have a window into another world. Like Laura, the player explores the hotel to take the useful key. Other actions of the main players include three main goals of the game: 1. Free the real cops from the fire department. 2. Save the Botticelli mural. 3. Save Laura from Masterson after she is caught. Action elements of the game include avoiding enemies with machine guns, and moving fast on the streets to avoid getting killed. Mascot - Challenge of Time Sand (1987) Mascot, evil and powerful gin destroys the Persian Empire. When the game starts, you are in jail and about to be executed. With his head already on the chopping block, execution is suspended by the order of King Darius. It gives you freedom when you destroy the evil gin. It sends you on your journey with a gold bag and vizier who will monitor you. Mascot is an interactive fiction with graphics that allows you to analyze the entire sentence. The package includes an Arabian Express credit card and a Muhammad Market promotional leaflet containing flying carpet ads. Tamper (1988) Tamper, you're a stock trader, and spend most of the game watching new companies come and go, and be taken over as you buy shares that they ever think would be the most money. The trick is that at the right price, you can fake it with the name of how stocks go, hence. Tank M1A1 Abrams Battle Tank Simulation (1989) 3D military tank simulation, which looks like it uses a modified Falcon AT engine. Control up to 16 tanks, go head to head, lead the company, platoon or individual parts of the tank, three theaters of war, 15 different missions, real-time game play and night-mode thermal imaging. Tank Wars (1986) Tank Wars is trying to shoot another tank at the other end of the mountain. To do this, you need to get a corner and the amount of force put in the shot to the right. You can play one player against your computer or have two players. Tapper (1983) Tapper is an action game where you are a beer tapper (bartender) and must serve beer demanding customers. There are four customers, each has their own bar longer than the previous one, which you have to keep in the bay. If they reach the end of the band without receiving beer, you are a goners; if you missed one and accidentally spilled beer without the need you will lose a life and should one of them throw you back a cup and you fail to catch it, you will lose a life as well. Sometimes a strange icon will appear in one of the lines and, if you pull it, will use a cabarette-style show that will keep some customers busy. The Xbox 360 version includes bonus rounds, as well as co-op and multiplayer modes, as well as online, along with achievements. Tau Ceti (1987) Space simulation with elements from other genres mixed. Your mission is to destroy the army of robots that have taken over the planet. Gameplay includes arcade sequences where you fly your ship around and shoot enemy robots; Strategy elements as you try to navigate and find parts to repair the defense system; and even text adventure elements, giving commands to your ship's computer. Training Ties (1997) Training ties are shareware, education, tile matching game DOS. The game is covered with a grid and the goal is to uncover all the tiles. The player clicks on the cells and tiles are inverted to reveal the color, letter, or number, etc., depending on the game. The player then clicks on another cell and this turns into also reveals the color, letter, etc. if the two tiles do not match the game to reset them into their undisclosed state and the player tries again. If two tiles match they the player is awarded the message well done type message and the tiles remain turn up. The player then repeats himself until all matching pairs are revealed. It offers four types of games; * Colors. A simple game in which the player must match pairs of tiles containing the same color. The name of each color is written on the tiles and it helps teach spelling and word recognition. * Letters In this game the player must match the uppercase letters to the corresponding lowercase letters * Math Here the player can choose from addition, subtraction, division, multiplication, replenishment and subtraction or mixed set of problems. Then the player chooses the level of difficulty. The game must match the amount to the correct answer. * Pictures player match tiles with the same picture on them. There are no words on these tiles, only pictures. Each game begins with a grid, which is 2 cells from 4 cells. When this has been completed the game advances to the next level, which is 2 cells 4 cells, etc. through the grids, which are 4 x 4, 4 x 5, to the final level, which is 5 x 6, after which the game returns to the grid of 2 x 4. There is no high score table and none of the games have a timer. Team Suzuki (1991) Team Suzuki uses official support to simulate motorcycle racing using polygon graphics. The action is viewed from the cab. Contact with other bicycles or landscape gradually increases the percentage of damage, which will eliminate you by 100%. Failure determines the external repetition of your last moments. Joystick and mouse control options exist, with the mouse eventually faster, but harder to learn. 125, 250 and 500cc options are available, while more powerful bikes are more difficult. You can challenge the whole season, one race, or just train on a free track. It features 16 circuits, from Suzuka and Misano to Rijeka and Phillip Island, with races over 5-50 laps. Your opponents are seven factory Suzuki riders from various classes at the moment, including 1993 500cc World Champion Kevin Schwantz. Team Yankee (1990) In this tank simulation game based on Harold Coyle's book of the same name, Team Yankee is a squad of crack tank drivers and gunners. They are in the latest tanks, such as the well-known Abrams M1, Bradley M2, T-72 and T-62, armed with lasers, machine guns and SABOTs. As Commander Sean Bannon, you have to use these resources to correct five missions from defending the mountain attacking center through the forest. The game management interface is a bit unique because it has a four-way split screen with different control options to provide direct orders for four separate tanks. The game simulates instruments of war, including thermal imaging in detail, as well as providing access to scroll maps on the battlefield as the fight unfolds. Demolish The Walls (1990) This is a simple puzzle game. You are presented with a wall, and you and your opponent (computer) in turn have to choose a brick that is removed. Any bricks placed on it will also be removed. more bricks The more points you get Teenage Mutant Ninja Turtles - Manhattan Missions (1991) Shredder will take control of New York within 48 hours. Ninja turtles have to stop it and at the same time fight even less crime taking place in New York. Not surprisingly, each of these crimes leads to shredder. Along with the standard side scrolling, each turtle uses a different weapon to fight criminals (as in comics, Leonardo has swords, Michelangelo nunchucks, etc.). Each turtle has statistics (strength, speed, energy) that increases their struggle; In addition, when they reach a certain level of strength, they receive additional attacks! The player has 48 hours to complete the game. It is 48 real hours, but many of them will spend resting turtles to regain their health (with a team of rest x hours) between missions. However, you can even save the game like a level reboot. There are 16 levels of exploration, their path often deviates from a simple walk from left to right: they will have to get into doors, windows and sewer tunnels, climb ladders and even find the occasional object needed to cross the barrier. Teenage Mutant Ninja Turtles II - Arcade Game (1991) April O'Neil, journalist friend of Teenage Mutant Ninja Turtles, kidnapped the villain shredder and his two goons, Bebop and Rocksteady. Four ninja turtles: Raphael, Michelangelo, Donatello and Leonardo fight their way through crowds of foot soldiers in order to save the Dove. They battle familiar enemies such as mad scientist Baxter Stockman, General Traag from Dimension X and the evil alien brain krang, before the final showdown with Shredder himself. Teenage Mutant Ninja Turtles is an arcade game that Konami made at the height of the popularity of the cartoon series. Depending on the version of the game, up to two, three or four players can participate in the action. The game is played as a simplified double dragon. While most standard Foot Soldier enemies are easily sent, some attack with knives or ray guns and are therefore more dangerous. At the end of each level, players encounter a boss (or, where appropriate, two bosses working together, such as Bebop and Rocksteady). The NES version of the game, renamed Teenage Mutant Ninja Turtles II: The Arcade Game, has additional content that is not available in other versions of the game: two new levels (Snowy Central Park and Dojo), new bosses (including Tora, Shogun and Baxter Stockman as Fly), additional music tracks, as well as more variations of Foot Soldiers. Telengard (1985) Telengard is a previous example of dungeon crawler role-playing game- albeit with a top-down image- or real-time movement (DOS version) or turn-based movement and turn-based combat. Telengard is also played in real time, which means that monsters can attack even when the player's character is not moving. The player controls one adventurer by selecting randomly rolled sets of attributes: intelligence, wisdom, constitution, constitution, and Charisma. The vast Telengard dungeon consists of 50 levels down and 200 to 200 rooms in each level. Experience is devoted not only to defeating enemies, but also for finding treasures. When a player's symbol acquires a level, their signs increase, and they gain the opportunity to throw higher-level spells. Treasure chests appear randomly in dungeons. There are also specific features such as altars, thrones, fountains, etc. that an adventurer can discover, which can have various consequences in nature, whether positive or negative. Some creatures will befriend the player, sometimes giving the player an item and/or healing them if the player's charisma is large enough. Temple apshai trilogy (1982) Apschai Trilogy Temple includes updated graphic versions of three classic Apschai games: * Dunjonquest: Temple Apschai * Dunjonquest: Upper Apschai * Dunjonquest: Curse ra temple Kroz (1990) The second part of the Super Kroz trilogy is again more or less the same. Like its predecessors - move your player through levels of killing and avoiding monsters while solving puzzles. The Tennis Cup (1990) Tennis Cup is a split-screen tennis game with a camera closely positioned on the athlete's back. Available game modes include exhibition matches (single or double), drills, Davis Cup or four Grand Slam tournaments. The player either controls one of the 32 available tennis athletes or creates a new one. Then there are 30 points divided between abilities (e.g. advance or volleys). This athlete can be saved on disk and further improved over time. The opponent can be positioned for exhibition matches as well. The game includes different hit types depending on the player's position and timing. The direction of the ball can also be influenced by the performance of the shot. There are four different surfaces that affect the game, and three difficulty levels. Tennis Cup 2 (1992) This tennis simulation restores all the rules of sport, from tie breaks to break points. The action is viewed from behind one of the players, as well as featuring a split-screen option. You can play single and double matches over 1.3 or 5 sets. There are 4 different types of court - grass, fast, hard and clay. You can play one tennis match, practice using a ball machine that fires shots at you in a row, or play a season consisting of major tournaments such as grand slam events, masters and ATP Cups. The player's abilities can be applied to different styles of play. Tennis Elbow (1997) The first release of this tennis series allows players to compete in the 90-event world tour in front of 250 players. One match can be dirty up and dirty down (two against one), as well as more conventional singles and doubles. There are also grass, clay, flexi and cement courts. Action replays can be viewed in slow motion, quickly, and rewind. Players can be defined as volleyers, defenders, or varied, with the colors and game abilities of the defined sets. As you play the game, your player's ability improves, making it faster and more accurate servings, as well as faster runs and bigger jumps. The action shall be reviewed at an angle of 3, and the side changes are optional. Two buttons are used in conjunction with purposeful presses to make slices, 3 different types of lob and delicate drop shots. Terminator 2 - Decision Day - Chess Wars (1993) Chess game based on T2, featuring sounds and characters from the film as pieces. The captures are animated by a la Battle Chess, but battles taking place from the board, futuristic wastelands and similar stages of the game offer some difficulty and game styles to choose from, along with time control, ratings of USCF scale over two different periods and other pleasant ones. Surprisingly, there are no 2D boards. Terminator 2 - Judgment Day (1991) The game consists of several action parts related together. All parts are different, each similar to typical genre games (e.g. level 1 is like a lateral image beat 'em up). Between each level is shown a small film cutscene. TerraFier (1997) In this arcade space shooter, blast your ship through heavily defended underground caves, past wind tunnels, fire walls and underground lakes. Recover the stolen nuclear pods using the radius of your ship's tractor and take them back to the planet's surface and beyond into the hyperspace. The game raytraced graphics and 360-degree parallax scrolling. Terror in Christmas Town (1995) MS-DOS: Terror in a Christmas Town under (1995) The Catacombs of Terror (1993) Evil Nemesis discovered how to use Time Gates and trapped you once again down catacombs, preventing you from stopping it. He has the ability to send you back and forth in a time where you have to challenge beings from the very ends of eternity. In the final installment of the Catacombs series, the catacombs of terror are very similar to previous games, Catacombs of The Abyss and Curse Catacombs. Once again, you are a mage whose goal is to destroy the evil Nemesis. As in previous training sessions, you can throw fire balls at your enemies or use them to destroy certain walls. You can find screws and kernels that allow for more powerful attacks, healing drinks, scrolls and keystrokes. You can also find gems that allow you to see approaching enemies on your radar. New levels and enemies are often undeniably science fiction feel to them; You battle robots and roam around computer nuclei. Tesserae (1993) Tesserae is a 2-d combination of Rubic's Cube and the more advanced levels of Q-Bert. Simple but colorful character graphics make up the endless hours of the game... Similar to how you can play MineSweeper or Tetris at the end, this game got in your head. The game consisted of flipping tesserae or tiles from squares above adjacent squares. The result would create a complex tile or cancel, so the tile would be was completely cleaned up the board. Higher levels will be determined by the additional complexity of the tiles and the larger grid sizes of the boards. Test Drive II - Collection (1990) This kit includes Test Drive II and all released accessories that are available on 2 car drives: Musculars and Supercars and 2 Landscape Discs: California Challenge and European Challenge. Test Drive II Passion (1990) Drive exotic cars while fleeing police in this sequel to the popular Test Drive series. The new features include a real 3D engine (polygon grids), music selection on the radio, police concealment, instant replay, digitized dashboard/interior, and a larger, more diverse driving environment with multiple routes. Drive Lamborghini Diabolo or Pininfarina Mythos and Chevrolet CERV II prototypes. Tetriller (1990) A guy fell asleep in front of a monitor showing Tetris. You play the usual Tetris game filled with well pipes, watches, and other urban elements formed in tetris shapes. The twist is that the aforementioned guy walks at the bottom of the well. You need to make steps to get it up to the exit of the well wall to free it. Once it is liberated, your structure will be cleaned up and you will begin to release it over and over again. It's a real nightmare for a guy, because falling elements can kill him or make him a prisoner if you're not lucky. Tetripz (1998) Imagine playing tetris under the influence of LSD, but without LSD) This version of Tetris mimics the effects of various drugs that cause the most interesting game. This game won wired '98 game compo. This game supports multiple players against a friend or computer. Tetris (1986) Original commercially licensed version of Alexei Pajitnov's classic Tetris puzzle game. Geometric shapes fall off the top of the

playing field to rest at the bottom; suitable for pieces together, and their shape disappears. If the pieces don't form lines and eventually stack up at the top of the playing field, the game is over. The difficulty increases by dropping pieces faster and faster over time. Tipi Adventure (1997) Tipi Adventure is a Korean-created side scroll platformer with cartoon characters and animations similar to games like Eiland, Spheres of Chaos or Commander Keen. You play Tipi, a young soldier who lost his (future) wife to a powerful red dragon who rules the ground. Bring that terrible reign and at the end Tipi decides to kill the dragon. However, before you finally reach the dragon you must first pass six levels, each with its own setting and level boss. In typical jump'n/run style you have to go from platform to platform and fight many enemies with your sword. Fortunately, you will not die immediately if the enemy touches you, and you have a life bar that can be filled with jumping over various foudns scattered around the world. Each level has a door of different colors, which can be opened only when you find the corresponding key. These keys are that that the number of keys already found is always displayed in the upper-right corner. The game does not have a savegame or password system, so you have to start all over again if you have lost your whole life or restart the game. Captain Comic Adventures (1988) You master comics, a galactic hero. Your mission is to recover three treasures from the planet Omsok that have been stolen and hidden on the remote planet Tambi. Captain Comics is a platformer featuring a huge nonlinear playfield divided into several different terrain. As a comic, you have to search across tambli energy ups and items that will help you on your quest to recover three treasures. The captain's main weapon is Blastola Cola, a can of drink that allows him to cut through the balls of fire in his enemies. For every can that he finds, additional fire can be thrown away. There are many different roads that are available from the beginning, but without the right object or weapon it may not be possible to progress on certain roads or even commit suicide. The player must decide which route to go and which places to return later. Tintin Adventures - Prisoners of the Sun (1997) Tintin Adventures: The Prisoners of the Sun are based on a Belgian comic of the same name. The main plotting line is the same: Professor Cuthbert Calculus gets kidnapped and the player, Tintin's role, needs to save him. The rest is more freely adapted: unlike the comic book, which is mainly based in Peru, this game offers many different places around the world. The game itself is a typical platformer action: Tintin goes through the levels while avoiding enemies. Almost everyone, such as little girls and security guards, is injured in Tintina, who does not have the means to defend himself. This means that the most important aspect is the learning of enemy traineeships, their patterns and how to avoid them. But he has to hurry up on the time limit. Success requires the use of two leagues of the game: from the player's perspective in the foreground and further into the background. Tintin can switch two at any time. Aeronautics Quiz MK 2 (1991) Aeronautics Quiz MK 2 is a shareware quiz by Martin Mielke. The game has 121 questions, shown randomly, about flight history, specific incidents of the past, especially World War 2, or technical aspects of various planes. By choosing between two or more choices players earn a point for each correct answer. At the end, the total score is displayed. Aethra Chronicle - Volume One - Celystra's Bane (1994) The small kingdom of Celystra was thriving under this old king, Korra wise. The prince, Lythare ascended to the throne and his wife gave birth to a child on the day of his coronation. But two days later this newborn disappeared, it is believed, kidnapped. Lythare accuses kingdom champion Knight-Paladin, as well as several members of the court fail to protect the child, and imprisons them in dungeons. The son of a champion, knowing that his father should not be deservng of imprisonment, sets out the desire to find a baby with two of his friends. However, there is not much known about the fate of the child, so perhaps first it will be necessary to perform other searches and goals. Aethra Chronicle: Volume One: Celystra's Bane is a tradition of shareware medieval role-playing game SSI's Dungeons & Dragons licensed Gold Box RPG. Given this inspiration from this, the game uses a similar system based on die rolls from statistical/skill combinations. Players begin to create three symbols by selecting their class and statistics in various statistics, such as strength, agility, constitution, intelligence, wisdom, presence, memory and reason. Then the player assigns skill proficiencies of different abilities depending on these statistics (e.g. Spelling Lists, Pick Lock, Woods Lore, etc.). The battle between the characters and the monster is in turn grounded and the player can recruit an additional three characters for a total of six. Like most shareware games, the first episode (Prophecy Book) can be freely distributed, while the other two (Gems of Power and Demon's Might) are available only to registered users. Alcor Trivia Pro Classic Star Trek Alcor Trivia Pro Classic Star Trek (Star-Log I) is the first of ten Star Trek trivia games by Alcor Group, Inc. Each offers 150 questions about a special Star Trek universe theme. This one is about the adventures of the first company crew around Captain Kirk. The goal of the game, which can be played by up to ten players, is to answer as many questions as possible to overcome your opponents and enter the Hall of Fame. For each question, you have to choose the correct one of the four answers. The timer counts down and you answer the more points you earn as soon as possible. If you answer correctly, additional facts and details are displayed. The game is fully regulated. It proposes to change all the colors used in the game, decide to use, for example, a timer or hall of fame or not, to determine how many questions should be played and how many questions can be answered incorrectly until the game is finished for the player. In addition, you can choose from three different game modes: * Number of questions in the game, which ends when the player has answered a set number of questions. * Misses The Game Count, which ends when the player missed a set number of questions or answered all questions correctly. * Casino style game in which you set a few questions to be answered. The specialty of this game mode is that the player has to put a certain amount of his points before the question arises. The game ends when all questions are answered or the player has run out of points. Amazing Adventures of ANSI Dude (1995) ANSI Dude is an action game whose title obviously refers to its text only in ANSI graphics. Animated introduction explains Background Story: You play an ANSI Dude who, for unknown reasons, descends his spaceship into a strange planet and falls into the 24 level dungeon. Each level of the dungeon occupies one screen and is visible from above. Each level is a maze, often filled with enemies; Some blocks can be moved, others destroy, so you can make your way through the maze. Other elements of the labyrinth are conveyor belts, which quickly move you to another position; mines that you should avoid; locked doors that can only be opened with key cards, which you must first collect, etc. To help you, there are also power and battery charging devices, as well as extra stores of items and 1-ups. To get to the exit, and thus the next level, you must not only remove the evil subjects, but also solve different puzzles using four special elements of your disposition. These elements are: a suction cup, which sucks moving blocks from constipation and crannies; Sonic Pickaxe that breaks destroyed walls and moving blocks; Plasma rifle is used to get rid of enemies and set fire to trees, and the force field finally allows you to create a barrier for your enemies. There is a Self-Destruct option that allows you to restart the level when you are stuck without losing your life. You have to be careful about your resources: each use of one of your special items will consume a certain amount of battery and if your battery is exhausted, bye-bye! After the first few of them, the levels are starting to get more complicated, and you'll have to think about the right strategy to get through –often, just blowing any moving enemy will just utilize all your energy, and it might be better to build up some areas of force. The game is completely controlled by key presses. Gameplay occurs timed delay -which means that it's basically turn reasonable, but if you do nothing for a while, the game is still progressing, so sometimes you have to act fast. It also includes game play to help controllers and interpretations of text characters, as well as a list of records. Amazing Spider-Man (1990) In Amazing Spider-Man, Spider Man has saved his girlfriend Mary Jane, who was kidnapped by super villain Myster. The whole game takes place in the studio of the film set. This game is primarily a platformer game in which Spider-Man fights various enemies. They may be stunned by Spider-Man's iconic web material, but touching them or other dangers in the gaming world will drop his health. Another important part of the game is puzzles, mainly to turn off some of Myster's tricks, such as the changed gravity to clear the road. Spider-Man can climb walls and shoot grappling hooks. Animated Memory Game (1994) This shareware game tile matching game offers to play with 16, 24, 36 or 64 tiles options. After registration, another 24 animations and 90 tiles are added. The game shows the face of the tiles When players select a tile, it rotates to reveal the picture on the other side. Then a second tile is selected, revealing the revealing on the other side. If the pictures match the tiles remain turn up. If they are not match tiles are returned to the face down. The object of the game is to match all the tiles with the partner. Sounds are played when tiles match) do not match, and short animations are played when the match is reached. Astronomy Quiz (1988) This multi-choice quiz game asks fifty questions about astronomy. It covers all the faces of astronomy, its history, space and the people who discovered it. Interestingly, the player is given three marks and he loses the mark every time the question is answered incorrectly. Bonus marks can be earned correctly by answering five questions. At the end of the game, the marks are purified for points, which means that the best possible result is 63. Bard's Tale 2 - The Destiny Knight (1988) After a group of brave heroes defeated wizard Mangar The Dark and freed Skara Brae from eternal winter, all looked good in the world. But the evil Archmage Logoth Zantia appears and breaks down Destiny Wand into seven pieces, scattering them across the earth. The wand of destiny has protected the lands for seven hundred years, and without it the sphere will fall into chaos. So it falls to the heroes of it avenge. One of them must also rise to archmage and use a wand to defeat Logoth Zant. Destiny Knight is the second installment in the Bard's Tale series, and the sequel to The Tale is Unknown. Like its predecessor, it is a fantasy role-playing game with first-person exploration of the pseudo-3D world and in turn reasonable battles against randomly appearing enemies. The sequel features six cities, not a precursor to just one, and a larger overworld area. In the dungeons there are more traps and puzzles than before. The player can create a party of up to seven active characters, as well as create additional characters and keep them in the Adventure Seeker Guild in each city. Possible races are human, elf, dwarf, hobbit, semi-elf, semi-orc and gnome. In addition, some monsters can join the party and be called during the fight. It is also possible to keep money and banks and gamble in casinos, although the latter feature has been removed from the computer version. Bard's Tale 3 - Thief of Fate (1990) Warriors who destroyed the evil wizard Mangar to receive a letter while celebrating his victory. The letter informs them of the terrible disaster: the master of Mangaro, the insane God Tarjan, freed his wrath in the city of Skara Brae, completely destroying. Heroes visit a refugee camp nearby and embark on a quest to defeat Tarjan. Thief of Fate is the third part of the Bard's fairytale series and a sequel to The Destiny Knight. It is similar to its predecessors, a first-person fantasy role-playing game in which the player explores a maze of similar pseudo-3D cities, dungeons and wilderness areas. Two new character classes were added: Geomancer and Chronomancer. There are more dungeons than previous games, and this installment also adds auto-linking. The world of the game is divided into separate spheres, accessible using time warts, each of which has its own theme and environment , including, among other things, famous places from earth's history, such as Ancient Rome or Berlin during World War II. Bard's Tale Construction Set (1991) After three games in the Bard's Tale universe, Interplay gave fans the opportunity to create their own games based on the game's engine. You can create your own monsters (by choosing your appearance from existing ones or drawing yourself), level layouts (predefined objects in bard's tale III, spells and collectible objects. Your creations can be mostly hack-and-slash-based, or have more exploration and puzzle solving focus, designing sequences of events that will be released in certain locations The package comes with an exemplary adventure set of Isil Thania. Blues Brothers - Jukebox Adventure (1993) Jukebox Adventure is a sequel to the Blues Brothers. Once again, the player must choose a favorite Blues Brother and take him through various lateral scroll platform levels. He needs to collect records and use them as defenses, throwing them at enemies. There are also power-ups that can be collected as long as the jukebox is right to the next level. The Bugs Bunny Hare-Brained Adventure (1990) You're Bugs Bunny, a well-known hare from warmer bors animation. Now you're stuck in some tower. Run from one room to another, avoiding creatures that are deadly to the health of your hare, and collecting useful items. If you're fast, you'll get away with this tower. Burps (1993) Burps is a former shareware, now a freeware clone of Ultimate's Atic Atac, with improved graphics, sounds and a new level of design. As in the original 1983 game, the player chooses one of three characters trapped inside the haunted castle, each with unique weapons and routes through a maze-like building. The main goal is to explore the map and find the key of the entrance door. In each room, dangerous ghosts and other supernatural creatures materialize, milling around the character to release some energy of health. The energy meter is presented as roasted chicken, which is slowly consumed until only its bones remain in the pan. Lost energy can be restored by picking up random foods scattered around the screen. Useful items, such as keys, can also be collected and stored in three sockets in the upper interface to open new passages and solve puzzles. Trapdoors and stairs provide access to other floors. The Carl Lewis Challenge (1992) Game has a lot of things going on for him. The game itself is much deeper than the title suggests that it is about more than just Carl Lewis. You can choose from different countries from which you will get to your athletes, and then train them to improve your abilities before the real competition begins. Events are varied and from running 100 meters dash to javelin throw. And And And the selection of athletes is generous with a good choice of male and female stars. (by Hugh F of the Underdogs) Dr Malvado Castle (2001) You are a small, modern boy who finds himself on a magical land. Dr Malvado, whose name means evil in Spanish, rules this world and it should be stopped by you because you are a good boy. But in your dangerous mission, different opponents will not allow you to do so. Such opponents are bears, wasps, spiders, ghosts, etc., and any contact with them means your death. Fortunately, you do not limit 1 life, but 3 lives and can sometimes be increased with a bonus life. To progress into the game, you (represented by a 2D side scrolling image) should move left/right, jump over obstacles and opponents to kill them, collect pretzels, reach checkpoints to upgrade the game from such a place, and go from level to level. There are 3 levels in the game, and you should show the highest possible score. Originally, the game was designed for DIV Games Studio, a game development suite for Hammer Technologies. Catacomb abyss (1992) You play the role of magician, which the townspeople call for the re-defeat of their ancient archaic nemesis. Having defeated Nemesis in the past, his minions built a huge museum in his honor, so the townspeople are forced to live under the rule of horror. You have to once again venture into the catacombs, defeat nemesis and free townspeople. Catacomb Abyss is a fantasy first person shooter game. Much like in the previous game of the series, it casts you like a mage who can fight the enemy and destroy all parts of the walls on fire. You can find screws and cores that make the weapons more efficient, but there are single-use, treatment potions, scrolling with tips, and keys. However, unlike Catacomb 3-D, where you spent the whole game inside the dungeon, here you will explore various environments both inside and outside. There are new enemies in the face, such as zombies that come from underground or skeletons that come out of the walls. The new game is a radar that shows you the location of enemies. However, you have to find gems of different colors to use it effectively; Each gem allows you to see a certain type of enemy on the radar. There is no compass in the game, but various areas of maps still have specific names. Clue (1994) You play Matt Stuvysant, a man of Polish descent and criminal persuasion. You come to London with nothing but clothes on your back and the desire to become the greatest criminal mind this century. After receiving the room and meeting some accomplices, you need to start your career. Starting from small shops and gradually working your way up to the theft of Crown gems. The game allows you to control almost every aspect of the crime, from the choice of target building and accomplices to actually planning the hacking itself. Computer Quiz (1988) This multi-choice quiz game, as big blue #21, asks a hundred questions about computer hardware and software. Interestingly, the player is given three men and he loses a man every time the question is answered incorrectly. Bonus men can be earned correctly by answering ten questions. At the end of the game, the men cashed in points, which means that the best possible result is 113. Obviously, this is a bit dated, but it's an interesting snapshot of the computer world in the late seventies. Cool Croc Twins (1992) Cool Croc Twins is a platform game in which, like one of the cool crocodile twins Punk and Funk, you try to reach a beautiful crocodile girl. To do this, you will need to complete more than 60 levels. Each level is made of a bunch of thin, floating platforms. When you approach the edge of the platform, you will not fall - and on the other side you will start walking upside down! Instead of jumping, you change the gravity of your croc, causing him to fall up or down before he lands on the platform. You aim in each level is to light up all the bulbs, bumping them with your head. If you press the light bulb three times, it will be fully illuminated. Some bulbs are not visible at higher levels. There are also enemies who want to stop you and who sabotage your efforts by rising to the bulbs you have lit by turning them off. Your enemies can walk on both sides of platforms in the same way as you do, and can jump from platform to platform like you, so watch out! The game can be played by 2 players, so if you are funk then your friend is punk and you can challenge each other by scoring. Ear! (1981) MS-DOS: Count by (1981) The Curse of RA (1990) The Curse of RA is a puzzle game where the player (Scarab) has to escape the pyramid by solving riddles. The player must remove all stones on the board, finding a colleague. Only two stones with the same symbol can be removed at a time and must be in a straight line horizontally or vertically. The game begins with Scarab on ank and that item must be returned after completion. The transfer of the stone is carried out by sitting on one and transferring it to a colleague. However, not all stones can be moved and there are teleporters, obstacles and diversions that make it more difficult. There are also traps and, for example, ice that forces Scarab to move in one direction. When the stones are aligned, pressing the fire they overlap and they disappear. The game can be played in logic or arcade mode. Logical mode offers 100 levels without a time limit. Special stones can make life easier or more difficult for a player. In arcade mode the player must complete the level over time. Special coins can be used to buy accessories after each level, such as the ability to fly for 30 seconds, more time, extra life, etc. Levels are generated randomly. Arcade mode has a high scoreboard. The demo mode shows all the different stones found in the game It's a kind of unplayable textbook. The game also provides a level editor. Cycles Cycles International Grand Prix Racing (1989) As the name suggests, Cycles imitates international grand prix racing, so the player can compete with 9 computer competitors. Choose from three bicycle classes (125, 250 and 500cc) and between 8 (Japan, Australia, USA, Spain, Italy, France, England and Sweden) and 15 (Japan, Australia, USA, Spain, Italy, West Germany, Austria, Yugoslavia, Holland, Belgium, France, England, Sweden, Czechoslovakia and Brazil) original tracks, depending on the version, at five difficulty levels (with lower, offering automatic gear changes). The player can enter one race (always including qualification) or finish the entire season. The action is viewed from your bike handle, the novelty of motorcycle racing at that time. The game engine is similar to the one used by the Grand Prix Circuit, but now covers the hills. Dam Busters (1985) Dam Busters is an early flight simulation, set in World War II. It focuses on Dam Busters, which have historically been used to greatly bombard strategic targets, in this case dams. This task is not easy, because you will face heavy opposition forces along the way. Fortunately, there's no bomber sitting in the air. Your aircraft is equipped with machine guns (left and right) with unlimited rounds of fire power, so the fire will be like the enemy is approaching. When the time comes, you will have to bombard the target manually. So, get ready to unload the cargo and give them hell! The Dark Heart of Uukrul (1989) The Western Council sends four adventurers to defeat Uukrul, the great evil that once defeated the Old Ones, believed to have been destroyed, into a possible invasion of western lands. Mara was the last member of the council to lead mara, and it has been 18 months since it sent the floor. The Council assumes the worst. Now these adventurers must infiltrate the underground city of Eriosthe, further east end of Eriosthe, in the heart of the Uukrul fortress, and destroy evil once and for all. The Dark Heart of Uukrul is a first-person perspective, turned based on a role-playing game (RPG), where the player takes control of four specially classified adventure parties: fighter, paladin, priest, and magician. The player can use a pre-generated party or create a completely new country. The adventure takes place in the vast underground city of Eriosthe, which consists of the twisting of caves and dangerous monsters. Adventurers can, however, hide in shrines - a safe haven created by ancient residents to provide safe rest, storage of things and access to teleportation portals. Sufficiently experienced characters here will be automatically ironed. Temples also act as an indicator of progress, because the areas to which one can enter after each shrine introduce stronger monsters and heavier puzzles. These safe shelters can only be accessed after responding to the puzzle after consultation with the soul amulets (read-copy in addition to the sanctuary, the only other place for adventurers to rally is The market is the only area throughout Eriosthe, which provides services such as shop to buy and sell weapons, items and food, repair weapons, hospisals to heal wounds and cure diseases, mausoleums where dead characters can resurrect or rest (removed dead members), guild meet and replace (if necessary) dead companions with new employees and teleportation portal, which provides links to other portals (e.g. seas) and other areas. The market also links to temples and magic circle, which allows priest and magician characters to advance (get the power of rings). There are also rumors that wisdom provides services for identifying objects somewhere deeper in the eastern tunnels... Adventuring in Eriosthe consists of exploring your caves and defeating randomly encountered (or pre-set) monsters. There is also an auto map feature, as well as a directional compass to help you guide the path. Certain meetings, such as puzzles, can encourage the player to choose different options for managing the situation, each choice with a possible different result. In turn, a reasonable fight takes place automatically when the party meets with opponents adventuring (this is indicated by a sharp view of the opponent). Fighters and paladins take on an offensive role, and priests and magicians (usually) take on the role of support by casting spells, inviting elementals and supporting gods. Survive the fight can reveal money and things. The dark heart of Uukrul has no sound or music. Dark Queen of Krynn (1992) The Dark Queen of Krynn is the last part of the Dragonlance RPG series using the standard game engine found in the Goldbox series (with some improvements). Evil, after having failed twice before, finally tries to defeat Good and conquer the world of Krynn. This time, the Dark Queen itself will take over the leadership of the forces of evil. Its purpose is to introduce Krynn, which would ultimately lead to the defeat of Good. The task of the party is to prevent this. Characters from the Death Knights of Krynn may be moved. Day 4 – Icarus (1994) Icarus is (despite the number in its title) the third installment in the Korean-made series of horizontally scrolling sci-fi shoot-em-ups. Captain Lee and his friends must stop an army of mechanized creatures from the destruction of the Earth. Power-ups either change weapon characteristics or increase the current weapon by expanding the shot, adding a three-way fire, etc. However, the choice of another weapon returns to the default weak shape. The player has a choice between two pilots, but their ships differ only in the default weapon. For the first time in the series there is a two-player co-op mode. Two spacecraft, operated simultaneously, can be combined into a giant mecha. Dragon Sword (1990) A band of fearless underworld caterpillars must look for a Dragon Sword and confront dragon Oijnagat. Dragon Sword is a fabled sword that has the power to defeat a powerful creature like Dragon Sword is an RPG similar to wizardry series games. You explore the big maps you view first person and fight monsters in turn based fight. You will create characters by giving them names and selecting their race and class and selecting from randomly generated attributes. Then the group you choose will dive straight into the adventure. Monsters face a jump out unexpectedly, so be ready to fight at any time. Your soldiers and melee class characters can use an array of weapons against enemies, while magic casters can also use an array of magical spells and weapons. After a while, you will enter the store, where you can use the collected gold and items to trade and purchase selected items. The thirty levels that you will battle through will not only present the fight, but also try to stump you puzzles. Puzzles can involve literally asking quiz questions or may require you to figure out how to open a door or pass a certain obstacle. Maps will also make it easier to get lost as you move up to the level and get more. Character leveling is also performed automatically when attributes are distributed to your team members when they pass a certain level of experience. Destruction (1983) Destruction is basically a clone of the arcade game Centipede. The shape of the century comes from the top of the screen and gradually moves down, changing direction when surprising the many obstacles it reaches. If it reaches the bottom of the screen, it wins. You control a small droid that can move up to the screen shooting from a century, each time cutting it for a shorter time). You can also shoot down barriers that require a lot of hits to remove - the fewer obstacles there are, the longer it will take until the centipedes reach the bottom. Sometimes Phoenix will appear, either moving horizontally toward the bottom of the screen, or vertically down from above, shoot the points bonus or avoid. You have three lives, but losing one will get points for any remaining pieces of centipede. The high score is updated continuously when you pass it, and (unusually true) attract mode to the demo game. Fantastic Adventures of Dizzy (1994) Evil Wizard Zaks cast a spell of peaceful Yolkfolk, and while many got into his spell, others have other problems to deal with, including Dizzy, who saw his girlfriend Daisy kidnapped and took hostage Zaks, and it's up to him to restore The Yolkfolk normal and rescue Daisy from the clouds at the top of the castle tower. The most technically advanced Dizzy adventure games in many ways, it was the only feature of actual scrolling rather than a flick screen system, only one not to be released with 8-bit computer characters originated, only one derived from the console, as well as featuring many mini-games such as Bubble Dizzy and Operation Wolf Clone. Gameplay involves walking dizzy through levels, picking up objects and Solve them simple puzzles. There are many test arcade skills along the way as well as the gaps needed to jump and baddies to avoid – starting with a limited number of lives, the player can earn more by completing Theodore's puzzler. Before rescuing, daisy player must capture all the stars that unlock the tower gates. This game was later re-released by NES with an updated version of Aladdin's basket. Updates include the number of collectible stars has increased from 100 stars to 250 stars, Dizzy now walks faster, there are small relief differences, some product placements have been redesigned, and the inventory system has become more streamlined. Fidelity Chessmaster 2100 (1989) Update/replace Chessmaster 2000, adding 640x200 graphics to nicer shows, lots of tutorial and expert capabilities, and many other features too mentioned here. Sumo-Hoppers Fight (1996) Sumo-Hoppers Fight is a bizarre sumo fighting game between Gloeoezt racing members on Musculia Planet. Radioactive wrestlers weighing several megatones fight on the concrete desert in this ancient holy spot. The game gives new freedom - and also responsibility - for the player. In classic budo games you only chose the technique. In the fight of Sumo-Hoppers you need to design and create a technique of small elements (the movements of the wrestler's foot) and finally perform it. Final Conflict (1991) A risk-type game of global conquest, with only nuclear weapons and real-time action. Click on different countries and invade (hopefully) to expand your empire. The setups include the standard Cold War version and random original countries. The Final Crusade of Kroz (1990) The final part of the Super Kroz trilogy. Although the goals are the same as before (i.e. solving puzzles and killing monsters to solve levels), the ultimate goal of the Kroz series was achieved: to collect a certain amulet. Flintstones - Dino - Lost in Bedrock (1990) Flintstones: Dino: Lost in Bedrock is a platform game based on the famous animated show. Fred Flintstone's pet dinosaur, Dino is, well, lost in bedrock town. Fred Flintstone and Barney Rubble are trying to find him. The game is divided into several levels. You go like Fred or Barney through Bedrock, and you have to avoid enemies such as crocodiles or turtles; If they catch you, you will lose a life. You can pick up stones thrown at them. At the end of each level you encounter a boss- always a great prehistoric creature. There is a time limit for each level, but you can get coconuts from trees for extra time. But sometimes in the trees there are spiders instead of coconuts. Ford Simulator (1987) Ford Simulator is a Ford advertisement. It presents its 1987 model line and gives you the opportunity to drive every simulation. You can also fill out a form to get more information about each car. Dr. Radiaki Fortress (1994) It's one of tons Doom clones, which were released in 1994/1995. History: Dr. Radiaki has created an army of genetically modified creatures, and wants to conquer the world. You have to go to his fortress and stop him. The main points that distinguish him from other games in this category: it is meant to be quite humorous, you start with a baseball bat, not a knife, and you actually have to reload the weapons (i.e. you have to almost constantly hit the space). Life Game (1992) A life game is a real-time puzzle game. Calling itself a modestly definitive cell modeling. The Game of Life tries to recreate processes in a simple organic structure. This body consists of five different types of cells: mind cells (the body) will grow quickly and aimless, unless you limit them to the skin. To control the growth of the mind, you can install control cells; they consume energy produced from resoupled cells. Sense cells will provide you with information about the well-being of your organic entities. The main cells will grow by themselves, but also rot if left unattended. Your task is to control: move or destroy unwanted cell blocks, create and link a power source throughout the structure, prevent decomposition and (in subsequent missions) virus attacks. There are 99 levels to fulfill. Early ones allow you to restore a certain design; you will need to achieve your goals later, such as a certain amount of stored energy. The time of each mission is limited. Game Untitled (1990) You have crashed your spaceship into a strange alien world and must collect diamonds in ten levels to power and take home. This platform/puzzle game is very difficult and, at times, frustrating, how the slightest mistake can (and will) take you straight back to the beginning. In this fact, she claims to be probably one of the hardest games ever invented. It was one of the few in its genre to use text mode graphics, which allowed it to display 16 colors even on CGA screens. The Games - Summer Challenge (1992) Sequel to the Winter Challenge, this summer's edition includes 8 events from athletics to cycling. Events: * Kayaking: The player goes uphill in traffic, and must navigate through the gate without missing or touching them (unlike the real event, there are no reverse gates), as well as avoid hitting the flow margins. When pushing the paddles forward, pressing the direction along the button, it is possible to rotate more rapidly. The winner is one with the fastest time after the penalty time attached * Archery: Each competitor has four goals, each with three arrows. When moving the directional buttons, the player moves the erratic crossroads and fires the arrow when pressing the button. * 400m obstacles: The player makes a full lap on the track by pressing the first button to set the pace and a second jump. Mistiming jump either makes an athlete knock obstacles and lose a few tenths of a second, or goes completely off-balance and falls off, ending the event * High Jump and Pole Vault: Two similar events when a player the height of the bar, then mix the power button to create enough speed. Then, just before the jump point, the action button must be pressed and held until the athlete can pass through the bar. The contest ends when there are three omissions at altitude, or the maximum height is cleared. * Riding: In the most technical event, the player must direct the horse to the best trajectory while jumping over obstacles and walls. Although knocking down ultimately means a fine of time if the horse refuses to jump (if the button is pressed too early or too late), the race ends immediately. * Javelin: A simple event where each player has three attempts to start javelin as much as possible. To do this, a certain speed must first be built and a few steps before the sign starts to press the action button to start the start sequence that initiates the angle measure. When the player releases a button (ideally at an angle between 40 and 45 degrees next to the mark), javelin is also released * Cycling: In this spirit case, the player must fill several laps in the velodrome, keeping as fast and as close as possible to the inner edge without falling. Like the Winter Challenge, graphically, the game has the same polygonal environment with raster athletes and game modes, including the ability to train or compete in a tournament (up to ten people's players, with three computer levels and 16 nations to choose from). It is also possible to repeat and even store your best (or worst) moments. The Games - Summer Edition (1988) You begin as a member of the 1988 U.S. Olympic team to compete in the Olympic Summer Games. You can play eight events including Velodrome Sprint Cycling, Obstacle, Pole Vault, Hammer-Throw, Uneven Parallel Bars, Rings, Archery, and Springboard Diving. You can train each event individually or play the entire competition. The game also has a variant of many players, it makes it a nice party game. If you are alone, you can compete with the computer. If you are stuck in the event, or want to get better, just take a coaching book (= guide) and read how you can do more tricks. It also contains many real facts about the history of the Olympic Summer Games. Games - Winter Challenge (1991) Olympic game simulates common winter games race - Downhill, Giant Slalom, Luge, 2-men bobsled, ski jump, cross country, biathlon and speed skating. The game has a basic 3D engine that makes it easy to simulate slopes, which improves the game of some events, such as Downhill. Gameplay, as expected from all the winter sports game, is based on finding faster trajectories in many events (Downhill, Giant Slalom, Luge and Bobsled), pacing run correctly (Cross Country and Biathlon), skill and time (ski jump), with button mashing designed for just one (fast skating). A player (up to ten) can choose the face and nationality of his competitor from of the 16 possible choices and different difficulty settings, different computer-controlled athletes participate in competitions along the player. Games - Winter Edition (1988) Once again Epyx invites players to compete at the Winter Olympics. This time there are 8 events that can be played which are: Figure Skating, Cross Country Skiing, Speed Skating, Ski Jumping, Slalom, Downhill Skiing and Luge. Up to 8 players can play full Olympic games, compete in one or more events or simply practice the event. Some events can be played simultaneously (Cross Country Skiing, Slalom and Speed Skating), while others must be played one by one. Geekwad - Games Galaxy (1993) Geekwad: Games Galaxy Player Takes Control of Geekwad Gamer, the best player in the universe. To win the game you need a free king to get a high score of five video games and trivia. All games are parodies of classic arcade games like Spaced Solicitors (Space Invaders), Beefender (defender), Phegmming (the title is like Lemmings but the game is closer to Joust), Grogger (Frogger), and more. Global Dilemma - Guns or Butter (1990) After balancing power, designer Chris Crawford stuck to a big picture approach but shifted attention away from the macroeconomics of power politics. In the modelling of the production and distribution of grassroots industries, participants balance the country's military and social costs in order to survive in the environment of fictitious nations competing for land and resources. A key element of turn based on the global dilemma is the main tree of industries such as coal mines, wood mills or gunpowder plants. The entire production chain ends with only two results: an increase in military capacity or population. Guns or butter. The careful balancing and diversion of industrial production, taken away by key mechanics, is a major challenge for Global Dilemma. The growing number of workers is vital to the economy. A strong army is vital to conquer neighbouring provinces, their resources and populations. At the same time, competing countries pose a threat to the borders, and troops must be deployed in vulnerable areas of the map. The advantage in numbers wins abstract armies collisions. The level of difficulties of experts complements the diplomatic framework in which countries form short-term economic alliances. The global dilemma sees Crawford hone his special brand of social and global modeling, reducing the complex problems of the underlying cause and impact chains that have a distinctly educational advantage. As usual, a well-written guide describes in detail the game mechanics. Crawford continued the balance of the planet (1990). The Godfather - Action Game (1991) After a series of films (and released together with The Godfather III) - work its way up the Corleone family ladder over a 50-year period, and try to destroy rival families. Walk-n-shoot game: each of the five levels is a decade since the 1940s 1980s. 1980s: Rival increases your parking, while shooting innocent people reduces it. Each level also provides an opportunity for shootouts, a reflex test mini-game that requires you to kill people who draw their guns as quickly as possible and not kill those who don't draw their guns. The Grandest Fleet (1994) Spiritual Heir to the Lost Admiral, this game has VGA graphics, more resources, a research element to get more powerful ships, and extra powerful flagship with cruise missiles. Hitchhiker's Guide to the Galaxy Trivia Challenge (1990) Tested your knowledge of douglas adams hitchhikers guide galaxy series (radio script taste) with 60 questions of multiple choices and fill-in-the-blank format. Honeymooners (1988) Based on the 1950s TV series of the same name, Honeymooners is a mini-game series. Ralph Kramden wants to hold an annual meeting at Raccoon Lodge in Miami Beach. But the treasury is pretty empty and in order for his dream to come true, Kramden and their friends, Norton's will need to work extra hard and be a little lucky to reach the right amount. But Miami Beach is a popular place, and families must rush before all hotels are booked. Honeymoon is really 4 different mini games from one to four players who compete against each other. The target is represented by a train car heading towards Miami Beach. The goal is to earn enough points (probably representing money) to move the train car all the way there. In order to get points, the player tries to complete one of the following mini games: * Not Ifs, And's or Bus: Ralph Kramden is a bus driver and must pick up as many passengers and take them to their destinations. The game is played as a snap-in through a map of street names and passers-by. The goal is to pick up the waiting passers-by and deliver them to the desired place. The player controls only the direction of the bus (up, down, left, right) and speed. Passenger delivery earns points, but leaving passengers on the bus will lose points. Hitting the next traffic or returning to the bus depot will end the game. * Sewerage I Do: Ed Norton works for a sewer company and tunnel layout map. However, his map blew up, so he had to navigate the sewer from memory down the leak and eventually return to his ladder. The game is played in a first-person 3D maze with the player so that you can move forward, backward and rotate left and right. * Going to pieces: Alice Kramden works in a department store and chats with Trixie when she drops a jig-saw puzzle. The player must re-submit the image before the time is running out. * In addition, the \$99,000 Answer is Ralph's favorite game show, sometimes appearing at the end of mini-games as a double or nothing bonus round. Players have to answer trivia questions related to honeymooners TV shows. But the game shows are about success and sometimes a player wins or loses by chance Asked. IBM BASIC Quiz (1989) This follow-up computer quiz features the same engine, but its hundred questions address the BASIC programming language. As before, the player is given three men and he loses a man every time the question is answered incorrectly. Bonus men can be earned correctly by answering ten questions. At the end of the game, the men cashed in points, which means that the best possible result is 113. Incredible Machine (1993) Incredible Machine is a puzzle game where the player must collect a Rube Goldberg-type contraption to solve a simple puzzle. The game consists of a series of puzzles, each of which has a simple goal, for example, to put baseball in the basket or turn on the fan. To achieve this, the player is given several parts, such as: balls, strips, rope, balloons, saws, cats or monkeys, and his job is to organize and connect them on the playing field so that when you press the button to start the puzzle, the entire counter-section activates and reaches the target. Due to added difficulty, some puzzles have different gravity or air pressure to the Earth. There is also a free-form mode where a player is given an unlimited number of parts to build his own inventive machine. The machines created in this way can be burned to disk. Incredible Machine 2 (1994) This game involves a puzzle solution while creating wacky machines. At each level of the game there is a machine for a specific task. The only problem is that there is a lack of parts, and it is your job to figure out where to put things in order for the machine to work. The game has many wacky machine parts including cats, super balls, lava lamps, flashlights, can openers, monkeys on treadmills, and many more wacky parts to get your machine working. The game also comes with an editor to create your own unique machines from scratch. It can be either fun, or you can determine that a person playing has to fill the missing parts, just like in a campaign. Jetsons - George, in Trouble Again (1990) An old and fun game from the 90's. You need to survive the electronics rebellion. You can play with George and ask Rosie for help. Very simple terms and goals. Jetsons - Computer Game (1992) The famous animated TV series Hanna-Barbera watched a movie, and finally this licensed game that contains 8 levels alternating between side scroll dodge-and-manipulating and driving the game. All four members of the Jetson family have a level of dim age. The driving sections are going on George's jetcar, and you have to slow down the speed of limited areas and watch out for black holes. At the beginning of the game you are George Jetson, spacely space sprockets company worker in 2062. Your boss Mr. Spacely wants you to work, but you want to raise money and have fun. So after the boss's usual order, you can explore the company as usual, collecting money accounts and useful items, avoiding dangerous robots and Mr. Spacely himself. On the next levels, other Jetsons family members have to do the same things in any of their places. Level 2 involves taking Jane out of her booby-trapped home, Level 3 sees Judy trying to get a kiss form pop heartthrob jet screamer, and eventually Eloy is locked up at school and has to escape. You need to activate the elements hidden behind the hatches with buttons. This allows you to progress to the level, for example, attaching the elevator with a wrench. Time is pressing and you have to quickly complete your mission. Earth (1989) Loosely based on the Thomas Covenant Chronicles by Stephen R. Donaldson, Earth is a role-playing game where the player will create character and explore the land of cities, villages and dungeons. The actual plot of land is revealed when the player plays through the game and the prologue is not given. Character creation is an important part of this game, like many other role-playing games. After selecting the age and gender of the character, the player will determine his class. The earth's class is: * Haruchai race blood guard who does not sleep and is fearless and will flee to fight without armor or weapons; * Giants who naturally deliver really strong hits. * Liliannil, which are sacrificial forests and cast wood spells; * Lorelsat, which is the most powerful, but the hardest to advance; * Rhadhamaerl, which are dedicated to stones and throwing incredible stone-based spells; * Ramen, who are contests ranythin great horses; and * Warwards, which are the main fighter class. All characters are given a service that is their oath to follow throughout the course of the game. If the character behaves against his services, they will not advance as well and will slowly level up. The action of travel is the same for the combat system. The top-down view of the game allows the player to see the areas studied and unexplored. Battles and dungeons are generated randomly. As the player explores the ground, the player can suddenly find himself on the battlefield. The enemy will take as many steps as the player does, if the player decides to run and fight the next day, it can be done. The player uses the main melee attack and can also reduce the list of spells. The loot left after the battle picked up the same way by walking through it. Abandoned and available for purchase or sale of goods are available; food, magic items, armor and weapons. Las Vegas EGA Casino Las Vegas EGA Casino is a three-game collection, you can find casino: * Las Vegas Casino Blackjack (Cards, Blackjack) * Las Vegas Video Poker (Cards, Poker) * Las Vegas Dollar Slots (MicroBosss Slot Machine) Last Eichhof (1993) In What Should Be one of the most original games of all time, you are flying beer in space. And evil corporations come after you, so you have to use your beer power to fight wave after wave of corporate beer. Last Mission (1987) The last mission is a side-view arcade game without scrolling (in terms of moving from screen to screen) with a large-dimensional map. The game is inspired by such games as Underwulder and Starquake. You control a tank-like robot, which can be divided into two parts: you turn the caterpillar and head canyon, and the part of the head can fly separately. However, the head can survive separately only for a short time, and the position of your restart is dictated by the location of the body, even if the head moves forward through the subsequent screens. Therefore, the difficulty of the game was to be in this order to be able to advance with the collected two parts of the robot. The Lion King (1994) Young Simba just can't wait for the king. His father is the current king of Savannah, and the young prince can cripple the earth into the stain; Jumping on and around other things in this animal kingdom. When Simba's father, King Mufasa, is killed and his evil brother Rand takes over the kingdom, Simba is exiled from the lands of his natural trust and must grow fast, honing his skills for the day of his return. The Lion King, based on the famous Disney film, is a platform game where you control Simba - originally as a young cub and later as an adult lion. The plot of the game follows the plot of the movie. Each level is part of the film. As a young Simba, you can fight various beasts, such as lizards, by jumping on them. You can also roar to scare some creatures into submission, although every time you roar, you have to wait for your roaring meter to be charged. As an adult lion, you can still roar and jump, but now you are struggling with the enemies, leaning into them with your nails (if you are smart enough, you can also grab them and throw them off the screen). The game features no feature in the game to save, and it must be repeated from the beginning every time. Lost Admiral (1991) Turn based on the navy strategy game, take different ships with different capabilities and defeat the enemy fleet. Includes a resource system, units from PT boats to warships and carriers, good AI (multiple levels), player history and more. Lost Episodes of Doom (1995) The Lost Episodes of Doom is a book/disc package. The book provides a comprehensive guide

to 24 new levels with stories that are an essential element of this game. Created by Christen Kie and Robert Carter with Jonathan Mendoza, the author of official DOOM Survivor Strategies and Secrets. There are no new weapons, only maps, 3 demos, and new episode titles: Massacre on Callisto Killing Fields of Io and Hell's Gate - The Red Spot. Lost Vikings (1993) Three Vikings, Eric Swift, Olaf Stout and Baleog Fierce, were kidnapped by an alien Tomator, an evil Cronutian which collects unique forms of life to display in your gallery. The three Vikings will have to combine their unique skills to defeat Tomator, as well as countless aliens, robots, giant snails, large lizards and more. Lost Vikings is a side scrolling platform puzzle game with a twist. Instead of a single character that can jump, run, shoot, collect items, flip switches, etc., there are three different characters, each with their own skills. Eric Swift can jump, run and bash through the walls with his tough helmet. Olaf Stout has a shield that can block attacks, act as an air glider or as a step to stand. Baleog Fierce can shoot things with your arrows (including switches) or kill items with your sword. The player must use the three Vikings as a team if he wants to pass increasingly difficult levels and puzzles. The player manages one Viking at a time, but can switch them at any time. Vikings have limited space in their inventory, which they can use to store various items. Each Viking has three health points, and if he loses them all from confrontation with dangers, he dies (some threats kill instantly), and the level must be restarted. Magic Candle 2 - Four and Forty (1991) Part magic candle series, this is much like the first game of the series, only with an improved VGA engine. Choose your country adventure and roam the earth to discover the mysteries of four and forty. Magic Candle 3 (1992) This is another game of magic candle series from top to bottom rpg's that bears more than a little resemblance to old Ultima games. These games feature several other innovations through the Ultima series of games, the best example is a more complex country management system that allows you to divide your country's adventure and give each country a different task. Compared to previous games in the series, Magic Candle III has little more than an even more improved VGA schedule and a new storyline. In Magic Candle III, you and your party adventurers, who may be moving from previous Magic Candle games, must stop the mysterious bloating that spreads across the country. The Guide (1991) Guide is a version of the Bundesliga Manager Professional. It has the same game and images, but instead of the German Bundesliga is the English Football League. Acting as a group leader for the Division 3 team, it is your mission to negotiate with sponsors, hire or get rid of players and choose the best tactics to win each match and keep the club. The right decisions can even get the club promoted to the Premier League. The game includes a full database for the 91-92 season of the English league. Munsters (1993) The characters of the 60s TV series Munsters were taken to a mysterious castle. Playing as different family members in a row, the player must save them. When walking through each room, you must collect Help you cope with each challenge. You have to create your own spelling power by shooting ghosts, zombies and vampires because it allows you to cope with other challenges. Avoid contact with those monsters because they zap your energy and eventually kill you - you have one life. The Orion Project (1994) Orion Project is a single-player space shooter released as shareware. In this game, the player controls the spaceship, which is controlled only with the mouse, although the game pad is optional. One mouse button fires thrust, the other fires weapons while moving the mouse rotates the ship. The playing area is divided into nine quadrants. The object of the game is to explore these quadrants of alien ships and communication devices. They must be destroyed in order to save Jason's group on the Orion Space Station. Stock storage game is a limited four quadrant version of the entire game in which the goal is to destroy the alien's main satellite. Pack Rat (1992) Packrat is a sidescrolling game in which you collect coins or buttons and get points. There is a multiplayer mode and level editor. The game does not have recording mode. Patrician (1992) Patrician is a medieval era, focusing on marketing efforts in the Hanseatic League. You (and up to 3 other players) are fighting for power and respect. You should create sea routes between 16 cities in the North and East Sea, and your ultimate goal is to be the governor of your home town. It requires a lot of money and a lot of respect. The game ends when you are elected to Aeltermann-highest rank in this century. You make money by buying goods cheaply and selling them at a higher price. With profit you can buy new ships (from 4 different types) or stores. Pirate battles are also taking place. For these, you can buy weapons on your ships and go with ships from other traders to hunt pirates. Perfect General (1991) Simplified combat game that uses basic units with defined attributes and capabilities. Includes several scenarios (from simple to complex) with a variety of strategic and tactical capabilities, allowing almost thousands of different games in each scenario. The computer will play one or both commanders. The game uses a rectangular battle arena with a basic hexagonal grid structure, typical of most war games. The game is based on its turn. Game Room (1989) The Games Room is an educational game that is set in the child's bedroom locale. Almost everything on the screen can be clicked, and the child will be rewarded with games, activities or at least funny animations. In this first, what eventually became a trilogy of games, including treehouse and backyard, children are encouraged to use the mouse for a wide range of interactivity with elements on the screen. Games and activities promote creativity, number and letter learning and the development of critical thinking. Politically incorrect adventures Ningrich (1997) Politically incorrect Adventures of Gewt Ningrich is a satirical sidescrolling beatem up. You play as Gewt Ningrich, who is racked with allegations of corruption, needs to energize his party, and raise money to stay in power. To earn that money Gewt must kill polar bears, environmentalists and other conservative enemies. His ultimate goal is to get rid of his most hated enemy, President Clint Blilton, so that his conservative revolution will finally be over. Premiership (1994) Quite a simple football management game, similar to the early version of the championship manager. Like Championship Manager, it uses comments, but accents are shown using a graphic engine. The game gives you the opportunity to play for any English Premier League team. You can choose to play with normal teams or buy all your players from scratch. The price is correct (1990) GameTek's home version of the classic game shows Price is correct. Bob Barker and beauty are not, but many pricing games from the show, as well as the wheel and showcase, have been faithfully repeated. Four (or no more than eight, counting both rounds - the program offers to switch players) contestants can play, and the computer is filled with the rest. Whether you're offering a contestant line or playing a pricing game, contestants will try to carefully guess the price of the item submitted. All elements of the game are often inadvertently humorous spellings of recognizable trademark names to avoid trademark damage. Pricing games include climbing (in which your 3 guesses must be less than \$300 in total, otherwise the goat will push you over the edge), safe cracking (in which you have 3 options for each part of the price and you have to guess correctly) and a game of dice (in which you accept or reject random rolls to get a real price). There is a standing Hall of Fame with winners and their scores, and an analyzer for guessing/bidding bids. Players have to enter their price guesses, and respond to maths, how off they were, as they would if they were on the show. The Queen of Hearts Maze Game (1982) Pac-Man Clone ASCII. Your card set is missing four cards. Try to find them while avoiding crazy cardsharks. There are four powerups, one in each corner of the labyrinth, to get them to make the cardsharks vulnerable in a short period of time. The game has five difficulty levels, is controlled by a keyboard or joystick, offers a choice of colors or monochrome screen and can be played with or without sound in the Quest of Kwirk Castle (1991) in kwirk castle quest you play a green yu, Kwirk, who wants to go to the castle, or get out of it. The game is based on Kwirk. It's your job to help Kwirk reach the exit. The game offers two different game modes. Going Up and Heading Out, the difference is how the exit and the playing field look. At Going Up you are heading upstairs that lead to the next level. At Heading Out, you just head open the tunnel, which will be to the next level. Going Up offers three different difficulties that will affect the complexity of the level, not only the size, but also the amount of puzzle elements. In each difficulty you can play in 10 different levels. Heading Out has only one difficulty, easy, but has 31 levels in a row. You don't need to solve the level to get to the next one, all 61 levels are available directly from the main menu. At the very level, you need to move in wooden boxes in various sizes and shapes, some are only on the way to the exit (and you have to travel), but some others are needed to cross the water. In addition, there are gearboxes at the level, from two weapons to four full weapons. You need to rotate them to get somewhere, or make a local box move. In addition, sometimes there are solid obstacles at the level where you can finish with a box deadlock ... If you fail to level and can't reach the exit, you can easily restart it, and play as long as you want. On several levels, you are not alone, sometimes there are many Kwirks, all under your control, arranged at different locations level. In this case one Kwirk needs another to complete the level, but all Kwirks must reach the exit, if not, you failed to level. The Return of Jellyfish (1991) In the rings of Prince Cirion of Jellyfish managed to defeat Meduse, which threatened to overthrow its kingdom morenor. Unfortunately, it has a new plan: travel to the future (2200), when Cirion has long been dead. Of course, he is striving for it and now his quest to defeat Jellyfish begins again. This time the main goal is to find thirteen keys that are split through dungeons across the country. The change in the script, the predecessor was established in medieval times, means that there is modern weaponry and technology. To find the keys, the player must create an army and raise enough money to search for them and defeat the city of Jellyfish. There are several ways to do this, the most important thing is trade. Other options are to search for treasures on the world map or play roulette casino. An important success is the assembly of the army, because there are many races, classes and weapons to choose from. The main addition compared to the predecessor is the dungeons, which appear from the first person's image. The player can take up to three companions into those dungeons and must solve puzzles and defeat enemies in real time (ranged with firearms) to reach the target. The game is also on the map of the world in real time; only in the cities where the management part takes place, the time shall be suspended. There is also a sometimes arcade sequence to solve. Rocketeer (1991) Based on Dave Stevens' original comic book series, film, made by the Walt Disney Company. Participate in multiple sequences of actions that mimic the same sequences in a movie, such as race Skirmish in the warehouse and fight hands on the flying bladder. Sentry (1989) Surreal and very original game by Geoff Crammond. The game is played on a 3D landscape with hills and valleys consisting of several levels. At the highest vantage point stands sentinel, statue as is the stare with energy drain, you start from the lowest. Energy plays an important role, in the gaming world there is a constant amount and each object is worth a certain number of units - including you. The goal of each level is to absorb sentinel and hyperspace to the next point of your vantage. Sentinel crawls further around the landscape every few seconds - if you're caught in your gaze, or rather, the square standing on can be seen, you have about 5 seconds to teleport to another place (or press the key to teleport to a random location - which will never be higher, and may be below your current level) before the Sentinel starts to absorb its energy , when it reaches zero, you'll be destroyed. To travel the robot casing must be created in a visible square then teleport, make sure to absorb your old casing to avoid losing energy. Boulders and trees can also be created, trees blocking the image of sentinels, and boulders can be stacked to gain higher ground. There are several other elements in the game - at later levels there will be other sentries arranged around the landscape. If you can only see a part of you, i.e. not the square you stand on, the nearby tree can be changed to Meanie, which will eventually make you teleport. The game has 9999 levels, but the next level number is based on the current level + how much energy is left. Sentinel Return is a remake of the very true original. The Seven Spirits of Ra (1987) Ozni was once the pharaoh of Old Egypt, who reigned in a happy land because it had great prosperity. But his evil brother Set was jealous of him. He killed Osiris and cut his body in pieces. Now Osiris ka (soul) stands in front of the entrance to the world of the Dead, can not find solace. Defeating the set is the only way to end the suffering. But for this, Osiris will have to return his body, scattered around the land devastated by wild animals. He will have to rebuild his body, master the spirits of animals and challenge his treacherous brother in the final battle... The Seven Ra Spirits are icon: Quest for the RING follow-up, sharing most of its predecessor's gaming and interface features. The player navigates Osiris through various environments in ancient Egypt, a mixture of top-down and sideways scrolling views, eliminating enemies on the basis of simple action to fight. The role element in the game is less noticeable than its predecessor; but the world is larger and offers more exploration opportunities. Slugger (1986) In this early UK-developed baseball simulation, one or two player matches can be played in more than 3.6 or 9 innings, 3 different levels of computer skills. The rules are explained by some introductory screens, and the game is completely faithful to these. The game is arcade/action style, so you don't have to worry about statistics for different teams or players. The main viewing area is a forced view of the field with a small side-view of the pitchers' delivery window. When on the field, the control automatically goes to the player closest to the ball, but the point doesn't end until the pitcher has the ball back (unless it is a home run). Features include stealing bases, pitching curve balls, or customized each team's colors. The game was presented with great glitz, with cheerleaders on display between the innings and numerous advertising boards and other slogans. Smurfs (1996) Free Smurfs v Gargamel Smurfs then all! Platform game where you can play with jockey smurf, brain smurf, greedy smurf and chunky smurf solve adventures. All classic SMURF characters are together for adventure, guaranteed to you a smurf-tastic time. Soaring Simulator (1998) Soaring Simulator 3 is a flight simulator focusing on gliders (also known as sail planes) - aircraft that don't have engines and fly silently using heat (growing expanses of hot air) to stay aloft for a long time. The complex flight model emphasizes the unique features of these special aircraft. Players can choose to fly the KA-8, LS-1F, SB-10, ASW-27 or radio control model. To get into the air, players have the ability to use a towing plane, a winch or pass through take-off and launching air. Many game centers around learning how to ride thermally so that the glider will gain height. Players can search for thermals using clues to find ground layout, cloud formation, and weather. Weather effects can be applied. Additional planes and geography can be downloaded on the developer's website. Football Game (1989) Take a role as team manager of a UK football (football) team in a football game. Choose from a hundred teams and use a database of 1.270 players and hundreds of support staff, from assistant managers to physiotherapists. When you play from charts and charts, manage the team well enough to move your 4th League team to the Premier League. Your decisions on player selections and other statistics will determine the outcome of your contract with the team. The game is played from databases and lists, and the actions that take place in the match are written. The match can be bypassed to go directly to the final result by pressing the evacuation key. As a manager, you can read about other teams and players, send scouts and even play a little in your matches. Space Vegetable Corps (1992) In this 2D action game, the player assumes the role of maintenance engineer, who was deployed by mistake on an abandoned planet on the universe's further rim. This is 2040, A.D. humanity turns planets and moons into a series of huge hydroponic greenhouses. Since the protagonist is out of money, his sole purpose is to pay his way home, taking the worst job in the galaxy, attracting himself to the ranks of the space vegetable corps. Players move the protagonist wearing a spacesuit on the lunar surface, protect vegetables from growing domes, shooting alien shapes, and collecting certain vegetables to reach the quota set on the moon on a set day. There are three moons (Phobos, Diemos and Riscos) complete. The characters wear a jetpack that allows him to fly. Flying aliens sometimes want to steal a coup. These aliens must be removed, but sometimes the dome breaks if the creature is killed too high above the surface. Some creatures release oxygen after death, and it can be collected to replenish the space suit reserve. Vegetables grow inside the dome cyclically and must be collected when they have a sufficient height. Once the quota has been reached, the next day begins with a new quota until the symbol is moved to the next moon. When all domes with vegetables are destroyed or when oxygen is exhausted, the game is over. The top 10 galactic gardeners are kept in the high score table. Sporting News Baseball (1988) Sporting News Baseball is a baseball game under an MLBPA license, which means it has several star players such as Roger Clemens, Ozzie Smith and George Brett. There are four game modes: player versus player, player and computer or computer compared to computer. (you select commands), computer and computer. (the computer collects commands). The game can be saved for an update later. Spy's Adventures in Europe (1986) Another installment of Spy's Adventures is set in Europe this time around. And like other games in the series, this is an educational adventure game similar to Carmen Sandiego's series of games. Jewel thief and smuggler extraordinaire, Dr. Xavier Tortion (aka Dr X), is somewhere in Europe along with the many gems he has stolen. Your job is to find gems and find Dr X! In the game you need to travel to various European countries and their famous places to look for clues. On the map you can travel only between adjacent countries. Cues will be left by friendly agents and will indicate where the jewels are. When you come across an informant, he should be bribed with money or bejeweled to get a clue where Dr X is. You only have 3 guesses to uncover dr x hideout before the end of the game. If you are successful in your mission, you are given an efficiency rating; the fewer turns you can find dr x and the more gems recovered, the better your score will be. The game is available to one player, as well as two game modes for multiple players - cooperative spy network or spy against spy. The progress can be saved and restored later. The best scores will be stored in the top list. Spy's Adventures in North America (1987) by Dr. Xavier (also known as Dr. X), a jewel thief and smuggler extraordinaire, is free; intelligence reports he is somewhere in North America along with the many gems he has stolen. Your job will be to find gems and find Dr X! Adventures in North America is an educational adventure game that is similar to Carmen Sandiego's series of games. In this game you will need to travel to various places in North America in search of clues; some clues are left by friendly agents and indicate where the jewels are. Sometimes you will encounter an informant; if you bribe with money or gems, you'll get a clue like Dr. X's where about. If you think you have enough clues, you can guess where Dr. X is hiding; You only get three guesses though, so if you keep guessing the wrong game will end. If you are successful in your mission, you are given an efficiency rating; the fewer twists you can find in Dr. X and the more gems recovered, the better your score will be. Summoning (1992) Summons is a single character fantasy role adventure set inside a huge labyrinth with 40 different levels and hordes of average monsters. Use steel, magic and mind to fight, throw and puzzle your way through the evil that is inside. The struggle to survive and grow strong enough to fight and defeat Shadow Weaver, the villain responsible for evil spreading across the earth. Terminator (1991) This adaptation of the action movie of the same name is a 3D open world action and driving game. The player takes the role of Kyle Reese and protects Sarah Connor from the cyborg sent back in time to kill her, or become the Terminator and try to remove Sarah and her defender. Either way, the player is chasing his opponent through Los Angeles to buy or steal weapons and equipment while trying to eliminate his enemy and evade the police. There is only one goal for each of the actors, but both can engage in side activities that do not affect the plot, which includes hijacking and driving cars or exploring a large playing area on foot. Terminator - Future Shock (1995) The year is 2015, and the machines, under the leadership of the super computer Skynet, control the Earth. After losing their civilization, the surviving people continue to resist mechanical rulers. The protagonist escapes from the machine destruction camp with the help of resistance soldiers. After all, he meets with resistance leader John Connor and young Kyle Reese, who send him on missions that are vital to the survival of mankind. But a strange phenomenon begins when enemies appear out of nowhere. It seems that Skynet has perfected the technique of manipulating its time, and the hero must travel in time to stop it. Terminator: Future Shock is a first-person shooter in a series of Terminator films. The game is seen as one of the first genre to feature in a full 3D environment and enemies as well as mouse-based until these properties were popularized by the Quake. The game has a changing history and missions with an military feel, including briefings where you can chat with several people and gather information. There are seventeen different weapons. Often it is necessary to navigate dangerous terrain, avoiding the effects of radiation. The protagonist can move on foot or navigate vehicles such as an SUV with mounted weapons, or an anti-air robot. There is no multiplayer component in the game. The Thing (1988) Inside a huge network of caves are hundreds of valuable gold nuggets waiting to be found. But also waiting for the adventurer is the fearsome Wumpus, a cave creature no one has ever seen and lived to describe it. Your goal is to find Wumpus and shoot him with an arrow from the docking cave. Don't enter the cave where Wumpus is located, because he's going to kill you. In the cave there are also bats that will take you and throw you somewhere else, and abyss pits that will also kill you. You can collect gold nuggets that will increase your score. Three Stooges (1987) Stars in television and film, and now stars in their own video game. Join Moie, Larry & Curly (without any specific order) who have collected \$5,000 to try to save the orphans and young children who live there from an evil banker, all keeping the pie out of their face. Featuring platform-level designs based on classic Stoooge scenes from their numerous TV episodes and movies and level goals re-live many of their antics plus original Stoooge voices and stoooge trivia. Tomb (1992) Tomb is a clone of the arcade classic Tutankahman, in which you must avoid snakes and so on. Tracer Sanction (1984) As an interplanetary secret agent, you must roam the galaxy on its highly fuel-conscious spacecraft (only 500 gallons to the nearest planet). The sky knows what engine your ship has, but as the stars move past your cab, you can hear what sounds like a very unhealthy motor scooter in the background. There are some dry humorous touches, including a never-ending queue of people that you can stand for forever, never quite reaching the end. You also have some problems with some cracked dwarf and some unstable stalactites - at least if you go the way I do. A life lesson helps new adventurers get into a swing of things. Treehouse (1991) Treehouse is an educational name that is set in the place of a children's treehouse. This game teaches young children numbers, shapes, letters, as well as special attention to learning about animals, through various activities related to items located throughout the treehouse. Clicking on any item in the treehouse will start the activity, or at least start the animation. The game is the second in what has become a game trilogy, including the first game in the Playroom and finished with a third title, Yard. TunnelMan (1994) Looks like you're caved Now you have to find your way out! TunnelMan is a story about miners who experience one of those bad days at work, in this case he has to find his way out of the mines. To do this, he must find an emergency exit, which will take him to the upper levels. But it seems that the emergency exit is closed, if not humanly impossible to open with your bare hands. This means that you have to collect dynamites and detonators available in each level to blow that emergency exit door to the kingdom to come! Beware, the ceiling looks fragile. It seems that every time you go to pass a brick (ceiling), they fall for you. Basically, this means only one way. This game requires serious planning, so think ahead before you move. Because if you get stuck, you're stuck. Game Over - Restart. Ultimate DOOM (1995) Demons from hell have surpassed the planet, and you are a brave space marine who are forced to defeat them and send them back from where they came from. Ultimate DOOM is a complete copy of DOOM with an additional fourth episode, titled Thy Flesh Consumed, which offers nine levels of more demon-slaying and bigger challenges. Ultimate Tapan Kaikiki (1998) Ultimate Tapan Kaikiki (forcing around Ultimate I'll Kill Everyone) is a simple top-down shooter. The object of the game is, as the name suggests, to kill all the weapons on the map or picked up from the map or bought from the shops. It sounds simple, but it's not as simple as you might think, as enemies are many and stimpacks are limited. The game comes with two episodes and the ability to create more of your own with a simple level editor. Valley (2001) You are one of the leading scientists of the XIV century in France, who is sent on a special mission by the king and pope to explore Montlgane Abbey. Recently, the fire damaged the abbey and burned some old manuscripts, you were tasked with recovering ten treasures for which could not be accounted for. But everything about the abbey is not as it seems, the inexplicable fire and the strange scare it caused are just the beginning of the mystery inside... Abbey is an interactive fantasy of medieval horror with a simple analyzer and the ability to preserve your progress. Instead of a routine result, you are given a rank that serves as an indicator of your progress. Warp Factor (1982) Take command of united alliance of planets, Klargon Empire, Reman Star Empire, Imperial Pirates, or Freeman planets tactical starship fighting game. Engage in other starships and even starbases and outposts with phasers, photon torpedoes, fracking, drones, and plasma torpedoes. Freeman Planet Defense Fighters defend against pirates. The world's largest baseball game (1984) This game is a combo of control and game elements of baseball. You can choose from the 25 newest World Series, All-Star and All-Time Classic teams. Select a series of players based on the average of the player's beating, the percentage of the field, or and other statistics. If you are dissatisfied with their results, you can change them or even trade players. In statistical game, you only control the command and place orders, such as: Change the fielder/dough order, intentional walk, move the field, press and run, steal the base, and bunt/sacrifice. In an interactive player-controlled game you pitch, press and field the ball, as well as manage the command. The game has an isometric side view of the entire field with the dough on the left side of the screen and beyond on the right. You can play against another person or computer. Death Theatre (1994) The Theatre of Death is an isometric tactical war game, similar to Cannon Field, but much more advanced. You are the commander of soldiers' platoons, which you must lead through missions in various areas from meadows, deserts and snow to the moon, using various weapons such as pistols, machine guns, grenades, rocket launchers, mines and even tanks, APC and shredders. War Theatre (1992) The Theatre of War is similar to a classic chess game, but in real time with projectiles. There are 3 game modes: medieval, great war and modern. In the Middle Ages there are things like swords and archers, the Great War is similar to the Second World War, and modern is air combat. All modes play almost the same, except you will get different units in all modes. To win, you must destroy your opposite king/General/Control Tower. Each device has a health and power bar. When you move or use a special attack the power goes down then the king/general/control tower must come to restart the power of them. This puts your main spot at risk. When the health bar is depleted the unit dies. 2 players can go head-to-head in real time via a series cable, or turn based on the same computer. Amusement Park Mystery (1990) Theme Park Mystery is a strange adventure game set in a mysterious world of gypsies, magic and supernatural powers where nothing is quite as it seems. Your normal life is permanently disrupted when you use discarded chips in a fortunetelling machine. Use chips to get a ticket from zoltan wizard fortuneteller machine railway station journey through four worlds of Dragonland, Dreamland, Futureland and Yesterdayland. Find out what drove fun seekers and your uncle insane. Hunt for hidden keys, fiery burners, and supernatural potions to help avenge your uncle's death. Terror is waiting! Thexder (1987) Platform Shooter from Japan, Thexder offers many levels and various enemies that gradually increase in hardship. You pilot a battletech-style robot can go from mech to jet at any time. Your weapon auto-targets, but uses up to a fixed amount of rechargeable energy. If you run out of this power, you will have to wait a few seconds for you to shoot again. Your mech is also a shield that can activated to protect you from damage, but it takes a few seconds and uses some of your Energy. Thomas Tank Engine & Friends (1992) Control Thomas the Tank Engine as he has to take the special tour he needs to organize: Take the children to the seaside, medicine to the hospital or deliver mail. Watch out for deadlocks, crossings, other trains and vehicles over your route! Based on the famous television and rolling series, this game is designed for ages 3 and over. Threat (1995) After a long interstellar journey, colonists flooded the residence on an asteroid, in a complex called Astral. Unfortunately, the troubles were sure to follow, like raiding spaceships full of blood thirsty monsters. You (and up to two other friends) play well-armed colonists, taking away infected colonies in chambers in one series of raging fires after another, running around rooms whose layout is known but whose terrific denizens live in the fog of war. Fortunately, there are many different bonuses and bounties to collect from slave monsters to be used and released between levels of the store, changing tactics courtesy of a range of firearms and explosive devices. ThunderBlade (1989) Aboard a deadly gunship gladiator helicopter, it's your job to ensure that the coup fails to install the dictator as leader. The game features 12 levels divided into three different styles. First of all you will be flying over the city in your helicopter, shooting out a dense duckling low enough to guide them, and also climbing to avoid the skyscraper area. The third section is viewed in a similar way, but you can see that you are trying to destroy planes mounted on an aircraft carrier. The second section is viewed behind your helicopter in full 3D, and adds helicopters and planes to be shot down, with dodging your bullets as you duck down to stop tanks is a major challenge. Thunderchopper (1989) Thunderchopper puts you in the Hughes 530 MG Defender helicopter and offers several game ways. The first is training to simulate the movement and physics of the real shredder. Next are the rescue and combat missions that test your perception, accuracy and reflexes. The further challenges are finally being carried out by maritime rescue and armed escorts. Each mode has three difficulty levels. You have a limited selection of weapons and missiles to fight, and board computer guides for you during missions. If you get bored with the game landscape, you can load landscape discs from subLOGIC's Flight Simulator series. Thunderstrike (1990) Thunderstrike is a 3D spacecraft shuttle set in 2238, using a non-textured polygonal graphics engine. As a ground defense games pilot, you have to make your way through several arenas built on different planets. You can choose from four different ships, each with different characteristics (better/lower acceleration, maximum speed or turn speed). When you enter the arena, you will be given several pyramids, which you need to defend against robotic drones sent to collapse them. In addition to the In your pyramids, you must destroy the spawning That spawn not only drones, but an array of robotic fighters to hunt you down. When you destroy a fighter, sometimes it will leave a refurbishment pod (shield, turbo, power or double fire). There are also tracks that you can latch on to your ship to travel along the perimeter of the arena quickly. At the end of each round, your performance is reviewed, and if you've done good, your ship is upgraded and you're going to the next stage. Tigers on Prowl 2 (1996) Tigers on Prowl is a tactical-level wargame set during World War II on the Eastern Front. It is possible to choose the German or Soviet side (their allies are also included). Although the game focuses on armored vehicles (and includes various types of ammunition with penetration data), it also simulates artillery, infantry, engineers, cavalry and minefields - the player can even call for air support. The simulation takes into account not only moral and supply factors, but also communication (delays in orders) and limited intelligence. In addition to historical missions, a script editor is included. Tikkasentapopeli (1994) In determining the latest Bob Sagler Kitell 2000 drawings, this set of programs allows the player to inflict damage on an ansi profile when an unknown person resents the Finns, showing the effects of exposure after exposure when the projectile is simulated, until the outside is obscured and everything that remains is inside the goeoy. Tiles Dragon (1993) The object of this game is to remove as many tiles from the board as possible. Tiles are removed in two, only matched tiles, and the qualifying tiles must not have any other tiles on it or touch at least one side... it must be opened on the left or right side. There are two modes: lonely and tournament. A lonely mode is not a time limit. In tournament mode, there is a predetermined time limit per game, but otherwise it is played in the same way as in solitary mode. Time and the Magik Trilogy (1983) Much like the gems of darkness, this collection combines three interconnected level 9 adventures: 1. The Rulers of Time 2. Red Moon 3. Magik Price Games has all been upgraded to the company's latest adventure system, and has longer text descriptions and some puzzle tweaks. The 16-bit versions are new and inevitably characterized by higher resolution and colorful graphics. Time Bandit (1988) Time Bandit is a Gauntlet style arcade game with text adventure elements. Having nothing to do with Terry Gilliam's film Time Bandits, this game uses time travel theme for a quick pace variation on the good old Gauntlet concept. Your bandit visits 16 different worlds all the time to entice as many robbers as possible and eventually also make universe saving material. Each of the 16 sites - featuring such diverse sites as a medieval scene, a bomb factory, a wrecked spaceship and a ghost town - is basically a labyrinth filled with treasure and -- you guessed it -- monsters. I have to dodge these or blast them with your weapon while collecting keys, opening the door and searching for the exit. Although theoretically each place consists of 16 sub-levels, it is only the main layout inverted or mirrored, some items redistributed and the speed of the monster increased. After completing the level, you will return to the world map, where you can freely choose the next challenge (beautiful) and save your game (very beautiful). Interestingly, time bandit tries to diversify the quick arcade action in text adventure scenes. This strange mixture will occasionally lead to people or computer consoles that can interact with. For example, you need to explore and repair the damaged spacecraft Excallibur. However, the analyzer is at best green; you have to know exactly what to do, or else you cause no reaction. Game veterans will discover elements and alytus arcade classics, such as Gauntlet (of course), Pac-Man, Centipede, Bomberman, and others. The mysterious benefactor invited you! Join the crack team to whiz kids at his underground lab at Sea Cliff Manor to help restore the historical record (more or less) legitimacy we know today. Playing much like an enhanced remake of Where Time is Carmen Sandiego?, this game will see you wear a virtual floor Sea Rock manor routine, beating paths between Amanda's room (with her TimeLine machine, set when), Josh's camera (featuring GeoFax, get a better sense of where), and time travel stand for the robot cat, who leads and then projects the interview gotten back into timestream to help get the biographical information about it , what was the essence of the controversial event. The game is full of game play, generous production values, compelling chopped scenes and lots of Easter eggs. Time Slaughter (1996) William Spade is the inventor who created the time portal generator. Somehow this device is blasphemous to the race of creatures called Takar, and they demand that it be turned over to them. By refusing to comply, he manages to defeat these creatures from his laboratory, but not before losing vital parts of the body. He rebuilds his body and becomes an insane monster known as a portal. This fighting game is in line with the traditional approach; Choose your character, fight each opponent for the best of 3 rounds, and work within the hierarchy of opponents. The fight is done by stamping, kicking, jumping and speciality moves uniquely to each character available. The player has 10 characters to choose from, 3 types of punching, 3 types of kicking, 4-5 specialty moves, and finally 1 slaughter move. Warning: This game is not recommended easily offended. Timequest (1991) Until 2090 AD was restricted the use of time machines (also known as intercorons). The temporary corps is strictly pre-empting the fact that it travels to the past due to the possible unintended consequences of the actions of the traveler. However, Zeke S. Vetenmyer, a lieutenant in the Time Corps, illegally acquired the intercoluary, traveled to various periods and replaced well-known historical events. As a result, the temporary disruption caused by his actions threatens to destroy reality, as we know it. The temporary corps of private is sent to the past in an attempt to pursue Vetenmyer and change the changes he has made in the history of the world. Timequest is a text adventure with graphics using the same interface as the legend's first game: it provides a long list of verbs to interact with still first-person screens to show locations and people, but also allows and encourages typing commands for the same purpose. The player travels to six geographical locations in nine different periods since 1361 B.C. B.C. until 1940 At any time when the game starts, you can reach any place. The player can choose to work in one place constantly, but often need to purchase items from different areas to solve puzzles. Vetenmyer, in the famous events, damaged julius Caesar's assassination of 44 BC, attempted overthrow of baghdad's caliphate in 800 AD, genghis khan's beijing siege in 1215, napoleon's attack on Egypt in 1798, and so on. Among the famous people the player faces babies Moses, Pope Leo I, William Shakespeare, Winston Churchill, and others. Lore Times (1988) The kingdom of Albereth was attacked by barbarian forces. King Valwyn drove the Barbarians away, but was wounded in battles. In search of a place where he could rest and restore his strength, he left the city - but never returned. Now a new hero must rise up and defend his homeland. Times of Lore is an action game with easy role-playing elements that follows the adventures of a young soldier (a strong barbarian, armored knight or quick walkiria) to help the weakened kingdom from various threats and recover special artifacts that once made the kingdom strong. The game consists of transferring the protagonist in real time (day and night) through various areas, such as forests, towns and dungeons. The player's character collects key elements such as health and magic potions, and increasingly powerful weapons as he performs tasks and advances the plot. Conversations are processed using basic phrases. In battles, several types of creatures (skeletons, orc, rogue ones) are involved, from which there may be different flavors. Timothy Terenky's Mind Mirror (1986) Mind Mirror allows the performer to digitize (volume) any idea compared to other thoughts and compare thoughts with others, and engage in modeling in various roles. It can be considered a party game, similar to scruples. Tintin Moon (1989) Herge's The animated character comes alive in this multi-stage action game, specifically based on an episode of the same name. In many details, the story was similar to the actual moon landing, then many years. A more accurate game title would be Tintin to fall to the moon because achieving this is your challenge. The game is divided into two different types of sections; the first of these includes directing the rocket through space. Direct it to avoid contact with asteroids, and collect eight red spheres. Yellow spheres increase energy, so should be collected. After that, a platform-based battle took place, as the evil captain Jurgen tied up several crew members, planted time bombs and opened several fires. Use your fire extinguisher for jurgen and fires, touch bombs and crew members to solve these problems. Turn off gravity to reach more troublesome bombs. Titan (1989) Titan is a hybrid of 2D arcade game/puzzle game. For some reason, mind professors in the future tend to invent strange entertainment games in which each participant dies. Professor Hybrys's variant is called Titan and includes a ball, a control unit and 80 labyrinths. Your goal is to either destroy all the destructive blocks in each level by hitting them with the sphere, or try it out. Black ball is beyond your control; it will bounce straight or diagonally through the maze at a constant speed. You move the control unit, a small box, with you is arranged so that the ball bounces to the desired side. You can also catch the sphere by quickly crossing through it, and then release it in the chosen direction. Labyrinths contain not only harmless, destructive blocks, but also increasingly serious dangers. If the sphere or your control unit is hit by a skill symbol, one of your nine lives is lost. Teleporters change your and the position of the ball, the pieces of the wall can be pushed around or destroyed by your device, the floor tiles will grow into walls when you pass through them too often. High game speed can be slowed by holding the space key - a very useful option in difficult situations. Titan blends arcade game foundation (requires quick reflexes and good nerves) with puzzle game elements (requires logical thinking to overcome complex levels). The challenge is to precisely control the sphere, but indirectly. Titanic (1991) After creating a new deep-water diving suit, Urine and Deepman decide to use it for the search for the Titanic. This diving will be useful to try a new costume, but also to find secrets that are hidden on the lost ship. Fight all kinds of marine life forms to make your way to the Titanic. Find the secret that was lost with the ship. Titus The Fox - Lo Marrakech and Back (1992) International edition of Lagaf: Les Aventures de Moktar - Vol 1: La Zoubida, you play titu fox mascot. His beloved Suzy was kidnapped on the other side of the Sahara Desert, and to get her back he must advance The 15 levels (with codes for each) consist of almost 1000 platform game screens scrolling in 8 directions. There are secret rooms to find, and bosses at the end of each level. The player can also interact with many parts of the background. Progression is often essential for the proper use of existing objects, such as springs and boxes. Alternative modes of transport such as Magic Carpets and Skateboards also appear. TKO (1989) TKO you can play a boxer career. Create your own boxer by trading a mixture of attributes, for example, a boxer who easily cuts, does not get tired so easily, and the boxer, whose best blow is in the head, so effectively does not knock on the body the main image of the perspective of a 1st person shows the faces of both you and your opponent, including the gradually injured faces when you descend with punches. A small snap-in helps you see when you or your opponent is close to the ropes. Toad (1995) Frogger clone, almost a carbon copy, updated graphics and sound, but features that same classic game. Toffiee - Fantasy Forest (1996) Toffiee Fantasy Forest was released in 1996 as a promotional game advertising to Toffiee, product of Mercr GmbH & Co, Berlin. Toffiee Fantasy Forest is on a dwarf journey to save your friends from the hands of an evil magician. He must find his way through the forest and cave to finally come to the wizard's castle. This is a classic, jump n run, side scrolling, arcade game. You can collect goodies for points and toffiees (a kind of chocolate). With Toffiee you can buy nuts (hitpoints) and fir cones/stones (used as ammunition to be discarded). Tom & Jerry (1993) Published by Hi-Tech Expressions, Inc. Developed by Albino Frog Software, Inc. Released in 1993. There is also a NES game action perspective on the side-scrolling theme arcade Miss Licensed TitleFrom Mobygames.com. Original entry Tom & Jerry Cat-astrophe (1990) This is a classic cat and mouse caper! Once again, that feuding cat Tom and little joker Jerry is inequality and it's up to you to set the winner in this bodacious basement battle. Tom and Ghost (1990) 7-year-old Tom and his mother visit an old castle in Scotland, and the evil wizard kidnapped his cat. Tom was very upset, but the brave ghost of Sir Reginald Arrow seems to help Tom. The evil wizard kidnapped his lover 500 years ago to sacrifice it for Lucifer. Tom's mother may become the last victim in a series of dark rituals, and Sir Arrow has only 24 hours to stop the ritual and free Thomas's mother. In the game you control Sir Arrow. He can walk; jump; duck; use of a weapon; Collect, combine and use items. Tom is next, but he should be in good spirits. He can help you overcome monsters, but his energy is frustrating and he should be fed with burgers and milkshakes. When he is upset, you need to give him a Teddy Bear. All such items, as well as many others need in the game, such as various weapons, magic carp, or lighter, lighter, are scattered inside the castle. Huge doors or keep bonus items to increase your score, or monsters, or clues to solve riddles. Tom can walk on his own, and you should blow the whistle to call him back and don't lose. Many enemies try to get the energy of their lives, so kill or avoid them. Don't lose Tom, watch his stats, and don't let him scare him to death. Just find your mother and take revenge on all the victims. Tom Landry Strategy Soccer Deluxe Edition (1993) This deluxe edition of Tom Landry Strategy Soccer provides new features in strategy football game. New features include: * A-League editor, which allows a player to edit league and team attributes, offensive and defensive plying trends and individual player names and abilities. * Season play opportunities that allow a player to create a pro football season, monitor games, monitor team standards, monitor season leader stats and play regular or exhibition games. * New offensive and defensive formations The game also includes 92 Pro Season default team and player attributes. Tomahawk (1987) Flight modeling specialists Digital Integration have turned their attention to the helicopter flight in this AH-64 Apache vacation. All controls are realistically simulated, so the air speed depends on the height of the vehicle, and you can move horizontally using the steering option, as well as rolling left and right. If you're using the Sinclair joystick interface, you can use both ports to make all these controls available in double joysticks, just like the real thing. In any case, the full dashboard allows them to be monitored. You are armed with cannons, missiles and anti-tank missiles, each of which is at its own target, set separately, but can only be loaded with one at a time. Flight options include day/night, transparent/cloudy and air turbulence/to/off, allowing beginners and experts to find the right environment. The scenery includes trees, mountains and pylons, and enemy targets include helicopters, turrets and tanks. Tommy's Blobs (1986) Tommy's Blobs is a single-player game in which a player takes the role of blobs and pays against a computer. There are two types of blobs, good blobs and bad blobs. The game starts with bad blobs already set on the screen. The player needs to move his good blobs around the screen. Each touched square becomes another good blob. In the game there is an algorithm, which means that the longer the player blobs remain on the square, the faster the other adjacent squares also become good blobs. The game has a player-defined time limit and nine difficulty levels. Tommy's Egg (1986) Tommy's Egg is a single-player game in which a player takes a role of falling eggs. The story behind the game is that the bird drops an egg. Egg drops to chasm and player taking the egg Must try and survive as long as possible by moving left/right and up/down. On the way down the chassis narrows to very small gap gaps to expand again. Bits of rock break away from the wall and they need to be avoided and there are bad guys who try to zap eggs as it goes. The game has nine difficulty levels and a hi-score table, points are collected for the time the egg survives. Tommy's Enet (1987) Tommy's Enet is a single-player DOS game. The player takes on the role of energy watchdog, which must prevent the enemy from violating the energy of their inner world. The game takes place on a grid, fifteen knots wide eight knots high. The player controls the symbol, which moves vertically along the lines of this grid, when they reach the top, they move one row to the right or left, depending on the direction of the trip. The enemy move through the screen from right to left and the player must take over them. This can only happen when the enemy crosses one of the vertical lines in the grid. Running through the enemy wipes them out and scores one point,

bonus points are scores running through super bad black enemies. The player's character is controlled through the numeric keypad, 8 & 2 to increase/decrease speed and 4 & 6 to move the character to the left/right. The game has nine difficulty levels and maintains a record of the top ten scores for each difficulty level. Tommy's Flipout (1987) Tommy's Flipout is a single-player pinball type game. The player has five balls in the standard game, but bonus balls can be awarded during the game. Flippers own the keyboard, the function keys are used to turn on/mute the sound, etc. Additional points are awarded for the knockout title part, and there is a three Amigos multi-ball bonus if, starting with a new ball, players score 80, 82 or 84 multiple. The game has nine difficulty levels and supports a high scoreboard for each level of difficulty. Tommy's Floppy Discus (1987) Tommy's Floppy Discus is a single-player DOS game in which a player plays against a computer. The disc bounces back and forth across the screen. The player owns a paddle that moves vertically. When the disc reaches the target, the player throws a point. When the goal is a gorilla player will either score ten points if the gorilla is white, or lose ten points if the gorilla is black. Play continues until the player loses his only life. Tommy's Gorilla Ball Babies (1987) Tommy's Gorilla Ball Babies is a single-player DOS game. The building is on fire! Babies are trapped! Their only hope is to jump to safety and hope someone is there to catch them. The player takes on the role of lifeguard with a safety net. When babies jump out of the building the player has to catch them positioning the net underneath them. When you get down into the net, the babies will bounce. Sometimes they bounce all the way to waiting for an ambulance, in most cases they will need a player to catch them a second time before they make it to safety. The player has only one life and the game ends when the baby is dropped. The object of the game is to Score. One point is one point for every second of the game and the ten-point bonus is the scores for each baby jumped to safety. The game has nine difficulty levels and captures the top ten scores for each level of difficulty. Tommy's Gorilla Ball Gauntlet (1987) Tommy's Gorilla Ball Gauntlet is a single-player DOS game. In this game the player controls the gun, which crosses left / right through the bottom of the screen. A limited weapon can also move up and down the screen. The weapon is constantly firing. At the top of the screen there are plenty of gorilla balls, these move left and right across the screen as they descend. The goal is to shoot as many as possible before they reach the bottom of the screen and avoid any contact with these balls when they are on the same level as the gun. One point is thrown for every destroyed gorilla ball. Ten points are scores for every bonus gun destroyed. Bumpers exist to target gorilla balls up/down on the screen. These grow in size as the game progresses. In addition, there are two Jammers who can not be destroyed, but who can destroy the player's weapon, they must be avoided, because contact brings the game to an end. Tommy's Gorilla Ball Gotcha (1987) Tommy's Gorilla Ball Gotcha is a single-player DOS game. The player takes on the role of gorilla ball wallflower gorilla ball dance. Being a wallflower player naturally discourages potential dance partners by giving bad vibes. The object of the game is to get caught by other gorilla balls. The character of the player gives bad vibes, which in any other game would be classified as bullets, along the eight axes; up, down, left and right, and forty-five degrees between them. Potential gorilla partners randomly appear on the screen and follow towards the player who must try to contact them instead of shooting them with bad vibes. The game can be described as the opposite shoot-'em up. Instead of reaching for a weapon and trying to strike opponents, the player tries to get closer to others without harming them, while spraying bullets all over the screen. The player starts the game with 10,000 points and loses points steadily. Every time a potential gorilla ball partner hit bad vibes another hundred points is lost. At the end of the game gorilla balls do a little dance. The game ends either when the player has been caught ten times, in which case there will be a positive result, or when all points have been lost, in which case the score will be zero, and the duration of the game will determine whether the player has a high enough score to get to the high points table. The game has nine difficulty levels and a game record for the top ten scores in each level. Tommy's Gorilla Ball Ramparts (1986) Tommy's Gorilla Ball Ramparts is a single-player DOS game. The player takes over the role of the defender of the castle. They can move left or right along the top of the screen. At the bottom of the screen is who are trying to storm the castle. They move left or right and at random points they build ladders that scale the castle walls and they can also shoot arrows. The player defends the castle by dropping cannonballs on his enemies and cutting the ladders they build. Arrows can be avoided or the panel is directed. All enemies who make it to the top of the wall must be killed before they have the ability to shoot the arrow and kill the player's character. The game has nine levels of difficulty and records the top ten scores for each level of difficulty. Tommy's Gorilla Ball Tag (1987) Tommy's Gorilla Ball Tag is a single-player DOS game. Gorilla balls are playing a tag game. There are many of them around the screen, one of them is this and trying to catch the rest. The player's gorilla ball must avoid being caught or chasing the gorilla ball or any other gorilla balls on the screen because any contact with them ends the game. The player must also avoid any contact with any wall or obstacle on the screen and with the game wall, as this also ends with the game. The player's gorilla ball is completely controlled by the keyboard and when they start moving in a certain direction, they will continue to move in that direction until they drove elsewhere where. A total of points builds on the longer the player survives. The goal is to survive until chasing the gorilla ball to catch all the other gorilla balls and thus create a high score. The game has nine levels of difficulty and records for the top ten high scores for each level of difficulty. Tommy's Gorilla Ball Train (1987) Tommy's Gorilla Ball Train is a single-player DOS game in snake game. The player starts with a small train, which constantly moves. Using the arrow keys the player must keep the train moving points. The challenge is to keep the train growing, increasingly moving, but avoiding any contact with the walls or yourself. The train is steered only with a numeric keypad, and the function keys are used to access help screens and change the game's complexity settings, etc. the moving train drops debris as it travels around the screen. Any contact with debris will take the train and end the game. In the playing area there are four bridges that can be reached in any direction. When traveling under these bridges, self-collisions are ignored. The game has nine levels of difficulty and records for the top ten scores in each level. The player has only one life and the goal of the game is to achieve a high score. Tommy's Gorilla Balls (1986) Beware of those balls as they come flying to you by Tommy's Gorilla Balls. The objective of this simple arcade game is to move your player around the game board with the keyboard and avoid the balls that come to you from four corners. Get the balls to face each other you will get points and if you hit the balls you will lose. The challenge is added to the board of the player who can constantly avoid balls falling. The longer you last before the balls the smaller game board gets. The high score table records your game points and time and it is displayed when you finally hit the balls. Tommy's Hollywords (1992) When Tommy talks about Hollywords, what he means are the names of people associated with Hollywood and about fifty years of film history. And so from one to six players, he puts you in the film word scramblers, mixing up movie titles and their two main characters, then leaving you a brief description of the film and its release years to help decipher the gibberish, unscrambling them by selecting the wrong spot letters and swapping them back to their correct location. In the early difficulties, exactly individual words are internally whipped, and at heavier levels all phrases get whipped. Tommy's Hyperdrive (1986) Tommy's Hyperdrive is a single-player DOS game. In this game the player controls the star ship and must navigate through the hyper maze. The player starts in the lower right corner of the labyrinth and must move to the gap of the game wall, which is located in the upper left corner. The ship is controlled by a numeric keypad and can move up/down, left/right. The maze is very crowded and difficult to find a way. Fortunately, the ship has a rocket supply with which obstacles can be removed. Unfortunately, new obstacles appear randomly around the screen, so the clear path can sometimes be blocked. In addition, some obstacles reflect the missiles back on board and destroy it. The numeric keypad can't move the ship when it collides with a return missile, but there is a key to getting out of jail and it's the F10 - Panic reverse button. This will be part of the ship way back along its current track and if they have turned at least one corner recently then the rocket will sail past. When the player completes the level, they are treated to an animated hyper drive acceleration & deceleration sequence before starting the next level. The whole game consists of nine levels. Tommy's Jammer (1986) Tommy's Jammer is a single-player racing game in which the goal is to cover more ground than a computer opponent. The race takes place on the race track in the sky. The adversary is jammer, who is controlled by a computer and his goal is to crash into you. Your goal is to survive until all the race markers have been cleared. Tommy's Jupiter Jet (1987) Tommy's Jupiter Jet is a single-player DOS space shooting game. In this game the player flies space ships above the planet Jupiter. Jovians are not happy about it and are out to shoot the player down. The player's task is to shoot them first and create a high score. The game is completely keyboard controlled. She has nine levels of difficulty, the harder the game the faster Jovian's goals appear, and she registers the top ten scores for each level. Tommy's Lifts (1986) Tommy's Lifts is a single-player DOS game that involves shooting and The player is a spy in the enemy building. The building is depicted on screen as a series of six towers, each of which has an elevator. Enemies chasing players' character are all lifts and the player must shoot them before they themselves are shot. Some lifts are matched both the player and enemies can shoot and cross between them. Points are scores for every slain enemy. The game has nine levels of difficulty. At lower levels of difficulty, enemies do not shoot as often. The game records the top ten scores for each level of difficulty. The game is completely controlled by a keyboard. The numeric keypad is used to move left/right and jump between lifts, function keys are used to change the difficulty level, toggle sound, fire left/right and throw the game. Tommy's Manor (1989) Tommy's Manor is a shareware text adventure game that is formerly called stonewill manor version. The plot is that old Mr. Tommy died. He was very rich and left all his money to someone who could find and open his secret safe. As an adventurer player must find your way through manor rooms and other places, pick up useful tools and objects and use them to solve puzzles. The Text Analyzer has twenty-three main commands that can be combined with objects or locations, such as the Enter command, and you can combine it with places like Enter Lake, Enter Store, & Enter Vent. Tommy's Meteors (1986) It's you versus the Meteors tommy's meteors. Try to survive the barrage of meteor showers and rack up points in this simple arcade game. Meteorites fall off the top of the screen, and you have to dodge them by moving your character around with the keyboard. You can move anywhere on your screen. Your only defense against falling meteorites is bunkers. But every time you go through the bunker, you clear your way through it, weakening your defense. If you last long enough, a new bunker can replace the weakened, but with a lack, it will crush you when it arrives. Meteorites will leave behind their radiation line and you have to avoid them, because they will take away from the points you have earned. The longer you take the higher the points you get. Tommy's One-Armed Bandit (1986) Tommy's One-Armed Bandit is a single-player slot machine and poker machine simulation. The slot machine launches a player with \$100, and the price per game is \$0.25. It pays only six winning lines; one, two or three cherries, three plums, three oranges or three bars. Any line with lemon loses. In poker game, the player plays against the machine. Five cards are dealt. Player bets between one and five dollars on hand and then throws none, one or all of the cards dealt so far. The game makes the corresponding number of cards and if the player needs to win by hand pays a fixed amount. The lowest winning hand in this game is a couple of jacks. Tommy's Packrat (1986) Tommy's Packrat is DOS Pac-Man clone. The player must navigate packrat characters around the maze. The game is fully controlled by the keyboard, navigation is through the numeric keypad and the game settings are through the function keys. Scattered around the maze are seeds that Packrat eats while running through them. Points are scores for each seed to eat. Some seeds are flashing. In the maze there are bad guys who track down Packrat because they want to eat. After eating flashing seeds Packrat, in a short time, becomes powerful enough to eat bad guys. Eat the bad guys and flashing seed scores for bonus points. The game has nine difficulty levels and maintains a record of selecting each level of difficulty. Tommy's Palace (1986) Tommy's Palace is a single-player action/strategy game in which a player tries to storm the castle. The player is the leader of the raid at the Dragon King's Palace. The player is a blue character and all soldiers on his side are white. The enemy is colored. To complete the game the player must fight through the eight-story palace of the throne room. Each room has a trap door that can end up at the player's turn or lead to other rooms. In addition, there are stairs that lead to the next level and when the room has been cleared the player uses the stairs to progress. The game is controlled using the function keys and numeric keypad Tommy's Rocks (1987) Tommy's Rocks is a DOS shareware game. The player controls the character, which can be moved left and right along the bottom of the screen. The rocks fall off the top of the screen. Being hit by a rock ends game so that the player must dodge rocks in order to survive. One point is scored for every rock that misses the player and hits the ground. There are nine levels of complexity. Higher levels of difficulty have more rocks falling from the sky and the ground level is increased so that the rocks have a shorter distance to fall off and the player has the corresponding less time to dodge them. As the rocks fall they accumulate piles across the bottom of the screen. Exactly 4 and above player can not move left / right through the screen if the next pile is more than three blocks higher than their current level. The game records the top ten scores for each level of difficulty. Tommy's Silo (1986) Tommy's Silo is a shareware, DOS, game that combines rocket teams in style game play with a print teacher. The game is a player being a command missile base somewhere in Kansas. Rockets rain down the rocket on the player. Each missile has a related number or letter that the player must identify and enter. The game then launches a rocket or fire radius to take over. Points are awarded for each missile destroyed with bonus points for missiles destroyed at altitude. The game ends when three rockets landed. The game has nine progressively harder levels and records for the top ten high scores each. Tommy's Space Goblins (1987) Space Goblins is a single player DOS game. The player pilots a lone spaceship that somehow got lost and stumbled into the space goblins nest. This is really bad news, because goblins eat space craft. The player controls a spaceship with a digital keypad and fires a proton beam to kill goblins. Goblins, which look like big houses, advance from the right screen. Goblins advance through the screen leaving a multi-colored trail as they move to the left. Other goblins also, or similarly, tracks over the trail of writing their predecessors, but are becoming increasingly difficult to spot. The player has a proton beam on his ship and must kill goblins to survive, only a shot between the eyes will do a trick. Contact with goblins completes the game. The player has one life to score as much as possible. The game has nine levels of difficulty and retains the top ten records for each level of difficulty. Tommy's Starball (1986) Tommy's Starball is a single-player shooting game with a difference. The player takes on the role of death star. Their star automatically fires from particles up/down, left/right. When these particles hit another star in the field of the star, the star is destroyed and the points are gained. The player can move its star using the numeric keypad. If a player chooses to move, say, up then if there is another star right above then the star player controls become that other star. If there are no stars right above then the star player controls moves to the top of one position. Jumping around the screen in this way the player can ensure that their star is always surrounded by stars to kill. In addition to the stars, again forming a star field, the curved nature of space is another complication. In this game this means that antipartisans fired from the edge of the screen in one direction can return to the other side. The player star, of course, is vulnerable because of his fire. The game has nine difficulty levels and keeps a high score table for each level. Tommy's Stompers (1986) Tommy's Stompers is a shareware single player in the DOS game. The story of the game is that after falling asleep thinking about the Spiders of Mars, the player awakens a room full of huge Martian anvils and giant spiders. In the game the player must move left and right along the bottom of the screen to avoid stomping anvils that pounce up and down, and spiders that climb up and down their threads. In addition, Martian devils appear and throw character over the floor, or martian dogs chase and eat the character. The goal of the game is to achieve the highest possible score. The player throws one point for each stomping anvil crossed and loses one point for each they run into. Since the severity level increases the pound of stompers faster, there are more spiders and Martians who are also moving faster. The game is completely controlled through the keyboard. The numeric keypad is used to move the character of players, and the function keys are used to configure the game, change difficulty, turn the sound on/off, and so on. Tommy's Turkeys (1986) Tommy Turkeys is a single-player shooting game. The game has eight similar mini-games in which the player controls the weapon, which can be moved left/right through the bottom of the screen. It can also be moved up and down the screen very limitedly. The goal of all games is to shoot the turkeys as they descend from top to bottom of the screen. Eight sub-games are: * Turkey Running: There are ten bands running horizontally across the screen and turkeys run left/right through these lanes. When the turkey has finished one pass through the screen, it will descend into the bar below and cross backwards. Points are scores for each turkey shot and 100 points are lost for each turkey that completes a successful pass on the lowest run (ten) * Mad Turkeys: Turkeys randomly descend from the top of the screen and if one manages to land on a weapon the game is over * Turkey Invaders: Aliens trained turkeys fly forming and shoot back. In fact the turkeys merge into a solid bar and the player shoots the formation of holes. Due to lower level difficulties they don't shoot back very much. * Turkey Torc: Here the game is played against a lone turkey that moves very fast back and forth through the screen shrinking as it does. At some point in his journey he dives into the gun, usually at a slight angle, making hitting that a little harder. * Turkey Waves: This is a massive attack on turkeys. There are more of them on screen than you possibly can be shot. The player needs to shoot as much as possible, avoiding any contact with those who fall to the bottom of the journey * Invisible turkeys: the same as turkey waves, above, only most turkeys are invisible most of the time * Turkey Torpedo: This game is the same as Turkey Runs. above, but here turkeys throw only natural assault weapons they give you. These guns look like brown bricks, they must mean that eggs do not? * Turkey Corral: Another Turkey Runs option, but here turkeys have weapons, which they shoot randomly down. Like Turkey Invaders there are not many shooting back to lower levels of difficulty. The player can choose from nine levels of difficulty in each game and most players can choose how long they want the game to last. The game retains a separate hi-score table for each sub game. Language Fatman (1989) Language Fatman is an eclectic fighting game. Choose from different alien races (including human) with different abilities and fighting styles, buy weapons and devices, and fight your way through multiple opponents to encounter fatman. Some features include the ability to Betting on the results of the fight, and the special step phenomenon is less powerful, the more you use it to balance the game. For two players, a head-to-head fight is maintained. Tony La Russa Of Ultimate Baseball (1991) Tony La Russa Of Ultimate Baseball (named after the Manager of the Oakland Athletics at the time) was a strategic simulation of the short-term foray into sports games. Simulation here is a full season of major league baseball. You can view each team's statistics and play with one or two players, or manage teams while your computer plays the season for you. Players have injury records and performance streaks. The game can be improved by several external drives sold separately: great teams 1901-1968, A.L. Stadiums, N.L. Stadiums, Classic Stadiums and Fantasy Manager, which allow you to prepare players for new teams and leagues. Toobin' (1989) Toobin covers Biff and Jit racing its way down the river rapids, riding on tires. You turn the tire to the left or right and drift when the current sends you, make sure you avoid the river banks and the middle of the dividing lines. Dangers include crocodiles, treacherous logs and branches, and fishermen are armed with a limited supply of cans to take care of them. There are gates to slide through the way down - this gives you a points bonus. Each level has a strict deadline to follow, although there is a kickin party at the end if you succeed. Top Gun (1987) Tom Cruise's film featured an F-14 Tomcat plane, and this licensed game recreates it. Seen from the cockpit in full 3D, the game is a straight head-to-head duel, against another player or computer. You are armed with missiles (and you control a small target area that must stay above your opponent for 3 seconds), torches and cannons (which overhear when too much)- use these smarter than your opponent. Pay attention to speed and height. The computer has 3 planes to throw at you, the last of which is the most difficult, and each player in the 2 players game also has 3 lives. Toppler (1990) Controlling a small frog, the player must jump over lilypads towards his goal. These lilypads gradually grow smaller and eventually sink into the water, it seems that they are replaced by new lilypads. Enemy bugs will also chase the enemy frog. When you touch bad bugs or water, death. The player can collect colored balls for extra points. As levels rise, the game accelerates and lilypad becomes smaller. Total Carnage (1994) The 1999 war lid kookistan country in ruins. Naturally, the dictator, named General Akhboob, took control of the beleaguered nation and began to build an army of radioactive mutants. With an almost insurmountable fortress, a pile of hostages and a legion of mutants he creates, the despot of evil will stop nothing but world domination. Only two men have the courage and idealistic naive to take on Akhboob and his forces: Captain Carnage and Mayhem, aka Doomsday Squad. As Captain Carnage or Major Mayhem, it depends on you or your or your friend (at the same time in action) to rescue the hostages while shooting hundreds of mutants bent on your destruction. As you walk and run forward, back, left, right, and diagonally through 20 battle zones in nonstop action, you always have your machine gun side by side. Additional weapons that you can find along the way include grenade launchers, rocket launchers, plasma machine guns, flame throwers, sprinkler fire rifles, defensive knives and a range of bombs. The Tour 91 (1991) Tour 91 is an action cycling game from Topo Soft (like Perico Delgado Maillot Amarillo, another cycling game in this company). You must choose a cyclist and compete in a four-stage bike race. The first stage is against time. The second stage is the stage of the plane. The third stage is the mountain stage, and the last stage is the sprint stage. Before you compete, you have the opportunity to practice each individual stage. Tournament Tennis (1985) Published by Imagic Developed by D&A.L Research Released 1985 Also Amstrad CPC, Atari ST, ColecoVision, Commodore 64, Sinclair QL, Thomson TO, ZX Spectrum Genre Simulation, Sports Perspectives 3-Person Perspective Sports Tennis Misc Coin Conversion OpFrom Mobygames.com. Original record Tower Toppler (1988) You play a small green guy who has to blow up eight towers because their presence is somehow poisoning planetary water, which could potentially be ideal for colonies. Unfortunately, you need to get to the top of these towers to blow them up. You make your way to the top of the tower through the footpaths around the outside of the towers. You need to jump, kick, and run from various enemies on your journey to the top. Most vertical movement is achieved by jumping on moving edges at the right moment. The game was considered revolutionary in its time in its graphic technique. As the main character walked around the outside of the tower, the symbol was set in the middle of the screen, and the tower itself rotated. This gave her a pseudo-3D effect. Towers are connected during a voyage across the sea on your trusty MK.7 submarine. This plays as a side scrolling collect-'em-up in which bonus points can be obtained. Toyota Celica GT Rally (1992) Comprehensive recreation rally licensed from Toyota in The UK. Gravel, asphalt and ice are involved, and each race consists of a series of short stages. After each stage, your times are compared to the times of your rivals, whose names are subtly changed by the drivers of the day. Can participate up to four people players, in turn. Since visibility is sometimes low and the exact curvature of the angle is not always evident from the apex, the overall driver is provided to make tempo comments. They can be adjusted before you go to the track, indicating what is defined as a hard left and how early the warning should be Steering mechanism You can adjust, and you can choose between automatic centering and push-the-opposite-way-to-centre mode, but more unusual is the ability to race with driving directions in reverse - definitely one of the advanced players. Tracoon Air Traffic Management Simulator (1989) Tracoon: Air traffic control simulator allows you to play a role in controlling air traffic at Los Angeles Airport. On the game screen there is only air traffic control radar indicating incoming air traffic. In addition to radar, synched language also alerts your attention to incoming traffic. Traffic guidance is carried out by introducing commands into designated planes. Tracoon II (1990) Tracoon is an air traffic control simulator that gives you the position of the so-called ATC (air traffic controller). You are responsible for air traffic in a particular sector, make sure that each plane safely enters its destination. Your main screen is a radar where aircraft are green dots or small planes moving at a certain speed at a certain altitude. The game is full of talkie, featuring pilot voices and ATCs. Interesting tracoon does not use the sound card that. The voice works through the computer's internal speaker. The more traffic is in the air, the more hectic your work becomes. You must set up routes for planes and arrange punctual arrivals. The game is also featuring emergencies to make your task more difficult. The game can be connected to the installation of Microsoft Flight Simulator on another computer. Tracoon was used to train professional ATCs in the early 1990s. Then Wesson decided to create special modeling units for professional users and continue the Tracoon series as entertainment. Trade Wars 2002 (1990) Much like Elite, Tradewars 2002 is considered a space trading game, but it gives you a great combination between strategy and action, allowing you to play against other people and give you opportunities like building citadels and ports. A text-based game that popularity is played through dial-up BBSs, Tradewars has evolved dramatically since it was first released. Now it allows multiplayer action and is easy to play over the internet through any telnet client. You can also set up your own server so people can play, and it still doesn't command you to play anything. TrainBall (1990) Guide your train safely through labyrinths and passages to TrainBall. To play a bit like a pinball game, you can control your train with keyboard control and must use bumpers switches and tunnels to pass the level. Bumpers and switches will naturally change your direction, so you have to think ahead and dangerous bombs must be avoided at all costs. Using ASCII graphics, TrainBall is also a map and train creation tool where you can choose your own layouts and colors. Transarctica (1993) Viking Union has a very dominant role in our society because they control huge rail networks. Could they be guilty of that disappeared gone the sun and the resulting ice age? As the captain of the train, you have to find out and topple them. Transarctica is a strategic marketing and fighting game. You have to keep your train and make sure there is enough fuel. Once you reach the cities, you can trade with local people, and each city has the main function. In these cities, there is often useful information to go the right way on your mission. You have slaves who are traded like other goods. Contact with other trains leads to a struggle. Buy upgrades to increase your performance in the fight, increase your chance to fend off the Viking union. Transland (1996) There is no child anymore and with the desire to explore the galaxy you pop-down in spaceship sales and get yourself a bargain. After taking off something wrong and your ship explodes, you crash to land safely in your combo escape pod/scooter unit in a strange world. The object of the game is to restore the communication hub. Transland is a short 3D action game with easy role-playing elements. It is played from a first-person perspective and resembles a Shadowcaster. The player gets to explore the environment freely and there are four worlds to discover. Starting in Waterville there are three houses, each of which has a character inside and a quest that must be completed in the right order. First the player has to go through the maze hedgeville to get the jump unit. When it was found, the player gets access to Waterville. There, the jump unit is used to press the buttons high in the air to turn on the fans. Enemies may be shot, but initially only a lame gun is available. In this world you can find a more powerful weapon, but with limited rounds of ammunition. The ultimate world is Iceville, where the panel cleaner is to be located. It consists of different areas where ice was divided into the island. When an item exists, the connections can be restored and the game is over. Collected items are stored in inventory. Transport Tycoon (1994) Transport Tycoon, you are in charge of a transport company starting in 1930. In the midst of the Great Depression, and your goal is to build an empire of trains, ships, trucks, planes and helicopters, with technological developments to be taken into account. You can play alone or with many computer-controlled rivals. At the beginning of the game you (and your opponents) have great terrain. The terrain includes hills, rivers, lakes, bridges, industrial installations and many small towns. You have to decide how to start building your empire. The game is displayed in isometric projections. In the icon bar at the top of the screen, you can unload a map, view statistics, or construct materials. Perhaps you can start connecting two cities with the road, build a warehouse for vehicles somewhere near the road and plant bus stops in both cities. Now just buy a bus (at first there are only a few models, but more buses appear with time). Schedule, and watch as it passes between both bus stops, taking passengers and landing them, earning you money. You can also carry passengers by building train tracks, seaports or airports and then buying the right vehicles - trains, ferries, planes. If you place a station near an industrial site (e.g. a plant, power plant or farm), you can also transport various loads, such as coal, livestock or wood, which allows you to earn much more money than transporting passengers. Of course, if you want to deal with them, you will have to buy special trucks and train cars. Most companies offer certain types of cargo and are willing to pay for the transport of other goods to them; for example, the steel mill has a lot of steel to fill your cars, and would be happy to take iron ore if you have to. Clicking on any of your vehicles, a small window is exchanged where you can watch the live feed of what the vehicle is doing and look for its status. If something important happens during a game (e.g. a specific station accepting your first vehicle), it appears as a newspaper headline at the bottom of the screen. Trantor The Last Stormtrooper (1988) In this game you play the role of a man who was trapped on an alien planet after his spaceship explodes and you have to find pieces to rebuild it. The game involves you jumping through platforms and shooting droids and aliens, but also a ducking to avoid high flying robots. The game is played from a lateral scroll perspective. Baddies are thick and fast, and the only way to cope is to keep moving. Trauma (1995) The plot of trauma is simple, destroying everything that moves its role as a pilot in one of the different empires that fight for Earth's control. All of them have their own personality and different strong and weaknesses. Are you ready to try luck with any of them? You can do this through campaign mode before you start each mission using an interesting control menu (Raptor). You can also dispose of a two-player mode that allows a friend to pilot the ship with you in the appropriate mode. Once inside one of the teams, you will notice that you can also choose different pilots and spacecraft, carefully, which you will have to face with many explosions and swarms of enemies that bombard you nonstop (air or ground) from the very first level, but in order to make things easy, you will also dispose of with the help that many weapons and power-ups will offer you through various levels, all with a company of fast techno melodies which will remind you of the best times for epic megagames. Treasure Hunt (1982) Try to find treasures of someone who fell to the labyrinth. There are no enemies or dangers in the game, so you can explore the maze as slowly and thoroughly as you want. Treasure hunt is a very simple maze game, but what makes it a little special is that it is depicted in the first perspective (remember that this game game published in 1982). The maze is generated randomly every time you start a new game, so there are endless amounts of mazes of diharder player to conquer.) Treasure Island (1985) Jim Hawkins is a young boy working for Admiral Benbow, his parents' inn. One day a sea captain named Billy Bones takes a room in the inn and stays for several months. A blind man called Pew arrives and shows something to Billy that gives him a heart attack. Jim witnessed everything and works to help the captain, who tells him about his sea chest and his relationship with Captain Flint, the famous pirate. After he dies Jim grabs a key dangling from the corpse and opens the dead captain's chest to collect the last payment. He finds the package inside, and decides to take it to two aristocratic acquaintances of him, Dr. Livesey and Squire John Trelawney. They discover a blog and a treasure map and decide to travel to the island in search of prey. Treasure Island is an adaptation of The Adventures of Text, an classic 1883 novel of the same name by Robert Louis Stevenson. Unlike the book, the game is written from a second person's perspective. Otherwise, he closely follows the original storyline: the player assumes the role of Jim Hawkins and has to perform the same actions as the character in the novel. This leads to a more claustrophobic design, because players who do not know the book have to guess what to do next. To alleviate this problem, other characters act as a kind of built-in hint system. The player can ask them about everything, and they will provide clues when they are available. The analyzer accepts most standard Infocom features, such as nouns and chain commands. Treehouse Truants (1994) From Mobygames.com. Original record Trekboer (1985) You will find yourself in the team Starship Trekboer as your adventure begins. The deadly virus has shaken the earth and threatens the future of mankind. In this mission you are using the Starship Trekboer to search for galaxies far and wide to heal before it's too late. Returning to Earth empty-handed is not an option. Trekboer is a graphic interactive fantasy game that uses standard one-letter directions, N, S, E, W, movement. You can also save the current location in the cassette to restart it later. The command analyzer is the standard type of verb noun. During adventure, you will encounter planets to explore, teleporters and warp jumps. Trigger (1989) Crazy Park is a place not recommended for people who want to have a peaceful existence because killers, thieves and other thugs convert it into their homes. But, of course, as in every other story, where some bad guys take a place that doesn't belong to them, there will be a guy ready to end up with them. Trigger is a first person viewing game where you have to take advantage of your gun stick accessory. The game has a side scroll, by which you will see a lot of enemies. Some of them will be shot at you, others will start Knives... there will even be exhibitionists. exhibitionists. do not drive too fast, there will be other people you should not shoot to, otherwise the points will be reduced from your cursor. In addition, a number of objects will also appear that will charge your ammunition. In Triplane Turmoil (1996) Sopwith-style WWII action game, Triplane Turmoil allows you to take biplane or triplan control and fly to the English, German, Finnish or Japanese air forces. Play against your computer or against other people's opponents on a split screen. Do well and get medals, ribbons and promotions. Form alliances with other players or go alone. Attack other planes in the air or drop bombs on enemy forces on the ground. Your goal is to destroy as many enemies as possible and defend your forces. Initially the game was shareware, but the v1.02 game has now been released as freeware. Tris (1997) 3D slot implementation of the Tetris fall block puzzle (whose goal is to fill all the empty lines with irregularly shaped segments) presented textmode graphics designed for keyboard-powered play through a modem like a BBS door game, this limited but effective version can also be played locally. There are only three levels in the unregistered version, but all have loyal to the main tetris premises. Tristan Pinball (1991) MS-DOS: Tristan Pinball by (1991) Trivial Pursuit (1987) This is the earliest home computer incarnation of Horn Abbot International Ltd.'s classic board game, Trivial Pursuit. The game involves answering questions about one of the six categories of things to gain moves, and answering questions on special squares to gain one of the six wedges you need to gain the right to take the final win question. The questions are addressed to British players - many entertainment issues are based on British TV, and sports issues relate to popular British sport. There are two game modes: Single Player (which includes answering questions before the clock) and Multiplayer (where you can take up to five human-controlled players). The computer reveals the answer, and you choose yes or no to tell if you have the right. Question categories are exactly the same as board game: Art &amp; Literature, Science & Nature, Geography, History, Sports & Leisure and Entertainment. However, two different question styles are added to make use of computer technology - some questions relate to a picture or chart, and some relate to a music work. One additional feature that is not in a table game is statistical analysis of the correct number of responses and type. This can be divided into performances by all players or the appearance of an individual player in six categories. This is especially useful at the end of the match, when choosing which category the player must answer in order to win the game. Troddlers (1993) Troddlers is a puzzle lemmings vein. The player takes control of an animal-like wizard, which can create and remove blocks; these blocks are Both jumping on and pointing the little troddlers way that you have to direct to the exit. The tricky thing is that Troddlers can climb the walls and ceilings, following the edge of the world, and the exit is often located in the middle of the screen or with an obstacle on the road. Trojan Horse (1986) The world is ruled by a vicious warlord named Achilles and his henchmen. You are Ryu, a master of martial arts and sword fighting, who decided that confrontation with Achilles is in order to bring peace and order back to the world. Your character is equipped with both a sword (for offense) and a shield (defense). You will pass through six stages, starting with the ruined city, each with two boss characters (middle and end). Some enemies are so powerful that you will die instantly when you fail to block. You also have to race against time as well, making the game that much harder. Troll Tale (1984) The Evil Troll hid all the treasures of Mark, the King of The Dwarf. There are 15 treasures hidden across the earth that you need help finding. If you find a treasure but a troll is on the screen at the moment, you will have to go back and find a way to force it to leave. Troll Tale is an adventure game that requires minimal printing, using a spacebar to select from several possible actions that are listed on the screen and pressing Enter to perform the selected action. Trolls (1992) This platform game features small blue-haired cute creatures that were popular around that time (though certainly not with most computer game buyers?). You play troll roaming levels in the hope of saving as many baby trolls as possible - each level gives you a set minimum to get before you get through pigstop. At first you don't have weapons, and contact the nasties you energy, but Yo-Yo can be collected, which can be used not only to kill enemies, but also to smash blocks away and open roads, and even (with practice) tied to ledges that can swing through the gap. Through the levels you will find letters B, O, N, U, S and G released from bonus balloons or kill the enemy - if at the end of the level your letters are arranged in bonus or fictitious you go to the appropriate additional level. The first has the opportunity to gain additional lives, the latter must have run away quickly, so as not to lose his life. Tronic (1996) Tronic is a little breakout clone with extra bells and whistles. The object of the game is to use the racket, controlled arrow keys or mouse to hit balls that destroy bricks. When all the bricks in the level are cleared, the player will advance to the next level. A racket can fire missiles at any time using a Gigablitz weapon. To activate it, hold down the Alt key and wait for the indicator to reach the top. Cheat in order to use Gigablitz, no balls must hit the racket, or gigablitz sequence will be interrupted. When some bricks are hit, they release devices that can be Many of them allow more balls on the screen, increase the balls or allow you to advance to the next level. Beware, though, don't collect red gadgets because they can cut your racket, flip racket movement or subtract points. Finally Tronic also has a built-in level editor that allows you to create, play and save your tronic levels. Trump Castle 3 (1993) The sequel to Trump Castle II presents 640x480 cartoon graphics instead of real photos, dealer voices, and also allows you to play as a female or male player inside Trump Castle - Casino Resort by Bay. Multiple players up to 5 players (human/computer) can flow in hot seats or with a modem. As in previous games, you are allowed to win money in one of the six games - Roulette, BlackJack, Baccarat, Slots, Poker and Craps. But now each game has more options and permissions. For example, Poker has five modes: Texas Hold 'Em, 5 Cards Stud, 5 Cards Draw, 7 Card Stud and Poker Slot Machine. From the very beginning, the player in 3rd person perspective mode should explore Trump Castle filled with various bright characters, including Elvis-clone, singers, stewards, etc., to find the right room and stand in front of a table or slot machine. The game view is switched either from the perspective of the 1st person or above the table in the mode where the main game process takes place. The player should set bets, play games, and collect as much money as he or she can. The number of players, their appearance, and modes can be adjusted using the character editor. The game can be saved by going to load it later. Trust & Betrayal - The Legacy of Siboot (1987) MS-DOS: Trust & Betrayal - The Legacy of Siboot by (1987) Tube (1995) Tube is a little-known game from Bullfrog, which, according to Home of the Underdogs (see links), was originally designed to test a new Bullfrog employee. A unique concept in itself, the Tube uses an old demo trick to simulate endless forward-moving tunnels, along with some sort of neat vector effect to simulate a long race track. In short, you need to pick up the speed to beat the track until your time is over; You also have to destroy various obstacles on your way and collect weapons upgrades. This game was never made to name Bullfrog and was released as a freeware game - see the little things. Pipes (1993) Pipes is a shareware color matching puzzle game. The main screen shows a series of overlapping slide pipes climbing from below and curved up towards the center. Colored balls, or elements, as the game calls them, travel through these pipes to their exit holes. The goal is to catch falling balls with a tube, moving it sideways under the tubes coming out with the mouse, keyboard or joystick. The tube can contain up to five elements. The player must press the button and drop the items inside the bottom of the glass, vertically, horizontally or diagonally of three or more of the same color. Each level has several drops allowed, and some Fail to catch too many items the game is over. In addition to the elements, special balls also accidentally appear inside the pipes, which help or interfere with the player. The multicolored element acts as a wildcard and can be matched with any color. Element F removes the space inside the tube. The M element fills the tube with various balls. Element C creates a gray ball that cannot be matched. The game comes with two modes. In endurance mode, the goal is to make as many points as possible by making matches until all allowed drops are released. In wave mode each level (or wave) has goals, such as making a certain type of match that must be completed before finishing and moving on to the next. Tunneler (1991) Tunneler is an early two-player, split-screen tank game. Two players are randomly placed underground. The goal is to destroy your opponent before your opponent destroys you. Unfortunately, you must first find your opponent. Being underground, you have to tunnel your way around in search of your opponent. If you happen to find your opponent's tunnel system, you can follow it where your opponent is... if you decide to go the right way through the tunnel. Your opponent will try to do the same things, so making your tunnel have deadlocks and switchbacks can be a useful strategy. Remember that since this is a split screen, both you and your opponent can see what the other person is doing. This does not mean that you can easily find each other, but it means that as soon as you find your opponent's tunnel, they will know about it. And they will have the advantage of knowing where you are in your tunnel while you are stuck choosing which way to go through the tunnel. Tunnels & Trolls - Crusaders Khazan (1990) Aliens threaten to destroy the earth through a huge bomb embedded deep in the planet. As a challenge to the human race, they agreed to allow Earth's best pilot to get on a high-speed ship to get into the bomb until the timer runs out. Your ship has minimal shields to protect you from slamming into walls as you navigate deep underground tunnels. But it's not easy; You have no idea which tunnels are the fastest/shortest to the second before you get into them, and there are alien weapons trying to destroy you along the way. If you manage to complete the run and save the ground, you can tell the program to randomly create a completely new game with different tunnels for endless repetition. Turbo (1987) Turbo is a classic style racing arcade game that somewhat resembles an outrun that the player has to drive a certain distance in a short time, then you get extra time. It takes place on a public road with two lanes of traffic: one with traffic traveling (quite slowly) in the same direction as a player and one with impending traffic. The player can change lanes at any time to overtake cars/avoid impending traffic. The player's car has two gears and an accelerator, but without brakes. The slowdown is achieved by lifting the gas or moving to the first gear. There are no limits to how many times a player can crash into another vehicle (i.e. there is no life system), but this means that from a constant start, the time is accelerated again, valuable time is wasted. The game starts with 60 seconds remaining, and the points are awarded depending on the distance you drive and the number of cars that have been driven. For every 10,000 points the ear is an additional 60 seconds of time attached to the clock. The game ends when there is no time left on the clock. The game was written only by the Collector. Turbo Cup (1988) Based on sports car and Paris-Dakar race Rene Metge and his Porsche 944 Turbo, the Turbo Cup is a racing game viewed from above and behind the car, to a forced perspective. Instead of Dakar racing in the sand game there are four usual French race tracks - Paul Ricard, Nogaro, Magny-Cours and Dijon-Prenois. After finishing the qualifying round, you race with 21 similar cars. Contact with cars from the back causes you to rotate, but does not affect your opponent, although side contact is usually useful. There is a danger from the road to avoid, and hitting the grass at a speed causing a twist. Turbo Out Run (1990) The sequel to

OutRun features a similar main game to the original, with the action being viewed from behind the car, and the challenge is to complete each stage within a set time frame. Contact can cause the car to rotate, slow down or even flip; in each case you will lose time. There are 16 stages set across the US, gradually moving from east to west, all depicted differently visually. After each of the 4 levels, you go to the store screen, with a selection of updates. As the name suggests, you now have a turbo amplifier installed that speeds up the car, although excessive use can cause the engine to overheat, and it is not charged up to every part of the store. You have 5 further, and the inability to complete the course within a set time limit costs you one. Turoid (1995) Turoid is an Arknoan clone where the point is - like many other games like it - to bounce the ball with a paddle in order to destroy all the bricks at some point The paddle is controlled by the mouse (mouse sensitivity can be adjusted with digital keys). Bricks come in different types: orange and white bricks can be destroyed simply by hitting them; a yellow brick can be destroyed only after a certain power has been taken; purple brick is a ball that will fall after destruction - two hits with such a ball will destroy your paddle. Golden bricks are special and many different, benevolent effects can occur when they are hit. Only green, orange and white bricks must be destroyed to complete the level. The Level Editor program is included in the game. Turrican II - Final Fight (1995) Turrican II: Final Fight is a platform/shooter, as is usually seen in consoles, but designed for home computers from the ground. His plot is - naturally - very simple: an evil mega robot called machine attacking United Planets Ship Avalon 1, slaughtering anyone who resists. All - except Bren McGuire, who manages to escape and glide into the experimental Turrican bionic armor. Like Turrican, he tries to show the machine who is the boss. Unlike other games of its type, this game has three levels of horizontal shooter action R-Type spirit or creators of your katakis. Six big worlds must be explored where you are basically free to go wherever you want, because there is no automatic scrolling and levels are packed with hidden extra lives and weapons. All these levels are very different: the first rock in the desert is quite gorgeous with a parallaxing rainbow background and happy music, and these worlds darker and darker. Turrican can get some different weapons in his arm cannon: * bounce weapon, which recovers from surfaces to smaller bouncing balls when driven up; * A laser that can shoot beams as large as Turrican itself when maxed out; * lots of shot radius, which can shoot up to five beams, covering an angle of approximately 90 degrees. Turrican suit weapons are not limited to arm cannon however: * It can also shoot constantly light, activated by holding the fire button. This light can be turned around Turrican, so it is possible to blow up the things below it; * In addition, it can fire power lines by pressing the SPACEBAR, making two power bars as high as the screen going from turrican suit to the left and right of the screen, severely damaging the enemy process; * If the spacebar is pressed when the hero is crouching, Turrican will morph into shuriken shape. In this state, it will roll left or right, damaging enemies, and irresistible and small bombs can be dropped by pressing the fire button; * Finally, the most powerful attack, which can only be used once in a lifetime, can be delivered by pressing the fire button and spacebar at the same time. Turrican's suit will morph into a shuriken shape and fly around the screen for a few seconds while firing shots at various weapons in several directions. TV Sports - Basketball (1990) Basketball was the second sport to which Cinemaware their philosophy of lavish production and advanced cutscenes. Exhibitions and league matches are on offer, with the opportunity to play the entire league season with 1 player assigned to each of the 28 clubs. The game uses different camera positions, with a top-down view when the ball is close or arc, and a lateral image when the ball is on the middle court - the control remains unchanged, so the switch does not cause a sudden change in the player's movement. As well as playing matches you have full coaching control. This may include making changes, but also assigning marking and game policies. Twilight Treasures (1989) You guide your frogman down to the chest, grab him, and swim back to your boat. But there are sharks and eels that you should try to avoid. Sharks swim from the right side of the screen to the left side, and the Eels swim from left to right. There will be more sharks and eels at each higher level. At even higher levels, there are also chains of floating mines that you should not touch. To make it even more difficult, you also have limited air supply. THE DOS version is published by Softdisk Big Blue Disk #35. Apple's Version II published in December 1989 by Nibble Magazine's Twilight Zone (1988) Twilight Zone is a text/graphic adventure adaptation of Rod Serling's television show, built as an episode of the series with its secrets. The player interacts with the environment by entering verb and object commands. For protagonist to navigate between first-person areas, four directional keys (N, S, W, and E) are used. Twilight's Ransom (1988) MS-DOS: Twilight's Ransom by (1988) TwinBlok (1996) Time Spinners doesn't seem pleasantly due to failure. They yank your status, terminate your subject, and zap you into the nethereth of other regions. Your journey begins when executive time spinner (ol' TS, you know) drops you badly prepared and poorly armored in the fray, deal with everything zeraferians... outdated detentions from the Snarr sector... can drop, kick or throw at you. Blast through your defense, cross 50 levels of time blocks they will use to hinder your journey. They will tantalize you with pictures from your home planet, hurl you through space, not just time, and dazzle you with rogue models reminiscent of the neo-draconian sector arcades celebrated a century ago. Like other break-out clone games, the main plot is: BLAST IT! When you hit the blocks, they explode, disappear, change your launchpad to something more (or less) functional, or change the ball in some useful - or dishonest - way. The worst of them is a terrible smiley. Smilies do nothing. The ball metamorphosis into a cute, fluffy, and useless tennis ball like blobs, and will not run any blocks until it turns back into a blue piece. Some blocks put a nasty spin on the ball, and there is a magnetic block that does exactly what you would like it not to do. You can also add a spin to the ball, striking it on top - just like table tennis. The longer the ball is played, the faster it moves, and the less time you have to hit it. Some effects are controlled by the timer and will return to its previous state if you can overuse the time clock. In two-player mode, saves (and losses), and many ball episodes are doubly more fun, and it's only half way so hard to win. You can also play in two-player mode with one person! Just select the same input device for both players in the setup menu. Typhoon Steel (1991) Typhoon of Steel is a tactical level simulation of small pieces of action during World War II. This sequel to the best-selling Panzer Strike and the rules are very similar. There are three theatres: the Pacific Theatre (Americans against the Japanese), the Asian Theatre (British against the Japanese) and the European Theatre Action, which involves American and German soldiers. Typhoon Steel covers almost every ground weapon used by fighters in this theater (more than 220 types of weapons). Units consist of infantry units or individual weapons and tanks. You can choose to simulate one battle or all campaigns that span several years. You can play in one battle against another person, but in campaigns you play against the computer. The ultimate goal of the campaign games is to fight and win as many battles as possible before the war is over. If you suffer significant losses during one battle, it will take a long time to change and resume your forces before you can fight another battle. Individual scenarios can last from 30 minutes to 2 hours, and campaigns last up to 30 hours. Like panzer strike, the game is considered to be a higher level. Tyrian (1995) Tyrian is shooting 'em up with a tricky plot. You play the role of Trent Hawkins, this galaxy ace solo fighter-pilot whose success forces him to save the galaxy, one time after another. Over and over again, Trent has to deal with MicroSol, a company with a bad intention to take over the galaxy. During your struggles, you will find yourself again and again betrayed by friends and allies, your parents will be killed, and you will have to go back to the points you have already been (with options on the levels) in order to eliminate further threats to the galaxy and yourself, all the ultimate goal to overthrow MicroSol. Tiran also has two-player arcade mode and supports network/modem/ser-des game. It has a multi-valve ship upgrade engine, where you can change hulls, decide and upgrade front and rear weapons, buy better shields and generators, and even add ship sidekicks. Tyrian's complete arsenal amount more than a dozen type ships and more than 100 weapons types. Udoiana Raunes (2000) Udoiana Raunes 3 - Finding Indiana Jones 4 (2003) MS-DOS: Udoiana Raunes 3 - Finding Indiana Jones 4 to (2003) UFO (1989) Using 3D Relief Modeling System, dedicated to Bruce Artwick's famous Flight Simulator series, subLogic has developed a brand new flight simulator - You control the power of the UFO (with controllers, unlike any earthly vehicle), taking care and slipping around with standard thrust or gluon-fracturing propulsion system, avoiding detection for humans (you can use your translucent to become invisible radar) in search of fuel for your own type of galaxy vessels. You can return to your mother ship and trade your deposited fuel for additional supplies. (Your mother's dock tractor beam can also be used to catch earthly aircraft... hmmm...) The controls are similar to (but different from) the helicopter. You can control the amount directed against gravity; you can pitch, roll, and yaw; You can thrust back and forth, up and down, and from side to side. (Pulling up and down is better than less accurate use of antigravity - important while docking.) For advanced flying, anti-laminar transducers can be used to completely remove the towing (it is important to keep your casing from overheating) and use the above glue devices to fly forward (But beware of the spinout!) There are other options, including landing pods, chandeliers, probes, gravitons, shields, teleportation. UFO is also compatible with subLogic Landscape Discs. Ulises (1989) Witch Circle imprisoned twelve virgins for a ritual sacrifice. Greek hero Ulysses, recently washed up on the beach after a storm destroyed his ship and his crew, is being called upon by residents to rescue a kidnapped woman. In return, they promise to help him return to Itak, his home. To help his quest, he receives a magic hammer from the wise elder. Ulises is a side scrolling platform game from Spain. Although In Spanish, the game has almost no text. Ulysses character moves from left to right to throw hammers to kill a continuous wave of enemies. The game does not have levels, but sections over one wide level. Accurate jumps are needed to clean the abyss and gorges and avoid collision with dangerous objects. Ulysses can also crouch. The game starts with three lives, and each rescued dam adds extra. There is no form for recording progress. Ultima 0 - Akalabeth (1980) MS-DOS: Ultima 0 - Akalabeth by (1980) Ultima I - The First Age of Darkness (1986) Ultima I is a classic RPG Ultima remake from 1981. You have to travel to another world and save the earth sosaria from the evil wizard Mondain. The game has tile-based top-down overhead graphics and first-person perspective pseudo-3D dungeons. The original Ultima has been reprogrammed using the assembly language, with updated graphics, small changes in the names of cities and people, and some different puzzles. Ultima VI - False Prophecy (1990) A few years after being restored by Lord British to his rightful position as Britannia monarch, Avatar is caught by demon-like creatures and on the altar of sacrificing. His friends Iolo, Shamino and Dupre appear just in time to make it Britannia Castle Avatar learns that his here were gargoyles, a race of enigmatic beings who had recently invaded Britannia and occupied the sanctuary of Virtue. As Avatar begins to seek to liberate Britannia, he begins to delving into the real motives of the gargoyles and realizes that it is his duty to achieve peace and understanding between the two races. Ultima VI is observed to have a completely permanent world. There is no map of the world in the game: All places are seamlessly connected to each other, making the game world an open environment. Compared to previous payments in the series, the game focuses more on search and exploration than on fighting. The latter shall no longer be linked to separate screens; Battles take place during scouting, without any transitions. In turn, a reasonable system from previous games was preserved. The interface was re-created, with original key-linked commands that existed along with optional command icons and mouse-based interactions. The world of the game is more detailed than in previous games, with a wide variety of objects that can be manipulated or included in the inventory. Conversations are more broadened, and the choice of topics is broader, including many personal, unique characters. The player can also conduct detailed conversations with Avatar companions, as well as divide the party and separately control the characters. Some important topics can be highlighted during text display to facilitate further dialogue requiring the player to enter the conversation topics that they want. As in predecessors, the player is free to explore the world of the game from the very beginning of the game and to visit places in any order. After basic search and receipt of specific items and information, it is necessary to complete the story; However, the player can also choose to bypass a large part of it using previous knowledge of the game or external assistance. The FM Towns version has a full voice acting for all conversations in English and Japanese. Ultima Worlds of Adventure 2 - Martian Dreams (1991) After events depicting Savage Empire, Avatar and his friend Dr. Spector get a book containing the knowledge of time travel. They are taken in 1893, witnessing Percival Lowell prepare a space cannon not unlike the works described by Jules Verne in order to send humans to Mars. However, due to unforeseen circumstances, the cannon was fired through the Columbia World Expo in Chicago, where several famous people of that time boarded. Avatar and his companions follow, only to move into the mysterious and dangerous world of Martian civilization. The second entry in the Ultima series worlds is very similar to its predecessor visually and game-wise. Like the first game, it uses the Ultima VI engine and is a top-down role-playing game set in a seamless graphic environment and characterized by a turn-based party fight. Conversations with interaction with the world of the game, and the acquisition of the most important items takes up a large part of the game. Many of the supporting characters are famous real-world characters from the period depicted, such as Marie Curie, Sigmund Freud, Nikola Tesla and others. Ultimate Cards (1992) Ultimate Cards is a collection of 6 card games: * Spades * Hearts * Gin Rummy * Oh Hell! * Whist * Crazy 8's There are 12 opponents with different skills that can be assigned to the player at the table before each game starts. Such opponents can advise the player during the game. The course of the game can be turned back and repeated, as well as tips can be taken or not. The best winners will be kept in the Hi-Scores table. Ultimate Soccer Manager (1995) Ultimate Soccer Manager is a football manager based on the top 4 in the English league. It includes a full icon-driven interface where instead of clicking on option buttons, each screen is seen as a body (manager, president, bank, etc.), and access to screens the player must click on under the item (for example, checking tables and devices by clicking on the TV provides access to teletext). The player has the usual options, such as the choice of players and tactics, the expansion of the stadium and premises, and the financial solution of the clubs, as well as bribes and bung teams and betting on their matches. You can also edit the database before each match. A data disc with Italian teams was also released, and a German version called Der Meister focused on the German leagues. Ulutzurk (1995) MS-DOS: Ulutzurk by (1995) Ultra-Quiz (1992) We invite you to test your mental acumen and storage of insignificant details facing a huge array of 100 fill-in-the-blank questions, related to both facts literature and history, as well as decryption codes and unraveling wordplay, with multiple characters from the correct answer given to guide you in the right direction. Ulysses and Golden Fleece (1982) Ulysses and Golden Fleece is an adventure game in which you play Ulysses as part of ancient Greece. The king gave you the task of finding golden wool, a legendary treasure protected by the gods. You begin your quest in a small town, and will need to travel to several distant lands to find wool. Along the way, many ancient mythological characters will be encountered, including King Neptune, sirens, cyclops, etc. You need to find a way past them, as well as many obstacles at sea and on land if you want to be successful. At the bottom of the screen is a text analyzer that takes two word commands to interact with the game, and at the top (covering most of the screen) there are graphics that represent your current position. If necessary, graphics can be temporarily cleaned to see some of the latest commands you have entered. UMS II - Peoples' War (1990) sequel to the original Universal Military Simulator This release continues the concept of its predecessor's game and allows the player to take full control of almost every aspect of the battle. The original programme included three scenarios: the invasion of the Allies in Normandy in 1944, the battles of Alexander the Great in 334 BC.C and napoleon's biggest fights in Trafalgar, Austerlitz, Borodin and Waterloo. Also included is UMS Planet Edition, which allows the player to create his own scripts. Unmarked Waters (1990) Franco's family was one of portugal's most influential houses. It is until the head of the family sailed out of a disastrous journey to find the kingdom of Peter Of Prester. The mess that followed ended with the nobility of Franco's name. It has been 100 years, and Portugal has flourished through sailing and trading empires. Young Leon Fanco wants to restore the good name of his family and saturate himself as a sailor. At the centre of his ambitions is a fair Mrs. Christiana, who is eager for the kingdom's likely successor. To that end, Leon worked hard to secure the finances of his first ship. With the first step of completing his dream, Franco sails with his father's good friend as the first friend, you will not find fame, adventure and destiny on the sea and in uncharted waters. Uncharted Waters is a simulation of sailing and marketing. Your goal at first is to sail between ports and trade goods between them to make a profit. Along the way, traders can call you and royalties perform specific tasks. Several different peoples as well as pirates roam the sea and not everyone has good relations with each other. You can take as long as you want and explore as much of the world as possible to complete your final task of marrying Christiana, which requires that your fame rating be quite high anyway. Many ports include a freight trader, a supply station for your crew for food and water, as well as repairs, shipbuilding, merchandise shop and finally a bar to get information, crew and gambling. The whole game progresses on overhead images, by sea you are browsing your fleet in the direction and you can issue additional orders, including landing anywhere on the ground, so that you can search for supplies. The sea is home to various hazards, including storms, other ships, seaweed and just bad winds and currents. Uncle's Casino (1991) Uncle's Casino is a shareware casino simulation. You can: * Play 21: You have to reach 21 with your cards or closer to 21 than the dealer. King, Queen and Jack number as 10. Ace as 1 or 11 and number cards are worth the value. At the beginning you will get two cards and you have to decide whether you want another card or not. You have lost your money when you reach more than 21 or when the dealer reaches 21 or is closer to this number than you. * Go to the bar: In the bar you can spend your money buying drinks. * Play Dice: You bet on the number 1 to 6. Then the trader indexes and when you hit your bet you will get your stock bet otherwise you it. * Play Flip-A-Coin: You bet on your head or tail. Uncover It (1994) This BreakOut clone has nudity elements. As always you have to dodge the ball to break the wall, but this time you control two paddle symmetrical to each other. The ball can come out of the field not only on one side, but on each side of the four. Finishing the level, you are allowed to see a from a Polish magazine. But nudity is not progressive from level to level and always limited to topless. Uninvited (1986) Another game using a graphic adventure interface found in Dej'a Vu and Shadowgate, Uninvited comes with a horror theme. Driving on a lonely road at night, a strange figure blocks your vision causing you to swerve and crash your car. When you regain consciousness, you will see that your brother is gone (your sister is missing in the NES version). The only place he could go is a towering old mansion that is in front of you. Nowhere else to go, you can enter the manor in search of your brother. It turns out that the manor once belonged to an old wizard and his disciple, and somehow he became infected with the undead. The United States Quiz (1993) is a free educational game that surveys a player in the most important aspects of the United States. There are ten quizzes to be categorized: guessing states capitulations, major cities, abbreviations, Songs, Birds, Flowers, Mottoes, Aliases, Arrival Dates and Ranks of Entry into the Union. In each of these quizzes there is a timer counting the player's ability to get answers correctly. If an incorrect or misspelled answer is given, it may be corrected later. Strict spelling can be switched, just like a sound. Universal Military Simulator. (1993) UMS (Universal Military Simulator) tries to cover games like Empire Land and Transcend, simulating almost every aspect of war realistically. Battles can range from ancient history to the future of science fiction, with a famous battle, such as The Battle of Gettysburg and Hastings. The review system operates on several levels, from one unit to the entire theater. However, there is no element of the navy and design pays little attention to very important war concepts, such as the Fog of War. The game spawned a sequel to UMS II. Universe (1994) You are Boris Verne, a normal guy who has been throwing parallel universes since your uncle's Virtual Dimension Inducer. There you have to find a fabled lost star as well as a way to defeat the Golden King... This is a classic old style adventure game with point&click interface. It uses the Rotoscope system to manage game symbols and scores really nice 256 color graphics. Universe 2 (1989) Universe II is a sequel to Omnitrend's very challenging space simulation of the Universe. It takes place 20 years after the initial game. A second hyperspace booster has been found, so there is hope that communication with will be restored in the near future. However, the situation in the local group is tense. Two competing governments have formed: Federated Worlds and the United Democratic Planets. At the moment, travel and trade between the two are taking place, but everyone fears that tensions will lead to a whole war. The player takes the role of secret opera federated worlds. Disguised as a free trader from Vromus Prime, they will have to earn a living for themselves, because FW only spends money or equipment on special missions. As in the original game, there are many ways to spend time and earn credits in a local cluster. Trade, exploration, passenger or freight transport, mining, smuggling, hunting or piracy are among many options. Several different vessels can be purchased, each suitable for different tasks. Some may have more space for mining equipment or cargo, others for weapons systems. The ships are highly customizable, with dozens of different models of FTL and sub-light drives, energy converters, bridge and crew modules, computers, medical and communication systems, life support, scanners and more like. Each part can be damaged, the size required for installation, the visibility coefficient (more visible parts are more often affected by the attack) and sophistication (very complex parts can be serviced and repaired only in special dry docks). The ship also needs crew, and this is one of the cases where universe II is different from its predecessor: crew management is now much more complex and similar to a role-playing game. Crew members have one of seven specialties: captain, astrogler, gunner, pilot, miner, marine and engineer. Specialists are needed for most tasks - without miners mining is impossible, marines are needed to fight man, only engineers can repair ship systems, etc. They must also be fed, charged and require sleep. Their salary increases with experience. If there is no pay day for a while, they leave, and the lack of provisions naturally causes hunger. Sleep requirements shall be simulated by assigning crew members to the clock cycle. The process, called asomnigation, can eliminate the need for sleep in astrogators and guns. Another difference from the original game is a more detailed simulation of the fight: when boarding an enemy ship, the player's Marines now have to capture the bridge by killing all enemy marines or capturing 30% of the control panels. Deploying offensive capsules to mine from a reluctant planet, but defense stations must be destroyed first. These combat commitments take place on special tactical displays. Another new feature comes from connecting to starport: these sections are played in a text adventure using a text analyzer. Basics you can explore freely, you can chat with characters and find valuables and clues. Universe II is not far away with the text interface of the original game, and (other parts of the text adventure) uses the menu window system, unlike modern GEM or Macintosh interfaces. Unlimited Adventures (1993) Unlimited Adventures allows players to create their own fantasy role-playing games, especially those set in the World of Forgotten Realms, similar to SSI AD & D Gold Box series. The game is necessary to play the worlds created with it. In gold box games, the player usually controls the party of adventurers, leading them through cities and dungeons (presented in the perspective of the first person), talking to people, finding treasure, buying things in stores, fighting battles, etc. When the fight begins, the screen switches to a top-down perspective, where the player can control every member of the country while they fight the opponent. This is also the case with games created using Unlimited Adventures. Building Set Key Elements of each created game (i.e. design) is its modules, that is, the levels that the player will travel through. The designer builds modules, organizing the walls and choosing the floor and ceilings. Then comes the most important part - the setting of events. Events control everything interesting what happens in the game: fights, text messages, non-player characters (NPCs) join /leave the party, party visiting temple /shop / tavern, etc. Unlimited Adventures comes with lots of art, depicts various monsters, symbols, objects, etc. you can also import your art. There are many pre-produced monsters (e.g. goblins, dragons, zombies, etc.) and humanoid enemies (such as brigands, bandits, evil magicians, etc.) that the designer is free to edit. Unlimited Adventures comes with a full example of design. Heirs skull card. Superfluous Roughness (1993) Here is your chance to play football without pain. Unnecessary roughness allows you to lead the team of your choice in an effort to win the football season. With Al Michaels giving a play-by-play and a 3-D rotating camera that gets you on the field, this game is classic. Uno (1991) This is a simple computer version of the card game UNO and includes the official rules of this game. In this pass, one player plays against a computer opponent, so this is basically a solitary game. Detailed game instructions are provided when you start. Keyboard shortcuts perform all the actions - select cards from the hand, draw from the heap, and so on. The current card is located in the center of the screen. Unreal (1991) Unreal is a magical world in which you must save Princess Isoldé, your true love, from the evil polymorphic, dark teacher. This is an action game consisting of eight levels and is a mixture of 2D and 3D graphics. The environment is also fully interactive - you can run up and down hills and slide through but you have to be do not fall on the top of the cliff. In each level you will encounter puzzles and battles and you need to get a high score for you to go to the next level. If your health reaches zero, you will die and the game is over. Fortunately, your health is replenished at the end of each level. Ultima IX - Descension (2003) A competent one-man experiment in top-down CRPG, pulled with all the vampire panache: Talisman of Invocation or, say, Ultima 3. The difference is that the author rebels against established conventions rather than playing with them, revealing the arbitrary design and history of clichés plaguing the genre from the beginning and having a good time taking it down a few ches with an evil diverse subgenius sense of humor. Unlike the insignificant + unrelated mockery of Ultimuh, however, there is material for this parody: Descension's homepage provides a reliable gaming experience, albeit one decade or so behind the fold - the appearance and sense of stickmen tile-based interior and palace maps could easily pass a casual glimpse of the actual screens of the first members of the Ultima series... It's just small details that you can say that it's not played straight. There is nothing very unusual about being sent to Lord Finnish quest (guess they couldn't afford the British)... until he tells you that he needs to recover his children's book from the fearful monster Bunnica. Is he making fun of you? No - in fact it directs you to the dungeons, where it can be found. And really, maybe Mustard is a kind of dungeon name... but so is the canonical Hylthoth, therefore, who I am judge. Another weapon from Mace is Herring? Well, I'm sure his smell is quite offensive. And while it's true that I've never seen a game with an esoteric (P) ush plant variant between characters in a possible single-key action, it's implemented nicely and works exactly as you'd expect. Goofy, but no worse than space quest 4 tongue and nose action icons. In short, it's no less a game because of its lack of story respect for its source material, delivering everything the originals did plus a sublime dose of not taking yourself so seriously humorous mellow repetitive (but classic) find-the-McGuffin, kill-the-Foozle game. Up 'n Down (1987) The goal is to drive around the twisty course and collect all colored flags. You can jump through gaps and over or on other cars. If you land on another car, you can destroy it and collect points. You can also collect such things as balloons and ice cream cones for extra points. The sooner you collect all the flags, the more time bonus you will receive. At later levels there are deadlocks or gaps and the vehicle that carries you need a flag, so you will need to jump on it. If you hit another vehicle or get out of the course, you will lose a life. Two-player games are alternated with players taking their turn. Uridium (1988) Your solar system 15 planets were attacked by attack A horde of super Dreadnoughts, from a race who wants to harvest their own universe of minerals for their own use. You have to pilot your craft through some of the toughest levels ever created and shoot down all enemy spacecraft and ground weapons, and avoid many unsexpaly dangers. The novelty is that you don't just travel in one direction, but go from left to right or right to left, depending on where the current goals are, thus more like a defender than most shoot 'em ups. Urthwurm (2002) Urthwurms move differently than earthworms: Rather than burrowing through dirt, they are looking for existing tunnels and are stopped dead in their tracks if they run into the head of an obstacle. However, like invertebrates, their simple central nervous system complicates their control, and the player's urthwurm movements are directed with a single button, which adjusts their trajectory through 10 levels of infinitely side scroll horizontal tunnel, carelessly littered with blocks stretched through its course. When the button is pressed, wurm gets reformed and adjusts its course to fight its down motion and start heading up; When the button is released, gravity resumes its normal pull - to maintain a constant course, so it is very challenging and the player is much more likely to leave the trail looking something like a sine wave. In short, this game is re-making palm classic SFcave, Usurper, - The Mines of Oyntarr (1989) You are an unknown and strange world. Usurper is the one who sieves the rights of others, no doubt without power; he who creates a tale of the nascent tyranny upon the earth innocent; he who never renofies his ruthless position in spite of goodness in all..... Success! Utopia - Nation Creation (1991) Utopia takes the concept of sim city game and adds a military element. The game is set in the distant future, where your work is nothing more than a colony administrator for a new settlement on some far-flung planet. Your goal is to give the highest quality of life rating to colonists. You do this by ensuring that there is enough life support, power, housing, employment, police and entertainment to make the citizens of your colony happy. Hampering your goal are random events such as solar eclipses (which can make your solar panels inactive) and also the diverse, hostile alien race that inhabits planets with many scenarios to offer. Not only do you have to be a good mayor, but you also have to be a good general. Resources must be attributed not only to civilian research, but also to weapons research, reconnaissance and the construction of tanks and spacecraft if you want to survive long enough for your colony to flourish in the metropolis. Usually, you have to build a strong colony before aliens come, but a final push toward QOL of 80% or higher can only be achieved when there is no external threat. V Wins - D-Day at Utah Beach (1991) V Wins: Utah Thrust player into the role of military strategist during the Normandy invasion of World War II. As an American commander, the player must overcome Germany's strong opposition to occupying the Cotentin Peninsula and vital port facilities in Cherbourg. Or, as a German commander, a player must defend Cherbourg and drive the Americans back to sea. The V-Wing (1997) V-Wing is one of many AUTS and Turboraketti clones, a cavellier that would be forgotten long ago without its new features. The game follows the tradition of cavelliers: V-shaped ships drawn with two lines fly around imaginary platform landscapes and try to shoot each other to pieces with an arsenal of imaginative weapon. There are platforms to come down and recharge and switch weapons and repair the blows the ship has taken. The biggest changes in AUTS are running water, water remains stationary (as in many games of this genre), but it pushes the ship in the desired direction, so it is possible to create pipe systems. The environment becomes destroyed in a more orderly way, and ships do not get stuck so easily in a single pixel, and ships may collide - in fact, some weapons are based on this function. Other great features include ship ejection, team game, replacement of air viscosity, gravity, etc. ... Vampire's Castle Adventure (1988) This short text adventure (written in only 1.81 lines of BASIC code) is a player exploring vampire lair in search of a game with a hidden goal. Not surprisingly, the descriptions of the room are very terse and there is not much action to perform. The analyzer accepts two-word commands (although it only looks at the first three letters of any word) and has a dictionary of about seventy words. Vampire Tower (2000) The player controls the comely purple-haired lady vampire, collecting vials of blood within fifty rooms (ten per level). A certain room can not be crossed until all the blood is collected, portculls opening to another chamber. The way forward and up is not without obstacles, however - the rooms are filled with pushed blocks (get it out of your way - but not to the place where it will interfere with getting into the blood!), spikes that can not be walked, as well as the sight of many awful enemies whose unobstructed line of sight is deadly. To help ride some of these dangers, as a vampire player has a limited amount of transformations - the bat can fly over jumps in and around the urn, but must return to human form to collect bottles. Puzzles become more complex as the player passes through the tower, and the new characteristics of blocks and jumps must be put into careful planning of the player. Vampire - Talisman of Invocation (1990) Created by two high school students, Vampire: Talisman of Invocation is a freeware role-playing game heavily influenced by Ultima games. The hero must save the fantasy world of Quilnor from serious danger. The player travels Quilnor fight goblins, giants, zombies, and other various monsters while emptying the pockets of innocent civilians, getting treasure from dungeons, and picking locks from the castle doors. Visually and in terms of the main game, the game is very similar to Ultima V, albeit with much simpler game mechanics and interaction capabilities. The hero travels through a top-down map of the world, enters cities marked as icons, and engages in a free movement of ticked struggle, which takes place on special screens, against enemies that are visible on the map before initiating the contact. Character creation, however, has little to do with Ultima: the player assigns more traditional AD & D-like attributes of the protagonist also select skills that range from combat proficiencies to lockpicking. Vanguard Ace - Vertical Madness (1997) Set in the near future, Vanguard Ace is your typical vertical shooter similar to games like Raptor and Xenon. The earth is invaded by a bunch of aliens called Visitors, and you have to stop them. Players will be able to choose from 5 different types of ships. Each of them has different abilities and weakness. Vanguard Ace boasts features such as 70FPS animations, multi-layered parallax scrolling, rendered graphics, mecha s prnte designs and power-ups in this bounty of the Japanese anime-style universe. VanSlug - Mission X (1995) VanSlug: Mission X player takes control of the title hero, a futuristic detective named Van Slug, whose hobby is to donate his protective equipment and rid the monsters of the city and adjacent rural areas. On this platform the shooter player guides Van Slug through quite large levels of live ground and flying enemies. The hero's default weapon with unlimited ammunition can be changed to stronger (but with limited ammunition) in the choice of correspondent power. Other power-ups include shields that further protect the hero from attacks, dynamite, and health restoration elements. At the end of each stage, Van Sligo is waiting for the battle of the boss. Although the bar named EXP is displayed along with the health of the protagonist and special ammunition gauges, it never fills and remains empty during the game. Vaxine (1990) In this first person driver/shooter, the player must protect the body's base cells from attacking evil infected cells. The battlefield is a toroidal grid on which your three-color semi-sphere base cells sit waiting for your protection. Invading cells (as well as tricolor spheres) try to merge into groups and destroy your bases. You destroy infected cells by cracking antibodies (as well as spheres of three colors). Press the infectologist with the right color shot and it is destroyed. The catch is that you have a limited amount of each color of ammunition. The color will run out and the game is over. The situation is also aggravated by Spitters, enemies who appear and spit out new attacking cells if you take too long to complete VC (1983) VC VC Cong) is a distinctive simulation that helps the player to manage the military and the public civilian political climate. Your task is to manage the province with ARV (Army of South Vietnam) forces along with US air cavalry and US field artillery battalions. Nva (North Vietnamese Army) and VC-controlled computer will make this guerrilla/terrorist war difficult and try to turn civilians before you. Your goal will be to destroy all enemy forces while preventing half of the civilians you are here to protect against joining forces with the NVA and VC. This must be done in turn based fashion one week through the turn. Vectorball (1988) This one on one future sport combines ideas from a number of real-world competitions, especially the schoolgirl's favorite netball (I wonder why the ad blurb doesn't mention it?). The action is viewed isometrically, so moving the joystick upwards moves its troid northeast, downwards moving southwest, and so on. The goal is to score more points than your opponent in each match, and be the first to win four matches (against either a man or a computer opponent) before moving to the next level of difficulty. There is a goal in the middle at each end, and the ball can be advanced shooting (the length of the shot affects pushing the joystick up or down with the fire press) as you can't run with the ball, or hold onto it for a long time. The main new idea of the game is the formation of squares, which are viewed in full 3D and which contain bumps and large divots. Vegas Gambler (1987) Vegas Gambler is a casino game for one player that has four shared casino games: Video Poker, Roulette, Black Jack and Slots. At the beginning of the game you have \$500 bet with. Betting limits include \$200 for Black Jack and Roulette and \$5 for Video Poker and Slots. Once you have placed a bet you only need to press play, the computer will automatically bet the same amount of money over and over again, but if you play roulette you have to manually put your bet on the game board. When you run out of money, you can choose between borrowing another \$500 or giving up. The game has a recording/load function per game. The Veil of Darkness (1993) The ruler of The Vampire, Cairn, killed his father and brothers so that he could inherit control of the valley. Ever since he exercised his powers to break contact with the outside world, Cairns has been living with him, torturing the villagers with madness and death, feeding them as animals and turning rural women into his own personal vampire servants. Meanwhile, the villagers are miserable, because every day they face the possibility of either being devastated by werewolves, demolished by zombies, driven into living ditches, or cairn and its posse turns into vampires. A cargo pilot's plane has been shot down by mysterious forces while flying through a remote valley in Romania. A useful village girl named Deirdre rescues him crash and takes him to his father Cyril, who informs the pilot that his arrival during the plane crash marks him as the chosen one, prophesied to destroy Cairns. Since Cairn cut off all roads from the valley, the only way he was going to leave, as the old saying says, is through his dead body. But it will not be very easy. Wild animals and unnatural creatures roam the surrounding area. While some villagers will help the hero get rid of the left, others have been demented with despair and the valley's oppressive aura, so they have done indescribable acts or otherwise behave uselessly. Even the most reliable allies may appear to have a few skeletons in the closet... The Dark Veil is an isometric adventure game with action-based combat and easy role-playing elements. Most of the game is designed to explore the game world quite indefinitely, collecting information and items. The solution of the puzzle is based on conversations and inventory; Many battles are also designed into a puzzle, and the hero can defeat certain enemies only with specific weapons. Heavy inventory management and status ailments take care to contribute to the angle of the game RPG. Velcro Mind (1995) In one of our more original game concepts, the player here controls the movement of the disc with the mouse. The disc is divided into four quarters, each of which is of different color, identifying four balls of different colors that zoom in on the playing field, and four different colors attached to the hands, waiting for the player to present the ball of the appropriate color. To surround the ball (as if they were complementing the sides of the velcro joint), the player must rotate the disc with mouse buttons to ensure that the side pointing to the ball is the same color as the ball itself when they connect. Unmatched color joints give rise to a blow; After twelve such failures the game is over. Revenge of Excalibur (1991) This follow-up Arthurian RPG adventure spirit excalibur, revenge excalibur picks up where the old one ended. Although power was restored in Britain after the death of King Arthur and the destruction of the evil wizard Morgan Le Fay, a terrible force was liberated. Demonic Shadowmaster, a dark summons slave witch, terrorizes Britain by getting stuck in the king and stealing a fair trial in Enchantress, Nineve. You must command the knights of the kingdom to find and destroy the vile beast. The game takes place in seven acts or episodes and features a combination of RPG and simple strategy game (combat) elements. The game world itself is loosely based in medieval Spain, and features dozens of cities, towns and castles. The journey from place to place takes place on overhead maps, and each actual location consists of picturesque hand-painted backgrounds depicting the type of environment in which it is set. The interface is fully mouse-driven (although the keyboard also available), iconic and simplified to make it available to inexperienced game players. Poison (1987) Venom is a text adventure game with graphics. Many years ago, the great Lord Mirosimá defeated the evil Traklan and condemned him to spend eternity underground. Time passed and Traklan appeared and once again threatens the land of Armosin. The player takes on the role of Rickka, the current ruler arrel soldier and friend. The game begins at the Inn, Dancing Dragoon, where Rikka arranged to meet her friends Arrel and Beris, and unfolds as they explore the land. This game can be played with a keyboard or a joystick. The game game requires teams Go North, Examine, Give, etc. to list the game area on the right. The player chooses one by scrolling to it and the game allows the player to choose the right theme from the inventory, companion list, or text describing the current location. Veritech - Variable Flight Simulator (1994) Veritech: Variable Flight Simulator is a flight simulator based on the Veritech/Valkyrie fighter featured in the Robotech/Macross anime series. In this game you can fly a Veritech fighter. You can't transform into a giant robot in Battlefoid mode, you can only transform the fighter and guardian/gerwalk modes in this game. In the original edition (version 1.4), there were four missions whose first mission was a training mission. Flight Simulator parts game was built using flight sim toolkit. VGA Miner (1989) MS-DOS: VGA Miner by (1989) VGA Sharks (1990) An interesting game, you are a diver and must collect underwater treasure while avoiding sharks and other underwater enemies. Vigilance of Talos V (1996) Vigilance on Talos V is about Killian Jared, the man who became a mercenary to save his miner Celeste from the evil race of aliens known as Xenos. After learning the location of his main base from the informant, he launches an attack on one man to save his daughter. The game is similar to Nintendo's Metroid series. The main purpose of the game is to explore the base, blasting enemies with a variety of weapons, and to find special upgrades such as energy tanks to increase your maximum health and saturn ball, by which Killian rolls into the ball to squeeze through cramped spaces. Vikings - Fields conquest - Kingdoms of England II (1993) The sequel to the Kingdom of England is in turn based on a medieval strategy game by up to six people or computer opponents. Each player assumes the Role of the Lord in control of the Kingdom, whose leader is up to twenty armies, in an attempt to become the sole ruler and king of medieval England. From the very beginning of the game you are in difficulty controlling your kingdom. Using your mouse as a controller and its marker as a powerful finger, you need to develop your skills not only as a leader of the campaign army, but also skillfully manage your infrastructure there are two scenarios of the game: 1. Against up to six people opponents. The scenario is based on each player's ability to build his Kingdom into a society that needs to thrive so that the player can build wealth to expand the growth needed to increase the size and strength of his army, which will allow him to strategically conquer the territory of his opponents in order to become king of England. 2. Head to head against computer opponents. In this scenario a human player must acquire skills as indicated in scenario one, but he is pitched against the Vikings war Lords (up to five) who play by different rules, their goal is to gain an inquest of wealth without the thought of development. They act like barbarians. It's up to human players to use a more constructive approach to outsmart a computer player. Vinyl Goddess from Mars (1995) A year 200 billion small ships race across the galaxy taking the Vinyl Goddess from Mars to the esteemed intergalactic B Movie convention. In the middle of transit, the meteor shower strikes without warning, and the ship is engulcreased into the sea of rocks and debris. Severely damaged by cosmic storms, the ship takes care of the course. Desperately, the vinyl goddess rotates the handles and pulls the levers to regain control. The best she can hope for is to eject and let the ship crash to land the strange planet below. It is up to you to help the perfect goddess find and repair your ship and collect all your belongings before it's too late to reach the convention. The vinyl goddess from Mars is a platform game similar to the design and game to the older Jungle Jill or alternatively Gods. Like Vinyl, you have to progress through levels and episodes and eventually repair your broken ship. Virtual Reality Studio (1991) This package allows users to create their own 3D worlds using technologies related to the Freespace universe seen in games such as Castle Master and Driller/Space Station Oblivion. The drop-down menu allows you to create and arrange objects, defining motion loops and simple animations. You can create a room network. A simple BASIC style language is integrated to allow puzzles and conditions (open the door when the key to it, for example). You can also add enemies that need to be shot. At any time you can enter gameworld to try. Virus-Farm (1992) This game simulates a stupid terminal intrusion into the remote computer system and navigation of your file system via MS-DOS-like (DorkSoft's VF-DOS, an operating system that is more susceptible to a viral attack than any other) command-line interface. Players are given a free rein to explore directories, display classic Usenet files content to save locally, and remotely run up to six programs a day... all with the eye towards creating and maintaining a viral infection remote system, with some secure files yielding more prestige and higher points when successfully infected. Played in the context of the BBS door (already halfway into the game with players good behavior on the remote computer) individual players would not only search for new and uninfected files, but also seek to clean up and re-infect those who bear other players virii visionzip.zip MS-DOS: visionzip.zip under visionzip.zip (visionzip.zip) Viz - Game (1992) Viz: Game is an action game in which players run through different scrolling

environments. It is based on british comic book magazine VIZ, which, like the game, features a lot of crude humor and fart jokes. The player controls one of 3 Viz characters - Johnny Farptants, Buster Gonad or Biffa Bacon. The race takes place in five different scrolling environments: country, city, construction site, beach and disco. During the race you have to dodge traps and other characters from viz comics. Vlak (1993) Vlak (translated as train from Czech) is a freeware 90 clone snake. You control the train to collect items scattered around the surrounding area, avoiding crashing into something. Every time you get a new item, your train will have a new wagon attached to it. Wagons differ in appearance according to what item to pick up. Pickups include animals, crowns, diamonds, plants and apples. When you collect all the items, you can get out through the yellow door to advance into a new and even more complex room. There is an unlimited amount of runs and no highscore, but there are 50 levels, and the program weighs only 13 KB. Volcano Hunter (1991) A player controls the movement of one Hunting Harry, the only denizen on the side of the volcano, overcome by the ghost Druts, deadly floating apparitions, which can only be prevented by sheltering inside buildings and only dispersed using bombs with time fuses, from which Harry fortunately has unlimited supplies. (Too bad there are also an infinite amount of enemies!) Most of what Harry hunts is the fuel tanks that druts stole from the village to continue their gold mining activities, and his main goal is to collect them and return them to the village... while he also collects points to collect any gold he finds (ditto for the new Beamer Priety), destroy druts and just explore up and down the ladder of this over-200 screen complex. In Druts, who seek the edge of the screen and kills control, Harry is a little fragile and loses man from the smallest drum from the podium or through a platform gap; Also dead under water or hang near the lava flow for too long will both lose life. Volified (1991) Volified is very similar to Qix - the player takes control of an object whose purpose is to roam the screen, shape forms and remove them from the playing field. By reward, the image is gradually revealed in the removed areas of the screen. In an area where the player has not cleared, the walls become the border of the area where the player's player can move. The player's object must avoid contact with any of the Enemies that float around the screen, because it will weaken and eventually destroy it. Barriers limit the part of the border boxes through which they can be formed. The goal is to clear 80% or more of the screen, and each additional percentage adds extra points. This game allows one or two player games at three difficulty levels, but offers no passwords or saved games within its many levels. Volleyball Simulator (1988) Volleyball Simulator is probably not at all surprising, a game about sports volleyball. The game is full of teams of six athletes and an original set of rules with one game mode: one match against a AI or another player. However, there is room for customization with a tactical menu. Here players can determine the defense and offensive strategy and the position of each athlete. Voodoo Girl - Queen Darned (2003) You control the Voodoo Girl, as she wanders surreal, idealized mythological Haiti on shopping errand picked up ingredients for her spiritual mentor Mama Houngan cooking up: nothing out of the ordinary - just coconut, some popcorn venom, yellow grave mold, eyes newt, through various, and, oh yes, the mythical Golden Cauldron, said to be a land of dreams. How about a liter of milk while I'm in it? In order to make this strange shopping list of items (the boiler was broken into a large number of pieces, by the way - the game is not as short as it may seem at first), you will travel high and low through various environments - avoid falling rocks on a cliff, exploring a cave hidden behind a waterfall; You glimpse the rainbow of the mountain and carefully pay attention to passages in the underground labyrinth (Incredible Twisty Maze-Like Cave). You will even win a dance competition! Through all this you will encounter characters straight out of Vodoun folklore, from the peaceful Rada lo to the angry Peter Loa and the notorious Baron Samedi, all on their way to the final showdown with Dream King himself! All this destructive occult game with little violence and non-obscene language (so the author's little brother could play 8) Voodoo Island (1985) Here the Voodoo Island player's task is to destroy the evil plot Dr Beauvais is preparing for. Voodoo Island Text Analyzer is similar to another Angelsoft game, Forbidden Castle, but unlike other games that the company does not need to deal with a limited number of turns, giving players all the time in the world to explore the island they are on. VR Soccer's '96 (1995) 1995 increased power of new wave systems made 3D football games an opportunity for several companies to explore. Most of the features that people later take for granted in football matches were innovative, or at least quite fresh when they appeared in actua sports' first titles. Several camera angles were available to view the entire 3D action, with 3 Sheffield Wednesday FC players providing motion capture. 44 international teams Players, each with 8 individual skill attributes, were shown. BBC commentator Barry Davies has made a full flowing comment over the top. It was possible to buy a full range of individual tournaments, as well as the possibilities of several players, allowing to play both the same system and the network. Vroom (1994) Vroom is a Formula 1 car racing game that can be played either in arcade or simulation mode. The main options screen allows you to choose a manual or automatic transmission, number of wheels and workouts, one race, or a full season. Multiplayer options allow two players to race with each other on separate computers. Each track, with different layouts and background graphics, has many strained curves, steep classes and slopes, tunnels and pit stops. The player-operated car has working side-view mirrors that allow you to view the actual action behind you, as well as the working speedometer and gear display. The game features a colorful combination of 3D and 2D graphics, realistic sound effects and quick, smooth animations. Vulcan - Tunisian Campaign (1988) Vulcan is the third entry in R. T. Smith's World War II trilogy, including Arnheim and Desert Rats. It simulates the Tunisian campaign from 1942 to 1943 from the arrival of the Torch Task Force and their race for Tunisia to the final battle of Operation Vulcan. There are 5 armies (3 Allied ∓ 2 axis) and 5 scenarios, including the Battles of Kasserine and Mareth. Each scenario has several preconditions to start with, which include axis control in Malta, axis capture of bones, DAK (Deutsches Africa Corps) destroyed, desert army of late, and French neutrality. The game is flown scrolling map twists. The player selects the units and places orders on the them. Units move in a grid of rectangular cells. Landscape objects affect movement. For example, mountainous terrain allows hidden movement or the river blocks the road. The stage of the air attack is possible between the bends. The game comes with a detailed instruction booklet and includes historical notes about the campaign, maps and photos. Two players representing Allied and Axis can be a computer or a human being. The borders of Rome (1993) Border Rome is the name of a strategy that involves real-time fighting between the Roman Empire and their enemies, Carthage and Celts. The game can be played as sporadic battles or as a string of related battles in the campaign. Units and locations are historic, with foot soldiers and artillery of times. The game can be paused at any time to give orders, and the time flow can be adjusted. The game is built by an editor in which you can edit either battle forces, or the battle on the map will be played, resulting in an extended repetition value. War Eagles (1989) The last short-term line of foot-bold fight sims from COSMI, War Eagles is a decent action-oriented sim set in World War 1. You can choose to play as or a German pilot. On the British side you can choose 5 missions: patrol, patrol, balloon busting, one against many dogfight (aply named Hornet's Nest), and one fight. There are also 5 missions on the German side that largely reflect the image of British missions (e.g. balloon defence, not balloon storming, etc.). In a balloon mission, you try to shoot down or defend the large floating Zeppelin. Hornet's Nest can be very challenging for beginners, although ace pilots can quickly take advantage of the dynamics of the game's non-existent WW1 fighter flight to dispose of enemy planes. War in the Gulf (1993) The third game of the tank combat series, follows from Team Yankee (whose history and setting came from the book) and the Pacific Islands (set in the imaginary 1995 war). The third match imagines a situation in which Iraq invades Kuwait for the second time. The main feature of the series was how you always watched all 4 tanks plated at the same time, through a split screen. The action here is just mouse-driven. AI has been significantly updated from previous series games. The full list of tanks and weapons is included, and Iraq mainly uses Soviet technique. The main focus is on the destruction of certain buildings for money and the destruction of other specific buildings, as well as for financial reasons. War Lance (1990) Commands army, heroes, and special units against the evil Highlord Dragonarmies. Have your heroes looking for magic to help in their battles, use diplomats to gather nations to your side, and send armies to the field to do battle or hunt enemy heroes. Play against a human opponent, or against computer-controlled Highlord Dragonarmies. Wargame Construction Set (1986) WCS allows you to create and play turn based strategy battles. You can create scripts at various times, including contemporary, old, 1800s and future. You have complete control over all units, and can customize your firepower, movement points, strength, aggressiveness, etc. supports 1 or 2 players. Available with 8 predefined scenarios. Wari - Ancient Game africa (1994) From the ad: Wari may seem simple, but it can be much more complicated than it seems. There's nothing other than Wari. It's fun, it's complicated, and it's different! The game is also designed to help you learn to play, and play well. You've won the game? Only when the elephant broke! Giraffe is a child's game; Lion and Zebra are the only average players elephant will consistently beat them with 15 more stones. To get an elephant you will have to register for Wari. Wari is an African strategy game for 2 players. Also known as MANCALA and OURREI, Wari is more than 4,000 years old and has been used to train African tribal commanders. It's easy to learn how chinese screeners, but you need to think more like chess. 3 skill levels, lesson, animation, music and sound. Warlords (1990) First Warlords series. Basically, your mission is to dominate the world. This may played among up to 8 people all in the same car. This is a medieval type strategy game that requires the player to control 80 cities in the Illuria area. To do this, you need to destroy your 7 opponents. Gold is accumulated through urban property. Then gold is used to build armies. Heroes can sometimes find things or be rewarded with mies (there are only 2 and this is the first come, first served basis). You can choose between different people and non-human nations, as well as the ubiquitous evil warlord. This is a very early version of what strategy games eventually became. Warlords II (1993) Turn-based strategy game with fantasy elements. Capture cities and use them to create armies that you then send to fight your opponents. Still has a dedicated following on the Internet. Warriors of Legend (1993) The Kingdoms of Lemuria enjoyed a time of peaceful existence before the visitors came, in the Black Circle or in the covenant of wizards from Lorts. King Osrzt the Great, one of the few survivors, applied to all the heroes of the earth to save his kingdom. Warriors of Legend begins with the desire of our troops to rebuild Lemuria's former state. Warriors Of Legend is an RPG with pre-characters, the last produced synergistic with the World Builder engine, which is powered by Conan Cimmerian and other similar games. You have a top to bottom map of the land to control long trips between cities and so on. There is a side scrolling view when in the city and used to quarter battles. Warship (1988) Tactical Wargame Navy commitments at WW2 Pacific Theatre. There are four historical battles to choose from, as well as a custom script developer that has a what if script. Both IJN and USN forces can be controlled by the people. The game engine is much the same as used by SSI's Battle Cruiser, which was not released by IBM computers at Waterloo (1989) Waterloo, probably the most famous battleground in history, was fought on June 18, 1815 between French forces Emperor Napoleon Bonaparte and English and combined Allied forces by the Duke of Wellington and the Prussian forces under the Marshall Waterloo game, cloaked with a normal review provided by wargame commanders and instead gives the player the same view as the real commanders of the battlefield. Player orders up to the age of radio must pass through a complex chain of command with different levels of success when executing these orders. These orders can even be ignored if there is better local intelligence or officials lack the skills or courage to perform them. As commander (Napoleon or Wellington), the player even has to deal with delays in events, the time it takes for these events to be returned to headquarters time, and the time needed to issue orders and to see the orders made. The text analyzer is used to place orders during the game. The battle ends at 9:30 a.m., at which time all battle messages will be available and evaluated results. The player is also given the opportunity to view the battlefield. There is only one player in the game. Wayne Gretzky Hockey (1989) The first of three Wayne Gretzky games from Bethesda. It contains everything you can find on the ice hockey rink, from big hits and fights to ice and aloof. It's not just about what's on the ice, but also beyond, offering the player plenty of coaching opportunities and giving you the opportunity to build your players and teams Wayne Gretzky Hockey 2 (1991) Wayne Gretzky Hockey 2 is a top-down hockey game. The player participates in matches against Canada or the USA. There are many possibilities to change match settings, such as difficulty level, speed, or referee behavior. The editor offers the opportunity to create a new tactic or queue, as well as to change the abilities and names of athletes. Unlike most other sports games, athletes are controlled indirectly: the player uses an input device to show the athlete where he should move. An active athlete can be replaced. It's basically the same game as its predecessor. The main additions are additional compliance options and co-op game mode. Wayne Gretzky Hockey 3 (1992) This third installment in the series inherits all the previous two games to strengthen them with VGA graphics, voice-overs, more player stats, and longer league play styles. As in previous games, it deals with both coaching and game effort with AI, reasonably responding to the player's tactics. League play offers longer game value, and the game can be integrated with Hockey League Simulator 2, a simulation package of statistical-oriented minds. The game can be adjusted to 3/4 or top-down viewing rink, as well as automatic/manual play/trainer, show/hiding animation sequences, controller selection, etc. Waynes World (1993) Wayne's World is an adventure game based on the film of the same name. The game itself is a classic point and click adventure, and should not be confused with a platform game based on the movie. You play both Wayne and Garth, and you can switch them at any time. The plot is simple; In an attempt to save their TV-show, Wayne and Garth decide to host a pizza-thon (a charity show with a pizza theme) in order to raise money. To be able to have pizza-thon Wayne and Garth must embark on several quests to collect items and hire the people they need to show. The adventure involves participating in the baby's danger, joining a biker gang and baking pizza. The graphics are in 2D, and the sound has several examples from the movie. Welltris (1989) Welltris, which is the first Tetris sequel, is originally created by Alexei Pajitnov (creator of Tetris) with Andrei Sgenov. It has the same concept of the game as Tetris; Just all the player has to do is rotate and maneuver the falling pieces to the right position to form full layers in the playground. Site. Welltris changes this rectangular arena into four sides well with a grid-like wall and bottom where falling cuts can be moved from wall to wall too well. Form the pieces into solid rows horizontally or vertically at the bottom of the well. Billed yourself as Tetris in three dimensions. Western Front - Liberation of Europe 1944-1945 (1991) The Great Strategic Game of World War 2 in the West from 1944 to 1945. Both the Western and Italian Front have been discussed in detail; The Eastern Front is simulated to reflect the influence of the war on two fronts. Scenarios range from Operation Overlord to the Battle of Bulge. The game is the logical successor of the second front: Germany turns the East, which involves war in the east. Circle of Fortune (1987) Published by ShareData, Inc. Created by Softie, Inc. Released in 1987. As well as Apple II, Commodore 64, Genesis, SNES Genre Strategy Theme Game Show, Puzzle-Solving Misc Licensed TitleFrom Mobygames.com. The original entry Circle of Fortune - New Third Edition (1988) Providing new puzzle phrases, the third edition of the Fortune series in the gaming circle based on the popular television show, brings the same fun as the original. You can play up to three rivals. Players compete to solve the puzzle by rotating the circle and guessing the hidden letters of a person, location, object, phrase or other category. Circle of Fortune 2nd Edition (1987) Based on the original Wheel of Fortune game ShareData, New Second Edition includes more than a thousand new phrases to guess. When the War of the Two Worlds (1993) When the War of the Two Worlds is a strategic simulation of interplanetary conflict. Resources, power plants, farms, laboratories, etc. are controlled through a global military workplace used to explore and conquer other worlds. The strategy is to increase your planet's resource and technology level while trying to create enough military units of the right type to conquer either a human or computer opponent. Where America's past is carmen sandiego (1991) As acme detective agency Greenhorn in the execution of Carmen Sandiego, you work on your chronoskimmer 4505L to travel through time to search for another clue that eventually causes the recovery of the stolen item, detain the thief, and eventually capture Carmen herself. Not much new in terms of the basic premise, all the trivia issues are related to American history... Obviously. The graphics are much improved than previous Carmen Sandiego games. Where in Europe is Carmen Sandiego (1988) The third carmen sandiego series, you can resume your detective role in pursuit of Carmen and her gang of 34 different European nations. Comes with Rand McNally's Concise Atlas of Europe. Where in space is Carmen Sandiego (1993) Where in space is Carmen Sandiego uses the original formula from the first 4 games of the series (Where in the world, where in Europe, where in time, where in the US) and extends it to our knowledge of astronomy Space. Carmen moved into space with her gang of alien bans, it's up to the player to climb into space and watch them down. These games use the familiar Carmen Sandiego series game to test astronomical knowledge. On board the Acme Detective Agency space observation vessel, your main source of information is the VAL 9000 computer. Val provides information about history, science and mythology in space that will help you search. Your search can be extensive. The game includes 32 seats and 1100 clues! The program features great digitized images of NASA's sun, planets and moons, star searches, talking aliens, planetary flyers and interplanetary probe launches. The original music score covers different themes for each planetary system by digital sound. A clear guide is provided. Also included in the package astronomy booklet increase your enjoyment in the night sky. Where the U.S. is Carmen Sandiego (1986) As a detective, a player must hunt Carmen Sandiego's henchmen who stole outrageous items that are important in U.S. history and heritage. Using clues, the player will follow henchmen from city to city. Where in the U.S. is Carmen Sandiego Deluxe (1994) Remake Where in the U.S. is Carmen Sandiego?, this title features high-resolution graphics, digital sound effects, and new locations. Sign your name, then listen to the boss give you information about the suspect and loot stolen them, the place where the suspect was last seen, and the time limit by which you have to detain the suspect. Interview witnesses and contact informants for information about the other location where the suspect has applied, as well as any information that may be the subject of a warrant. (The suspect cannot be arrested without him.) To determine where to go next, you will need to do research on your part, because everyone you doubt will reveal places, not cities that appear on the travel map. Once you have decided where you should go next, you can travel to another place. And from there, the process is repeated until you finally catch up with the suspect. The new feature on this map lets you zoom in on your cities and location and surrounding states. Where the U.S. is Carmen Sandiego Enhanced (1992) This time you continue to catch Carmen Sandiego and her American gangs in the US breaking out of prison somewhere in Europe, she comes to the Yankees to steal her treasures. You, as an ACME detective, have to travel from city to city in the tail of the suspect, using evidence and gathering evidence that allows you to finally imprison the suspect. Witness words to you are clues only if you have basic geographical and historical knowledge. This version includes improved VGA graphics, network support, mouse and joystick support, and detailed descriptions of suspects. You also need to answer the document verification question correctly to acquire a new rank. The world is Carmen Sandiego (1985) You begin as a rookie detective whose job is to track down a crop of thieves stealing the world's most expensive treasures. After each task briefing, you will be given the term to capture the thief that stole the artifact using clues related to your knowledge of geography. The game is an updated version of the original Where in the World is Carmen Sandiego?, featuring improved graphics, sound effects, and additional control schemes such as joystick support for computer platforms. Where in the world is Carmen Sandiego Deluxe (1990) Rehash from where the world is Carmen Sandiego?, featuring high-resolution VGA graphics, digitized sound effects, and new locations. The life cycle is self-explanatory: sign up for a case, travel from one place to another by interviewing witnesses, getting warrants and arresting, and you have about a week to do so. The options you can make in each location are the same: you can interview witnesses, search for evidence reports, or contact Crime Net to get additional information about the suspect, such as features, hair and eye color, auto and sports. If you're lucky, you can contact other whistleblowers like Bart Samson and Vinnie Squealer. Once you have enough information about the suspect, you can pass this information on to the Warren warrant robot so that he can obtain a warrant for you. If you are not sure about the information you have entered, you can view the documentation for each suspect. Unlike the rest of Carmen Sandiego's games, you are given a quiz just before you are promoted, you need to look for a link that came with the game. If you constantly get promoted, you can find yourself in the Hall of Fame. Places include (but are not limited to) Kathmandu, Dar-es-Salaam, Baghdad, Manila, Lima, Port Moresby, Singapore, New Delhi, and Tokyo. You can also travel to ACME headquarters in San Francisco, but the only thing you can do is start a new case, or assign a new detective. Where in the world is Carmen Sandiego Enhanced (1989) This time you continue to catch Carmen Sandiego and her American gangs in the US breaking out of prison somewhere in Europe, she comes to the Yankees to steal her treasures. You, as an ACME detective, have to travel from city to city in the tail of the suspect, using evidence and gathering evidence that allows you to finally imprison the suspect. Witness words to you are clues only if you have basic geographical and historical knowledge. This version includes improved VGA graphics, network support, mouse and joystick support, and detailed descriptions of suspects. You also need to answer the document verification question correctly to acquire a new rank. Where time is Carmen Sandiego (1989) Carmen Sandiego and her gang are free again, and it's the players' job to capture her! This time the player must not only find where it is, but also where it is. When travelling to different places, they need to collect by interviewing witnesses and searching for Close and capture Carmen Sandiego. Add to the game New America Desk Encyclopedia to help make clues more meaningful (and act as a form of copy protection!). White Death (1990) White's Death is based on a board game of the same name and related to the fighting around the Russian village of Velikiye Luki in 1942. There are six scenarios related to the different stages of the fight, and the player either takes on the role of the German or Russian side of the conflict. This is one of those games that tries to imitate not only the script, but also the war and its tactics as close as possible. Displayed from the usual top-down view on a map with hexadecimal grids, the player places orders for units through the menu system. The pieces represent icons, each of which has a little bar showing their strength and movement. Other examples of things a player has to take into account is morality, terrain, support and tactically wise unit placement/movement. Whizz (1994) Whizz is one of the few 3D platformers to use an isometric approach. Controls reflect this by moving the control to the right, actually moving the character down and right, moving it down and moving the character down to the right, and so on. Each level is played according to the time limit, and the paths within the level are not always clear. There are four different types of doors, each of which requires a certain icon (icons depict the type of door, such as ice or bricks, rather than hot water or key, or anything you logically expect to clear the road). You can avoid baddies, which may be the best option, because killing them costs you some energy - this reduces the value of the points system. What Framed Roger Rabbit (1988) Roger Rabbit was framed for the murder of Marvin Acme, head of the Acme Corporation. Acme's will argue that after his death, Toon Town would be left of Toons, but the desire is nowhere to be found. You have to find him and save his wife, Jessica, from Judge Doom and his weasels. The game takes place in Hollywood, 1947, where the Toons are alive. The game has 4 levels, of which 2 are driving levels (levels 1 and 3). Roger and Benny's cab has overcome weasels to the destination while dodging cars, trams and judge Doom's DIP, which is scattered on the road. There are pick-ups to help you along the way. Level 2 is an ink and paint club. It will be in one of the tables. Roger has to pick up all the sheets of paper penguin waiters dropping, avoiding alcohol and gorilla bouncer. Level 4 you have to judge the Dooms warehouse trying to save your wife, Jessica from the DIP truck. You have to use gags to progress and make weasels laugh at themselves to death, literally! Wibarm (1989) Wibarm is an action game with RPG elements and multiple game modes. The player controls a robot that can also transform into a tank or flying spacecraft; each form has its own strengths and weaknesses. Similarly Thexder, the player is led by a transformed robot through side scrolling levels, shooting enemies and trying to stay alive. However, when the robot enters the building, the game transforms into one of the previous examples of a 3D, third-person perspective shooter. Exactly end in bass battles, which take place in separate top-down areas. The player is given a great deal of freedom to visit first. The assembly power of the headset increases the power of the robot. If a particular boss encounter turns out to be too difficult, the player can explore other areas to level up, and return to the boss stronger than before, giving the game an RPG angle. Wibbling Wilf (1991) Basically a Pac-Man variant, this top-down monster avoiding the maze to complete the game data to a good job of concealing its origins. You control Wilf (respect for magazine editor Wilf Hey, in an unabashed bid for a good review), innocently dumped circumstances beyond his control in a maze inhabited by sinister Glumphs. Armed with nothing but a drippy jam sandwich, your goal is to travel around the entire game board dropping the jam on the ground without eating glumphs. Take too long and they will reveal Frank cooked sweet, which will undo his hard work by gobbling his delicious jam splatters. Wild Life (1990) Wild Life is basically the same game as the creator of the previous Safari Guns with new scenarios (America, the Arctic, India and Australia) and interface. At each level, the player is provided with a list of three animals that he must photograph. The process is similar to the first person shooter as Operation Wolf: the player controls the crossroads through the left and right scrolling landscape. When the animal appears, the crossroads must be moved quickly through them and the click activates the photo. The interface is basically a set of buttons to be clicked to replace the active crossroads: a hand (needed to treat additional equipment or wooden packaging), a 50 mm lens, a telephone (for small and distant animals) and a rifle (shooting hunters who try to harm the player). The number of photos a player can take is limited and must be filled with frequent appearances of new rolls. Wild Streets (1990) New York, 1998. Once the most prestigious city in the world has now become a fighting zone. Half of the city is left in ruins, and it is in that part of the city that marginals and gangs live, which are hunted down by all law enforcement agencies. The other side of the city consists of fancy estates, some of which are home to the most important drug barons. Unfortunately, they are the ones who rule the city, using the huge profits they dered from drug trafficking and weapons. They have now succeeded in putting the country's economy at risk. The US government, which wants to avoid a terrible crisis, has called on the CIA to conduct several types of operations to get rid of this bad substitute for government. C.I.A., led by Boss, clean up your scam town. One of the plans is to transform the city by placing security checkpoints in strategic positions. The operation was created on April 4 and quickly proved to be an unprecedented success. Poorly organized, smaller street gangs were very outperformed and couldn't match very well armed law enforcement soldiers. On May 7, during a successful raid, the State Police Special Unit seized a huge arsenal of weapons and ammunition worth more than two million dollars. This raid was an important stage of the whole operation. Realizing the sticky situation when they were, the leaders of crime organizations have now begun to develop plans for themselves: They needed to regain control of the city and, most importantly, protect their territories. On May 15, they kidnapped Boss to obtain the names of his operatives involved in the C.I.A. fight against organised crime. In this way, they were convinced that they could control the situation and become even more powerful. Your mission is to free the Boss and bring him back safely. You'll be dropped from the shredder with your panther in the place where the boss was last seen. You have your 357 magnum ready and the panther is trained to protect you carefully. You will have to travel around different parts of the city in search of hostages, and you will see that your street fighting skills will be very useful. In every part of the city you will face various enemies and their gang leaders. They will become more and more skilled to fight as you progress. Some of them are so powerful that it would be wise to save bullets for these extraordinary fights. Once you reach the point where The Boss is considered a prisoner, you must save him and safely escort him back to a safe place. On the way back you will have to be especially careful, because you will have to protect The Boss, whose physical condition was worn out. Wild Streets is a side scroll arcade game in which you fight the enemy using punches, kicks, your gun and sometimes your panther will help you. Wild Western World (1992) Wild West World is a strategy game in which you build an economic empire in the old west of the 1800's. Farming, ranching, mining, and hunting are all methods to generate money to buy land and build your own economic empire. Workers in various transactions must be employed, farms, ranches and mines, and all must be provided with livestock, food and tools. After all, the only way to grow up will be to play dirty tricks in your competition, which includes banning gangs from hiring or removing them, bribing Indians to burn them and killing their employees, and more. Wilderness - Survival Adventure (1986) Your small plane crashed in the Sierra Nevada mountains. You are all alone in the snow and in the cold, but you manage to pull a topographical map from the wreckage of your plane. The location of the ranger on the map your only hope to survive. But you can be anywhere on this map, an area twice the size of Delaware. To survive, you need to determine your location and hike to the safety of the outpost. The game provides six different information screens to help you with your journey. The View screen displays a 3-D panorama of the nearest environment. The topo screen is a two-dimensional map of the 90x67 mile area where you crashed. Your first job is to figure out where you are on the map. On the View screen, you can enter commands (such as LOOK RIGHT, LOOK UP, PAN LEFT) to help you navigate around. Status and inventory displays provide physical status and survival tools, respectively. Help and Clue screens give you survival tips and tips if you want them, but will cost you points. When you're ready to arrange, you'll issue travel commands (e.g. WALK FOR 20 MINUTES). To survive, you also need to take advantage of your inventory and things in your environment. All interactions with the game are type-written in the form of a phrase: WEAR PARKA USE GUN/KILL BEAR/USE KNIFE/SKIN BEAR TSE MATCHES/MAKE FIRE TSE FIRE/COOK BEAR/EAT BEAR Game recognizes 300 different nouns and verbs that allow you to navigate, navigate, camp, use tools and supplies, prepare food, take care of health and first aid, and take advantage of wildlife, plants and weapons. The second scenario is also in which you play an archaeologist in search of the Lost City of Gold. Here you begin your journey with a long forgotten map and a few vague hints. The game covered the form of that additional geographical area: Bolivia, Burma, British Columbia, Chile, and New Guinea. Will Harvey's Music Construction Set (1984) Compose and play music score using an easy graphical interface and toolkit. Use the pointer to drag notes, bright, and other music nomenclature directly onto the staff, and then play your track. You can cut, copy and paste the entire music section, as well as print your masterpiece. Will Harvey's Zany Golf (1988) Using your mouse to determine the direction and strength of your putts, you have to navigate 9 challenging holes in crazy/mini golf. Try to put in holes, protected by bouncing burgers, windmills, etc. courses have a few turns; one is a laboratory of mad scientists, the other is a pinball table. The final hole is especially strange, blacked out about energy. You start with 3 strokes, but get par for each added hole, if you reach it in time - the strokes will run out and your game is over. You can earn bonus kicks by finding hidden bonuses and quickly completing courses. Up to 4 players can participate in this game at once, with all the bad over par being eliminated as the game progresses. Williams Arcade Classics (1995) Williams Arcade Classics is a compilation that includes the following games: *Quarterback II * Joust * Robotron: 2084 * Sinistar PC, PlayStation and Dreamcast versions also contain bubbles. Pc and Playstation versions include FMV supplements, including interviews with original programmers. Willow (1988) By the movie. Willow consists of various action sequences that recreate different scenes from the film, including escaping from dungeons, lost ice caves, escaping from guards in the forest, etc. Willy The Worm (1985) You play a worm that must get to the top of the penis screen without hitting blocks that slide down you in ala donkey kong style. Willy Worm Part II - Big Trip Home (1987) Invertebrate Willy has just completed his first adventure, and now it's time to get home mommy. The sequel to Willy Worm is based on the Donkey Kong-inspired platform game of its predecessor. The game includes twelve levels (now arranged in a linear sequence from left to right), featuring more colorful and detailed graphics, and new traps such as destroying ladders and pits. Wilson ProStaff Golf (1993) Wilson ProStaff Golf is a 3D golf game. The game can take up to ten computer golfers, or four golf teams. The player can manage the team or person by choosing the game mode - Individual contest / Team contest. It is also possible to change the name of golfers, hair and skin colors. Win, Lose, or Draw (1988) Win, Lose or Draw was a popular TV show, requiring artistic skills and the ability to think into 2018. Your team player draws something on a large game board, and you have to figure out what the contestants. These will be common expressions depicted literally, such as a bright idea pointing a light bulb over someone's head, and cabin fever, like a rickety building next to a man with a thermometer in his mouth. In this computerized installation, the game's drawing phase is managed by the computer, so your task is simply to guess the meaning of the picture by thinking in 2007. Your team has 60 seconds, and you can guess several times, but the photo takes time to form. If you can't guess correctly, the opposition has 15 seconds to guess (with one try) to steal the money. Wind Willow (1993) MS-DOS: Wind Willow by (1993) Windsurf Willy (1989) Windsurf Willy offers 1 or 2 player windsurfing action in 3 different skill levels. You are a contender in 15 different places in which you have to show 4 judges your skills, from speed to cheat surfing as you ride these waves. Points are awarded according to how artistic the technique was. Judging by the flow of waves, and avoiding the dangers of debris and others, is crucial to maximizing the result. Windwalker (1989) sequel Moebius, Windwalker combines role-playing game with lateral image beat 'em up game. You are accompanied by the desire to master the art of struggle. Hostile persons, including thieves, guards and murderers, will be confronted: You fight them in real time using movements such as strollers and flying strokes. It can be played either as a constant battle, or with short breaks to catch your peace of mind. Role elements overshadowed the Ultima-style plan image in favor of the pseudo-3D system. Deism and shamanism are just some of the included magic disciplines. Magic vehicles help you bypass 100 landscapes faster, although you spend a lot of time walking. The game takes place in a fully active universe of characters such as villagers and giant beetles, all getting on their business during a day/night cycle and variable weather. Wing Commander Academy (1993) Wing Commander Academy puts players into the role of a new young recruit at the Confederation Academy, where new pilots have tested their skills in simulators. Unlike other Wing Commander games, this game features no storyline or campaign. Instead, players can play through simple dogfight missions or build road points in a interface similar to the radar image. Using this mission builder, the player can place objects that include friendly fighters, enemy fighters, enemy capital ships, space stations, and discarded pilots. Controls and graphics are almost directly copied from Wing Commander II. Similar to this game, the player is engaged in a first-person space battle against Kilrathi Force 360 in space. Players can choose different ships, weapons types and wings. Wings Fury (1989) Wings Fury is an action game with some minor simulation aspects in which you are a pilot on an American F6F Hellcat plane. The setting of the game is in the Pacific during World War II. It is your job to defeat the Japanese by destroying enemy bunkers, machine gun nests and barracks on the islands. Barracks and weapons nests can be bombed with conventional bombs, and you will have to use missiles to remove concrete bunkers. After a successful bombing run, return to mow Japanese soldiers with their machine guns. You also need to sink Japanese warships with torpedoes and engage in dog fighting against enemy fighter jets. You begin each mission by taking off from an aircraft carrier that you will need to protect against attacks by Japanese torpedo planes. When fuel, bombs, rockets or machine gun rounds run out, you can replenish those by returning to your carrier. Your carrier is also a place where your plane's violations can be repaired. Gameboy Color version of Wings of Fury has to mitigate the level of violence. You don't cut Japanese soldiers with your machine guns anymore, but you're bombing jeeps and trucks. Also missing in this version are japanese torpedo planes and a small 1st person viewing window. New ones include some additional maneuvers for your plane, such as a barrel roll and an overview of your ammo consumption after each mission. With fewer ammo Designed to give you extra points. Winnie Fluff in Hundred Acre Wood (1985) Early this morning, strong winds passed through a hundred acres of wood and picked up many objects and scattered them around. It's your job to find all the objects, determine who the right owners are, and return them. You were better to hurry though, until the wind comes back again! Along the way you will meet all the familiar characters of Winnie The Pooh, including Eeyore, Owl, Tigger and Piglet. The game interface does not include printing, and the cursor keys are used to select from a list of actions specific to the current location or situation, pick up and drop objects and browse the wood. Winter Challenge - World Class Competition (1988) This is a winter sports game that allows you to compete in five Olympic events: Downhill Skiing, Biathlon, Slalom, Ski Jump and Bob Sledge. This is very similar to suggestions, such as the Winter Games from Epyx. For downhill skiing, you must avoid obstacles and make it to the bottom of the mountain, swerving left and right and adjusting your speed to push the joystick back and forth. Slalom is similar, covering skiing around flags. In the ski jump, you have a place to ski properly to land. In bobsled case, you have to carefully control the corners so that your bobsled doesn't flip. At the biathlon event, skiing is combined with shuttles and shooting targets in the style of archery. Winter Games (1986) Another series of Epyx Olympic games. Compete in many different sporting events: Ski Jump, Hot Dog, Biathlon, Bobslection, Free Skating, Figurative Skating and more. Winter Olympics - Lillehammer '94 (1993) This is the official license for the Winter-Olympics tournament in 1994 in Lillehammer, Norway. You can train in any case before the tournament. The game offers two modes - the Full Olympics and mini Olympics, which differ in the number of events. It includes 5 different types of sports - biathlon, downhill skiing (mountain, slalom, giant slalom and Super-G), ski jumping (90 m, 120 m), bobsleigh (2/4 men bob, 1/2 men's luge) and skating (removal, pursuit, time study). 3D images are used in events. The Wizard of Oz (1985) Based on the famous novel by L. Frank Baum, the Wizard of Oz puts the player in the role of Dorothy Gale, which the cyclone takes to the magical world of Oz. Along with her dog Toto, Scarecrow, Tin Woodman and Leo, she tries to find her way to the Emerald City, where she hopes the Wizard of Oz can help her find her way home. Gameplay-wise, the game is a traditional text adventure with graphics. The player can enter various teams to interact with the game world, manipulate objects, chat with NPCs or ask Dorothy's friends for help. Wizard Wars (1988) Temeres Wizard is entrusted with the quest to reunite the White Unicorn with the Black Unicorn, and restore the cosmic balance to eventually defeat the evil wizard Aldorin in a magical battle. He needs to look for three dimensions of magical items and potions to help him in his quest. Will not be easy whereas every area is protected by mystical beings who do not look at the invaders. Wizard Wars is a turn based role-based game in which Temeres battles creatures using magical spells. Initially, elemental spells, such as the Lightning Bolt, are most commonly used; Later, the player will be able to create new spells. During the fight, the player takes turns with the enemy, choosing one action (throw spells, use potions, run, etc.) After that the player can mix potions, create spells, view character information, or continue to travel the lands. Wizard Warz (1987) Wizard Warz is an overhead view action game with very easy role-playing elements. The player starts as an apprentice wizard whose goal is to defeat seven master wizards and become chief wizard himself. To achieve that, he must return six treasures to his rightful owners and find more powerful spells. The wizard starts with four small spells of player selection and can buy new ones during the game. The object of the game is to explore wilderness areas and fight monsters. Enemies have their strengths and weaknesses in the wizard's offensively miraculous barrage, so choosing the right spell against the right enemy is usually the key to success. The wizard can also call an acquaintance to help him accomplish his mission. For example, the crow will extend the distance of viewing of the player. Wizardry 1 Proving Grounds of The Mad Overlord (1981) Mad Overlord Trebor was once the only power of mind, but went from the deep end after he acquired the magical amulet of immense power, only to steal it from his nemesis, the evil archway of Werdna. Werdna, not quite sure how to properly use the amulet, inadvertently causes an earthquake that creates a ten-level dungeon beneath The Castle of Trebor. To avoid looking stupid, Werdna announces that the dungeon is a new letter to him and his monster ordoms. Trebor, can't be surpassed, declares the labyrinth of his new Proving Grounds, where the adventurer must prove himself to be a guard of affection for his elite honor, and, by the way, get his amulet in the process. The first Wizardry was one of the original underworld crawling role-playing games and stands alongside Ultima and Might & Magic as one of the defining genre staples. The player generates and controls a party of up to six different adventurers, choosing from four races (people, elves, dwarfs, dwarfs and hobbits), three alignments (good, neutral and evil) and four main classes (fighter, priest, mage and thief). Later they can develop into elite classes (bishop: priest with mage spells; samurai: a fighter with magicians; lord: fighter with priest spells and ninja: a fighter with the abilities of a thief) if they meet the necessary level requirements. After installing a party with key weapons and armor, the player sends him into the maze of the 3D vector as the underworld fight with monsters in turn based on combat and find treasure. Wizardry 1 - Proving The Reasons for Mad Overlord Trebor was once the only power of mind, but went from the deep end after he acquired the magical amulet of immense power, only to steal it from him by his nemesis, the evil arch of Werdna. 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Later they can develop into elite classes (bishop: priest with mage spells; samurai: a fighter with magicians; lord: fighter with priest spells and ninja: a fighter with the abilities of a thief) if they meet the necessary level requirements. After installing a party with key weapons and armor, the player sends him into the maze of the 3D vector as the underworld fight with monsters in turn based on combat and find treasure. Wizardry II - Diamond Knight (1982) Wizardry: Knight of Diamonds is a sequel to Wizardry: Proving Grounds of the Mad Overlord. This is an early example of an expansion package requiring the player to play the original Wizardry. It uses the same engine and spells, but is scaling to import existing characters instead of creating a new country. Players explore the maze of 3D wire frame looking for the main elements gnilda staff need to complete the game. The player creates up to 6 characters in different classes of the party, and then gain experience points in fighting random meetings. The maze has many hidden doors and secrets, so the player is encouraged to link each floor on the plot paper to find his way. The story takes place after the events of the first game. The distraught King Trebor committed suicide after becoming obsessed with amulet and fearing Werdna's return. With trebor and Werdna dead all looked good within the realm of Lylgamy. Unfortunately, this peace did not last very long. With Werdna dead and out of the spotlight, an evil knight named Davalpus thought it was time to make his move. He stormed the castle, slaughtered the royal family and declared himself the supreme dictator for life. The prince of the earth fought and killed Davalpus, using the legendary Gnilda headquarters and wearing the armies of the Knight of Diamonds. But the god Gnilda took the staff back and placed it deep into his heavily guarded six-level temple. As the power of workers land from the invasion of hostile outsiders, someone will have to venture into the temple and get the workers back along with Gnilda's blessing. While Knight of Diamonds is the second scripted in the series, it was the third game of the series released by Famicom/NES. The NES version was then redesigned so that it can be played by new countries, and the maps have been rearranged to be non-linear. This makes the NES version more like a unique series record than a port for computer versions. Famicom version is compatible with ASCII TurboFile, an accessory that allowed the player to transfer characters between Famicom Wizardry games. This feature has been removed from the NES version. Famicom's version also allowed the player to switch between English and Japanese text. Wizardry III - Legacy of Lylgamy (1983) A generation passed because your group adventure revived Gnilda staff and diamond knight armor, and the earth was in peace. But now it seems that nature itself is attacking the land of Lylgamy, because earthquakes and tidal waves are thrify to the earth. Sages believes that Scrying Orb is the

salvation of the city, but it is protected by the dragon L'kbreth. A group of explorers must once again dare to look for orb. Lylgamy's legacy is the third entry in the Wizardry series. Like its predecessors, this is a first-person underworld crawling role-playing game in which the player collects up to six characters at a party and explores a large maze-like dungeon, fights randomly appearing enemies in turn-based combat and sometimes returning to the rest of the game only in the city, buying accessories, and outfit characters. Characters must be imported from the first or second game. Character classes, fighting system, and overall game mechanics are very similar to those two previous games. But good, evil and neutral alignment play a bigger role. While the first level of the underworld is available to everyone, the other five levels impose alignment restrictions requiring the country to have at least one good or bad character or neutral characters.

Wizardry IV - Werdna's return (1986) The fourth game of the Wizardry series, Werdna's return takes a decidedly different approach from all the games that predeed him. Instead of playing as a party of six-player characters, the player controls Werdna himself, the evil archer from the first game. It seems that after Werdna was defeated by the country of the adventurers who stole his amulet, he was imprisoned at the bottom of his ten-level labyrinth in an eternal slumber to be tortured by nightmares for eternity. Although Werdna had to sleep forever, somehow he woke up, and now he is in revenge. At the beginning of the game, Werdna finds himself in a situation that is singularly unique to most arch villains: he is deprived of his powers, trapped in his former fortress and filled that the same traps and monsters he created for adventurers would now act as obstacles to his freedom. Werdna slowly regain his magical powers, and also have the opportunity to summon useful monsters to accompany him on his journey and help him fight. Unlike other role-playing games, no experience is devoted to defeating enemies. Instead, Werdna can only be strengthened by searching for pentagrams found in the labyrinth. Access to the new pentagram allows Werdna to summon stronger monsters and restore his health and spelling powers. Werdna will have to deal with a variety of monsters and patrons, but many randomly appearing enemies in the game are parties to adventure not unlike those who have been controlled by a player in the last three games. In addition, Werdna is haunted by the rather marked ghost of his old enemy Trebor. The game has a slightly improved version of the same engine and graphics used in previous series. The level of complexity has increased due to a lack of experience in the scoring system, which often leaves the country under control. In the labyrinth there are abundant traps and complex labyrinths. For obvious reasons, it is no longer possible to import characters from previous games. There are three different endings in the game: a good ending, a bad ending and a special end of the grand final, which is often considered one of the most difficult tasks to be achieved in the whole series. Wizardry V - Heart of the Maelstrom (1988) Despite the defeat of Trebor, Werdna and L'kbreth, dark times once again threaten lylgamy's kingdom. Once again, the adventurous country must venture forward to defeat evil. Wizardry V: Heart of the Maelstrom returns to the concept of the game in the first three series of contributions, abandoning the unusual premise of its predecessor. As in the original games, the game consists of exploring the dungeon of a huge labyrinth with a personalized party created and installed in the only game town. This installment offers larger mazes, new spells and character classes, as well as an expanded system of struggle and communication with beings. This is also the first game in the series that allows but does not require importing characters from the previous script. Wizardry VI - Bane of the Cosmic Forge (1990) It is said that Space Forge is a miraculous pen with immense power: everything that is written with it instantly becomes true. A group of explorers venture into a castle where the king, queen and pen wizard used to live earlier. No one knows what has been going on there for the last hundred years, because no one dares to enter the persecuted castle. As heroes step in, behind them the door closes forever. They are left alone to discover the truth about the Cosmic Forge and the drama that took place among the inhabitants of the castle. Bane of the Cosmic Forge is the sixth wizardry in the series to record. While maintaining The premise of creating a party up to six adventurers to roam first person dungeons and fight against the enemies is turn-based fighting, this installment contains many improvements and new features. This was the first game of the series to feature full color graphics and mouse-driven interface. The possibilities of fighting are more detailed, with precise arms movements (e.g. thrust and bash). Magic is divided into six different schools, spellcaster powers increase if he/she focuses on one of them. Picking locks or disarming traps is carried out with active participation in a simple mini-game. Leveling characters can learn unique skills in their class. These skills range from weapons to proficiencies of field abilities that can be used not to fight. In addition to traditional races of people, elves, dwarves, hobbits, and gnomes, the player can choose between Lizardman, cats like Felpur, dog Rawulf, pixie as Faerie, intimidating Dracon, and furry mook. Exotic character classes such as Valkyrie, Alchemist, Psionic, Ninja, Samurai, and Monk can also be found through character creation alongside the classes seen in the previous game. Conversations with NPK were extended, the player could talk about various topics with the same nature. The game also has a branching plot: depending on the player's choice to believe or distrust the main character, the plot will be divided in different directions, resulting in several different limbs. Wizball (1987) In Wizball, a player takes the role of friendly wizard Wiz, who can turn himself into a green ball that can defend his world from the colors struck by enemies who turned his once brightly colored wizard into a drab planet. With his reliable feline companion Cateelite wizard will restore colors to the world, restoring them from defeated enemies. The player starts out as a bouncing green ball that can shoot and be put into more or less heavy rotations to move slowly or faster, physically correct through the lateral scroll levels. The first task is to upgrade the ball by shooting the first motionless enemies, and collect the green bubbles that are left to them. In order to stand against these moving enemy waves chance, some updates are necessary. First of all, full control of the ball (i.e. fly through the levels) should be activated, a shield should be purchased to protect the player up and down, and a two-sided fire (left/right) should be obtained. But the extra need to advance wizball is your friend Cateelite, who, when summoned, will be a small green attendant who will simulate ball movement, or can be directly controlled by the player in the form. In addition to upping wiz fire power, Cateelite can collect paint drops left by some kind of defeated enemies until the corresponding color pot is filled. There are three colours (red, green and blue) and several different they must be collected in order to complete the level and restore the former colourfulness. Each combination of assembled colors will send Wiz to the bonus stage, then to your lab, where one of the power-ups can be permanent. The game also has a bunch of multiplayer modes, among them there is a two-player collaboration mode. Wizkid – The History of Wizball II (1992) Wiz and his cat Nifta successfully restored colors to the world. Both married (though probably not each other) and begot children: Wiz had a son, Wizkid, and Nifta had eight kittens. Their peaceful life ended when evil mouse magician Zark kidnapped Wiz, Nifta, and all the kittens imprisoned them in various parts of the world. Wizkid has ventured into unknown realms and saved his father along with the cat family. Wizkid: The Story of Wizball II is a sequel to Wizball. This game deviates from the original in different ways. The screen does not fold and Wizkid does not bounce like his predecessor. The player has complete control over Wizkid and his movements. It must be moved around the screen, bashing the enemies in bricks (which come in different shapes and sizes) that floating bricks face on the screen. When the screen is removed from all enemies, the coins are dropped, which must be picked up quickly before they disappear and the player goes to the next screen. Killing several enemies with one brick, a bubble is released, which will sometimes offer a nose (juggle with bricks) or teeth (allowing wizkid to grab bricks), but more often they turn into colored notes. They must be combined into shape tunes, as patterned at the top of the screen. When the player finishes the tune, you are taken to the store where you can buy the items needed to move to the next stage. If Wizkid had bashed all the bricks on the screen but failed to remove all enemies, the player could be taken to the puzzle screen, where he must solve the crossword 2091 bonus money. The player has a few words to put on the screen, but they all have to match each other and use each other's letters. Each step has a time limit. If the player fails to complete the puzzle he is taken back to the level. When leaving the store, the player can choose to come out as a head or body, which is wizkid with hands and feet. Assembling this way, Wizkid now limits gravity and can jump around and use on-screen objects such as ringing bells or cranking wheels. He may also encounter interactive elements that he will need to use with items in his pockets. Most such levels require the player to solve inventory-based puzzles. Wolfenstein 3D (1992) Wolfenstein 3D is an episodic first-person shooter and follow-up to a top-down penetration game by Castle Wolfenstein. The game puts the player in the shoes of Y. Blazkowicz, an Allied spy. There are six episodes: the first distributed finished as a shareware; the second and third after registration; And missions (which predation to the events of the first episode) that can be found in the Night Missions Package. In the first episode (Escape from Wolfenstein), THE JUD is captured, but overwhelms the guard with the help of a hidden knife and manages to get out of his cell. Over the next nine levels the player guides the UK is looking to escape from Wolfenstein, guarded by Hans Grosse. Returning to Allied territory, LD was given an instruction for the operation: Eisenfaustas, where he must stop Dr. Schabbs and his army of mutant prototypes before being released to battlegrounds. The final mission (Die, Fuehrer, Die!) has a simple goal: to infiltrate the bunker after the Reichssong, and stop Hitler (in a robotic suit) himself. Night missions are focused on Nazi plans for chemical warfare, and launch dark secret, where 1.J. hunts lead scientist Dr. Otto Giltmacher. Beneath it is the Madman Trail, where the goal is to capture the war plans protected by Gretel Grosse, and the last episode of Confrontation, where BJ meets General Fettgesicht, a chemical abuse planner. Each episode has nine levels (eight regular and final boss levels), plus a secret level activated by a hidden switch somewhere in the first eight levels. Regular levels often have a maze or large areas with many enemies (their number in each area depends on the level of complexity), where the player must reach the exit lift. To do this, it must kill enemies (although it is possible to move behind the backs of guards and even there is a little bonus attacking them from the back, most enemies must be dealt with by the power of fire), and depending on the level, activate to push the walls and/or get the silver and gold keys to open certain doors. Many objects can be found at the level, from medikits, chicken dishes, and even dog food (to restore health), ammo and treasures that exist only to points. There are four guns (knife, pistol, machine gun and Gatling), all of which use the same bullets except a knife. The knife and pistol are placed at the beginning of the level, and the machine gun is found (usually in secret places) or taken from SS soldiers, and the ghetto is always dropped somewhere at the level. There are five types of enemies (except bosses) - Dogs (fast, but more inconvenience than life-threatening), army soldiers (dressed in regular brown clothing, not very powerful, but usually found in large groups), officers (dressed in white, armed with a very accurate pistol and difficult to kill), SS Troopers (blue attire, armed with a machine gun and hard to kill) and mutants (the rarest and heaviest of ordinary enemies, light-skinned soldiers in green clothes and a machine gun, stuck in the chest). The player's character has many lives; When he loses his last life, the game ends. To win extra lives, the player must either find the 1-up item at the level or get 20,000 points (killing enemies Capture treasures or complete the level of below par time while killing all enemies, find all the secrets to push the walls, and collect all the treasure points. WolfPack (1990) In this WW2 combat simulation one or two players can take command of one of three different sets of navy ships. German US boats, US fighter jets or Allied merchant ships are there, waiting for the right teams. They work in small groups, just like real things in WW2. All status screens indicate the state in which your boat is present at any time. One of the twelve built-in scripts or self-created scripts can be played. The game has no career mode. Wonderland (1990) Alice sat by the river bank with her sister and got drowsy. Suddenly she sees a white rabbit, which is rushed somewhere, muttering something to herself. Interestingly, Alice follows the rabbit into a hole that leads to a strange world inhabited by strange and exotic creatures. Alice needs to use her mind to understand the logic of Wonderland's twisted laws, and figure out how to get home. Wonderland is a text adventure with graphics based on Lewis Carroll's classic novel Alice in Wonderland. The game follows the book's overall story while adding many descriptions, places and puzzles of its own. Interaction with the environment is carried out mainly by typing; however, commands can also appear in the pop-up menu and can be selected by the player. Sometimes puzzles need to be solved in order to be able to advance. The game has adjustable-sized windows, separating the graphical display from inventory, command interface, text descriptions, and other options. World War - Stalngard (1994) In this war you can recreate the most terrible historical event in World War 2. The battle that changed the balance of the armed forces can now be played on a computer. You can choose Soviet or fascist forces to win the battle. Historically, the Soviets have won, but with very large sacrifices. You as a strategy genius can change it and win with less loss. Although you can win the battle of fascists and then understand what it will lead. World Cup Soccer (1991) This football game allows you to choose a team representing one of the twenty-four world countries to participate in the World Cup tournament, which is identical to the real 1990 World Cup. After you select your team, you can also choose which players you want to use on the field to round up your team's strengths and weaknesses. There are also modes for one exhibition match against a computer or in front of a friend. The action is viewed from above with the sprites of big players. Violent game is promoted because there are no free strokes. The game is quite simple: you can only manage the player closest to the ball, and many football rules are missing (e.g. fine flags and on the sidelines). World Circuit (1992) Formula 1 Grand Prix (known as World Circuit USA) is the first installment of Geoff Crammond's Grand Prix. The game covers all 16 international GP circuits in 1991. Players can drive them in fast racing mode, single race or full championship. 18 teams and 35 drivers and their performance is based on the 1991 season, but there are no real names in the game. Command and driver names can be edited and saved by hand. The wide debugging feature affects the performance of the car. The race setup allows players to adjust the gear ratio, brake balance, wing rental and tyres during each visit to the pit box. Six optional driving vehicles help F1 rookies finish their race: players can switch the best line and offer gear screens to learn how to track tactics, or have automatic brakes, automatic gears, self-driving rotations and non-instrumentality to improve their driving. The replay system allows players to watch racing scenes from three different angles, including track camera footage. The game features 3D graphics and various details and effects, such as working rear mirrors, collisions with flying debris, green damage patterns (wings are visibly bent after accidents) and wet weather affecting traction, including the fog effect, which overshadows the vision while driving in the splash water of another car. While the Amiga version allows multiplayer races in hotseat mode, the PC version was originally a solo race only. Update v1.05 1993 added modem support and several other improvements. World Class Leader Board (1988) Before the long-running Links series, Access Software created a Leader board line, which is closed here. Wind, beak and power are key aspects of how players dodge bunkers, water and rough, which make up more complex courses than the 8-bit versions of the original. The course editor is included. The courses are in real places: St Andrews (Scotland), Cypress Creek and Doral Country Club (USA) and the fancy one, Gauntlet, which, as the name suggests, is designed to push the player's skills to the maximum. The computer version uses a computer speaker to reproduce voice samples through the company's patented RealSound process. Quips like, no doubt, he's deep in the sandtrap, straight on the fairway, and it looks like he hit a tree, Jim is used to providing a running commentary on the game. World Class Soccer (1990) World Class Soccer is a football (football) game that is associated with the 1990 Football World Cup. The game uses a top-down perspective of matches and features the entire World Cup structure and all 24 teams that participated. Before each match, you can choose from several formations and team selections. The ball sticks to the feet of players who can be tackled either by doing a block tackle, or trying to slide the tackle, which risks giving away a foul. Matches can range from 4 to 90 minutes, and each player has different skills and behavioural styles depending on his team's relative ability. Games (1986) The World Games are an Olympic games style sports game with an arcade-oriented game. Event players can compete includes: * Barrel Jumping * Bull Riding * Caber Toss * Cliff Diving * Log Rolling * Platform Diving * Pole Vault * Skiing * Sumo Wrestling* Weightlifting World Karate Championship (1989) The goal of the World Karate Championship is to get the highest possible dan (karate grade, determined belt color) and become world champion - and of course get the highest score. Karate fighters compete with each other on side-view screens, in landscapes depicting real-world locations (New York, Egypt, Japan, etc.). Among the stages of the fight there are short sequences of actions, during which the player can collect additional points. These include landing bouncing balls, breaking wooden boards, and others at the World Tour Golf (1985) World Tour Golf allowing you to play on more than a dozen well-known courses, including Augusta and Pebble Beach. The split screen provides a snap-in to the hole and 3-D image. The controller uses multiple pushes of buttons to set the pace and draw/disappear - fortunately, the driving range is included in the practice. When you select a club, its assortment is on the view, making the planning frames easier. Wind, pin placement and even weather conditions must be considered as you play your shot. Also included is a course architect who creates new courses or modifies existing ones. Worlds of Legend - Son of the Empire (1992) Worlds of Legend is followed by Legend. The game is basically the same as the previous game - isometric 3D RPG. Now it is set in an eastern environment, but once again you take control of four characters (Barbarians, Runemaster, Assassin and Troubadour) as you need to solve puzzles and conquer dungeons. Again you can encounter hostile armies on the plains as well, but the landscape has changed. The new feature allows you to import your characters from the original game, with all your gold, weapons and level improvements, although you can generate them from the beginning again. Worlds Ultima - Savage Empire (1990) Avatar, the Earth-born hero of the magical realm of Britannia, discovered a mysterious black moonstone there. He returns to our world and asks his friend, dr. Dr. Dr. Ratkin, analyze it. A journalist named Jimmy Malone wants to cover the story and joins the two. However, the experiments cause a huge explosion, and the group is teleported to a supposedly different verbal place known as the Eodon Valley, where local tribes with Mesoamerican and African characteristics exist along with Neanderthals, dinosaurs, as well as sedentary species of reptiles and insects. Avatar makes friends with Aiela, the daughter of the Kurak tribal leader. But soon she was kidnapped by her militant suit from the Urali tribe, which knocks out an avatar. When he wakes up, he realizes that his friends are gone as well. Now britania hero must explore a new world, find his friends, rescue Aiela, and eventually help locals sort out their differences, unites them a common threat. Worlds Ultima: Savage Empire is a side story in the Ultima series. It is made with an Ultima VI engine and is very similar to that game visually and game wise. Like Ultima VI, the game is in a seamless graphic world and offers many objects with which you can communicate and combine, party management and in turn a reasonable struggle. As in other Ultima games, the player is free to wander around the world and visit almost every place from the beginning. Like Ultima VI, more attention is paid to research, to obtaining vital information through dialogue and to search for or create different things, rather than fighting. Compared to Ultima VI, some features have been somewhat simplified. There are fewer spells and only one companion who can use them with the help of special totem. Most characters start at a relatively high level and can only get a few per game. Savage Empire is the first game in the series to use cutscenes during some major plot events. Worthy Opponent (1988) A worthy opponent seeks to provide just that, dispensing with computer AI problems and instead serves up a collection of dozens of low bandwidth mini-games designed to be a competitive two-player challenge when in turn grounded, some at once, through a direct computer connection via modem. Its ANSI textmode graphic display allows for small delays over internal terminal software (which also allows over-play chat and taunting) even in relatively slow modems of its era, in the late '80s. Mini games included in version 1.9 were: * SnakePit, a game in the vein of Nibbles; * CornerStone; * Quintet (or for those of you who have poor imagination, Connect 5 19x19 grid); * Army; * Screeners as a classic for a board game; * Backgammon, a salon staple; * MissileStrike; * LazerMaze; * and CannonBall Express; Three additional games have been added since version 2.0: * Caveln; * TreasureQuest; * and miniature golf. The Wrath of demon (1991) The mighty wizard Anthrax, trying to usurp power the kingdom, summoned the terrible Demon. The demon is doing good in his chartered task, inviting a horde of monsters to lay waste in the kingdom in general. Fortunately, a random stranger walks near the kingdom and realizes that only he can defeat bad creatures. After some encouragement of the king, the adventurer starts the game on horseback, jumps over obstacles, beats flying creatures and collects potions on the ground. After that, the hero must go on foot through the level of the platformer of lateral scrolling, destroy the creatures with his blade, as well as collect potions and additional weapons, which he will find in his quest. Wrecking Ball (1984) MS-DOS: Wrecking Ball by (1984) Wurm (1993) Wurm is a Dutch adaptation of the famous Snake Games. The player controls a small worm named Wally, who constantly and quickly moves through the room, which spawns all kinds of tasty fruit. Pointing the worm to the left and right Must collect fruits, just accumulate points and see the creature grow higher with each catch. In doing so, Wally must avoid trying to eat the walls of the room or his tail, because eating something wrong will lose one in five of his lives. From time to time there will be moving butterflies spawning that will recreate a live time to eat, the player can even acquire more than five initial lives. The goal of the game is to accumulate as many points as possible to earn a place in the integrated list of records. So many basics, Wurm game will not remain as simple as it seems for the first time. When the tail of the worm reaches a certain length, it will suddenly fall off the animal, creating a new inedible barrier. Later, bad red worms will appear, which simply randomly move through the screen or try to eat tasty fruits against the player's worm, as well as grow and lose the tail when successful too often. Next, there will be a flush of water, flooded through the room, throwing away valuable creature food. Then spiders rope down, using their spider silk and creating even more obstacles, you need to avoid the flowers that grow from the ground and so on. WW2 Air Force Commander (1993) WW2 Air Force Commander is a war strategy game, and a follow-up air force commander. During World War II, the game allows the player to choose one of several scenarios involved in the strategic battle between the Allies and axis powers. As the name suggests, the game concentrates only on the air fight. The player can manage resources, bases, pilots and aircraft in an attempt to find the best tactical solution to defeat an opponent in an aerial battle. WWF European Rampage (1992) Ocean's second wrestling game is a tag-team basis, taking a player through four battles around major European cities. The player assembles a two-man team from Hulk Hogan, Ultimate Warrior, Bret "Hitman" Hart and Macho Man Randy Savage. The fight takes place both in and out of the ring, although the wrestler can not spend more than ten seconds at a time outside the ring. When opponents are stunned, it becomes possible to throw them away, which does real damage to their energy cartel. There are many combined movements, including jumping off the ropes and landing on the opponent to pin it. WWF Wrestlingmania (1992) WWF Wrestlingmania is a wrestling game with arcade elements that use a World Wrestling Federation license. The player can control one of the three available wrestlers: Hulk Hogan, Ultimate Warrior or British Bulldog. The player either participates in practice matches (before hopefully wrong mr. Perfect) or a five-match sequence to win the Wrestlingmania Belt. Opponents have different special movements - watch out for Warlord's Full Nelson and Sgt. Slaughter's Camel Clutch, for example. Before starting the fight, opponents will present a taunt to which the player must reply as far as possible. The game is seen from a forced perspective above and beyond the action. The player's goal is to pin an opponent to the ground for three seconds, which can only be done when he has weakened. Punches, punches and throws will reduce the opponent's power bar. When a strong opponent is down, stamping on him will pay off more than an attempt at a pin. Avoid leaving the ring for too long - 20 seconds and the match is invalid, which is considered a defeat. As in the real WWF, the frame of the arena can be used to perform movements. When players are in close contact, the player can waggle the joystick to ensure that he wins the grapple. X Rock (1990) X Rock is a Tetris variant. The player must remove balls of the same color in vertical and horizontal directions. Balls are in the form of a cross or X letter. When they reach the ground, the balls on the sides also fall off. The player can rotate the balls around the center and change his colors. At the end of the level, an erotic photo of a real-life woman is shown. There are eight such pictures in the game. X-Men (1989) Marvel's X-Men comic book characters feature in this mission of the Murderworld entertainment arcade. The story is told in an exclusive comic book - Magnet and Arcade kidnapped Professor X, and loyal X-Men must save him. If X-Men is to save the day, the player must combine action and adventuring skills. The magnet spot device exists, but the pieces need to be found. In total there are more than 500 scenes of fighting and action. You can go between X-Men at any time, with their special abilities from Wolverine's nails to nightcrawler teleportation included in their moves. Other X-Men regularly feature in the game, complete with their special abilities. Pressing spacebar allows you to access the icon panel at the bottom of the screen, which allows interaction with objects and the use of special powers - beware of your power and power level. X-Men 2: Mutant Drop (Fall 1991) X-Men 2: A mutant drop player must assemble a five-man X-Men team from fifteen selections and eliminate evil mutants by playing RPG-style environments from top to bottom. When battles begin the player has two choices as the fight goes on: either side scroll action, or turn based on RPG-style combat. In sideways scroll action battles, the player can use each of the team members' powers to kill enemies. Xatax (1994) In the 21st century, humanity was attacked by a mysterious alien force known as Xatax. Aliens began to attack the planets of the galactic alliance, using the force of life of their inhabitants and strengthening after each victory. Accustomed to several centuries of peace and almost disarming, people have no other weapon but an ancient starfighter who was taken from the Interguild Museum and restored to fight the condition. This ship is the last and only hope of mankind. Xatax is a shooter in which the player must defend the remains of the Alliance Guild against the titled aliens. This is done in the traditional way of shooting, fighting waves of alien ships and stationary turrets. A ship controlled by a player can be strengthened by collecting power capsules dropped by defeated enemies. The game has three different worlds, of which the shareware version is only the first. Xenon 2 - Megablatt (1990) Xenon 2: Megablatt is a vertical scroll space shooter in which you have to pass several levels filled with waves of enemies that all ends with a level boss creature. Each group of enemies you destroy gives you a monetary reward and every time you enter Colin's Bargain basement where you can use this money to buy upgrades for your ship such as better weapons, speed and health upgrades, etc. Some upgrades can also be picked up through the levels. The first part of the game has organic inn, and in the second part of the game there are mechanical enemies. Since the game has several maze-like compartments with deadlocks, your spaceship scrolls backwards when you constantly press the down key. Xenophage - Alien BloodSport (1995) Xenophage: Alien BloodSport is a pre-combat game played by some unusual fighters: aliens. Eight alien fighters were assembled on a space ship to fight each other to death. Story Mode player after this tournament in terms of one of the aliens; Free game mode allows players to pit them against each other in any combination. The game meets 2D combat game conventions; however, the characters are generated in 3D. The camera tracks the fighters, zooming in and thickening the screen. The game includes a large gore (which can be adjusted), as well as special movements unique to each fighter, called humiliations. Xenocoids (1991) Xenocoids are a futuristic overcorp tank shooter. The year is 3871, and you take on the role of lone survivor in a border outpost that was attacked by menacing-looking alien larvae. As a pilot of your security drone around each sector, you must correct the communications links to alert the Federation. But aliens will do everything they can to sabotage your work on their decisive mission. Xerix (1992) Xerix is a side scroll to shoot 'em up. The player must explore the spacecraft through two different levels and destroy or avoid many enemies and obstacles to find an alien structure that poses a danger to Earth. The project was codenamed XERIX: eXtended Enemy Response and Infiltration eXperiment. The ultimate goal of the player is to destroy the most alien structure. XF5700 Mantis Experimental Fighter (1992) invaded earth by an insect-like alien army at the end of the 21st century. Relying on the minds and telepathic messages of the collective group, these creatures overthrow the dominant race on their home planet Siria, mastering their technology. How the planet became the new Syrians ventured into a deep space, hoping to find a new home. Their purpose was to find vertebrate creatures in which they could lay eggs; for this reason they chose the Earth. To avoid this terrible threat, the Earth's Fist Organization sends a fighter pilot named Viper to protect the planet by browsing its strongest weapon - the starfighter XF5700 Mantis. The XF5700 Mantis Experimental Fighter is a mission-based space combat simulation, and a sequel to Warhead. The game uses real space (Newton) physics ship navigation. Mission objectives usually include the removal of alien vessels by protecting the wings of the Viper. The game continues the Warhead plot for its 90 missions. Xi You Ji (1994) Xi You It is a Chinese-made side scroll beat-em-up game sango fighter authors. The player chooses to control one of the characters from a group of mostly animal fighters who go on a pilgrimage to India, as described in the classic Chinese novel Journey to the West, on which the game is based. Heroes along the way face many enemies, from which they dispose of their unique combat skills. The game system is a bit similar to arcade games Cadillacs and Dinosaurs. Xmas Carnage (1994) Love, Bliss and Harmony all over. All happy ... Except for the Easter Bunny! He hates Christmas and hates Santa Claus even more. Now he finds him his personal, this and the explosive Christmas gift. And the best is ... You are an Easter bunny! The Christmas carnage was created at the Computer94 Fair in Cologne and is a typical 1st person shooter game, meaning you walk around and fire everything in your way. It is based on the VR-6 3D engine used in The Hidden Below. Xmas Lemmings (1991) Xmas Lemmings is a demo released to promote Oh No! More Lemmings. It includes two levels from Oh No! (different depending on version and platform) and two new exclusive Christmas-themed levels. Levels feature snowy landscapes, snowmen, festive tunes, Christmas songs like background music and Lemmings dressed in Santa hats and coats. Xonix (1984) Xonix is a version of the arcade game QIX. The object of the game is to draw rectangles in the space that occupies the main part of the screen, and you avoid enemies, both in the margins and in the pulled part, which can kill you in contact. Filling the percentage of the area for this purpose gives the player access to this level. XQuest (1994) XQuest is a crystal quest option where you pilot a little spaceship and collect gems. The game is controlled by the mouse, but you do not directly control the ship. On the contrary, you pull the ship in any direction and it retains its inertia. When you collect all the gems, the exit at the top of the screen opens and you can fly to the next level. There are obstacles like mine and bad guys getting harder to get out of the sides. You can collect power-ups like a fast fire and a fire spreads. Xtrek (1991) Xtrek is a text adventure derived from Star Trek-based erotic fiction, resulting in the emergence of a genre sometimes called adult interactive fiction (AIF). The player controlled by a male engin named Marty Stu, a fresh Star Fleet Academy graduate, appointed to temporary positions on board the company. Under the supervision of adviser Deanna Troi, he will be assessed for the ability to perform the tasks assigned to him by senior officials. If successful, he will get a permanent posting to this position, achieving what can be called satisfaction as well... The text analyzer is quite limited, and there are not many options for the player; In addition to standard navigation directions, it is expected that they will take objects, give objects (including, ahem, head), there is also a special verb used in this game, starting with the letter f. At no point in the game would it be necessary to change polarity through the main array of deflectors; these are not problems that the player faces: they tend to deal with issues such as, for example, who use a particular object or (ahem) in the point of lack of sexual intercourse, sex scenes are not interactive; Game Puzzles is just the removal of obstacles, allowing scenes to be started using the magic f-word. XWing Fighter (1982) XWing Fighter you need to pilot an X Wing aircraft in the death star attack, re-take the scene from the first Star Wars movie. There is a small non-suffocating exhaust port to which you must directly hit the torpedo. As you approach the death star many imperial fighters and Darth Vader himself will try to stop you. Your fighter is equipped with laser to fight empire fighters and Darth Vader, and three torpedoes to use against the death star. Mission fails if you miss a death star with all three torpedoes or destroyed by a fighter. Xyphr (1991) Xyphr is a sci-fi shooter reminiscent of Space Harrier. The player operates the spacecraft from the perspective of a third person, adjusting the height and automatically moving through pseudo-3D environments. The game is quite simple: many hostile ships and other enemies are there to stop the hero, and constantly shooting at them is the only way to survive. Yendorian Tales Book1 (1994) Island nation Yendor has problems. Monsters languish the earth and various nobles are on the brink of war. This must be dealt with quickly by a brave adventurer of some kind, and in fact the wizarding society is ready to help one get rid of Yendor's problems. The Wizards also have their own agenda, they have to recover the stolen wizard Orb Zamor. Yendorian Tales Book I is a snap image fantasy role-playing game. The player can create and control up to six characters belonging to a variety of classes. Interaction with NPC is done by typing themes, much like Ultima games. The fight takes place on separate screens; Players controlled the party and opponents move the battle screen in turn. Yogi Bear's Math Adventures (1990) Yogi Bear's Math Adventures allows children to learn math using supplementation, subtraction, multiplication, or division. Class levels can be selected from classes 1 to 6. Games are time consuming as you work through math problems by choosing the correct answer using Yogi Bear. You can choose the answer by moving Yogi to the correct answer to the problem. Each problem gives you three answers to choose. Ys - Vanished Omens (1989) In this game, the player takes the role of Adol (Aaron english version of Sega Master System) Christin, red-haired adventurer and expert sword. One day he encounters a storyteller of fate who sends him on a quest to find information about six books ys. It seems that there was once an ancient earth called Ys, whose secret was sealed in those six books. Not long after Adol learns that six books have been stolen by the evil wizard Dark Fakt (Dulk Dekt in the Sega Master System version, Malificus in the English-language computer versions). It is Adol's task to defeat the villain and discover the secrets of Ys! Ys: The Vanished Omens is an action role-playing game with his trademark combat system: instead of pressing the button attack, the protagonist simply goes to the enemies he faces. More damage is done to enemies if Adol charges them from behind or from the sides - a head-to-head collision can lead to the death of a hero if the monster is stronger than him. The player acquires gold and experience points to defeat enemies; when you have accumulated enough experience, Adol levels and become stronger. The hero can buy and equip swords, armor, shields and other accessories. Yuppi Revenge (1988) Yuppi Revenge Player assumes the position of a Harvard graduate, suddenly facing typical management problems related to the leadership of an international oil company. The goal is to earn as many monetary awards and decorations. Oil drilling, oil tanker work or share trading are just some of the available options. However, status in society also plays an important role. Up to four players can compete with each other. Even some unfair practices can be carried out to defeat opponents. Zak McKracken and Alien Mindbenders (1988) Zak McKracken is a tabloid reporter (and not very good at that). One day, with a psychedelic dream, Zach realizes that something is wrong - space aliens are fooling the public through the telephone system. Zach has to stop it, but he can't do it alone. After finding a strange crystal, Zach manages to get the help of anthropologist Annie and her friends Melissa and Leslie. Four unlikely heroes now have to figure out a way to destroy dumbifying devices and save Land. Zak McKracken and Alien Mindbenders are third-person puzzle solving adventures similar to lucasfilm's breakthrough title Maniac Mansion. The player selects verb commands (Open, Pick, Give, etc.; no Look or Talk commands) to interact with the world of the game. There are up to four controlled players in the game; they can be switched at any time after they are entered, as well as exchange inventory items if the characters are in the same place. The game can be described as a globe-trotting adventure because heroes must travel to various exotic countries and even leave earth for a while in order to complete it. Some puzzles are optional or can be solved in different ways. The FM Towns version has VGA graphics with 256 colors and higher quality music and sound effects. Zak McKracken and Alien Mindbenders Enhanced (1988) Zak McKracken is a tabloid reporter (and not very good at that). One day, with a psychedelic dream, Zach realizes that something is wrong - space aliens are fooling the public through the telephone system. Zach has to stop it, but he can't do it alone. After finding a strange crystal, Zach manages to get the help of anthropologist Annie and her friends Melissa and Leslie. Four unlikely heroes now have to figure out a way to destroy dumbifying devices and save the Earth. Zak McKracken and Alien Mindbenders are third-person puzzle solving adventures similar to lucasfilm's breakthrough title Maniac Mansion. The player selects verb commands (Open, Pick, Give, etc.; no Look or Talk commands) to interact with the world of the game. There are up to four controlled players in the game; they can be switched at any time after they are entered, as well as exchange inventory items if the characters are in the same place. The game can be described as a globe-trotting adventure because heroes must travel to various exotic countries and even leave earth for a while in order to complete it. Some puzzles are optional or can be solved in different ways. The FM Towns version has VGA graphics with 256 colors and higher quality music and sound effects. Zap'em (1982) Zap'em is an action game for one player. You control a spaceship on the left side of the screen that can move up or down and shoot with lasers. Coming to you from the right there will be many enemy ships. You need to shoot as many enemies as you can in order to earn points. While many enemy ships take only one shot to destroy, some will require many hits and several will even be ghost ships and can temporarily disappear. Your ship has a limited amount of fuel that will steadily decrease; The game ends when you don't have more fuel left. Zarch (1988) Aliens infected the Earth and spread deadly virus across the planet. Needless to say, they need to be and fast. The pressure of time (your score at the end of the level is based on an uninfected percentage of the earth) is just one difficult aspect of this shooter. Looking at the remote 3D with a patchwork-blanket type ground effect, with trees sticking and full gravity. Controlling your space ship involves balancing direction and height as well as thrust at the right speed. The scanner indicates where the aliens are located. Zaxxon (1984) Zaxxon Defense System must be destroyed in this isometric review shoot 'em up. The game has three stages, first you get through Asteroid City, which is heavily protected by aircraft, weapons and missiles. Many barriers are alarming, leaving you limited space to progress, and the fire must be constantly avoided. The second stage is a space fired against the horde of enemy aircraft - those that failed to destroy in the first part of the task. Complete this and you will reach the final battle with Zaxxon, the game loops with increased difficulty if you can survive for the first time. There are three different skill levels, and control involves using forward diving and backward climb, flight simulation. Zee Artillery (1999) Zee Artillery puts a player in control of a stationary tank in order to shoot at an opponent's tank before he is destroyed. The game is played in real time, i.e. the player and AI do not rotate when shooting at each other. The player can adjust the power of the shot, as well as its angle. Zelda Classic (2000) Zelda Classic is a fan-made update of the 1986 fantasy action game The Legend of Zelda, in which the young link must search hyrule land to find wisdom triforce shards so that he can save the named princess from evil forces. In addition to the exact copy of the original game, Zelda Classic has the ability to use original or updated graphics. It also includes ZQuest, a level designer for players to create their own quests and import custom graphics. Zeroth Zone (1999) Zeroth Zone is a Scramble variant. Your goal is to get your spacer through 6 zones (starting from zone 5). Along the way, you are faced with missiles that should be avoided or destroyed, and you have to watch out: you don't want to get into walls or run out of fuel. The game has a classic side scrolling image, and your ship is controlled by arrow keys: it can drop bombs down or shoot missiles forward. Zipman II (1994) Zipman II is a fairly simple platform game. The player controls a small red creature whose goal is to get through each level by driving and jumping, avoiding various enemies and obstacles. The protagonist is unprotected and must escape from enemies, can not involve them in the fight. Zombi (1990) Zombi let you control a team of four intrepid travelers who landed their helicopter on the roof of a shopping center in the hope of finding fuel. The problem is that with hell full, zombies walk on earth, devouring as they please. Zombi is a point and click adventure game in which you control four characters (Alexandre, Sylvie, Yannick and Patrick) in turn, taking each of them apart through an abandoned complex. Many potentially useful items were left behind when stored in closets - to work out what they could be used for. Try to find a weapon with which to attack zombies - with bare hands fights only a few attempts until your character is worn out. Dead zombies should be placed in the freezer basement to make them reappear. You have a free rein through the supermarket, and can use the rest of the bed shops and food stores for meals. Be careful of the darkness and zombie-filled basement though. Zone 0 (1991) A direct TRON-inspired (albeit unlicensed) variety snake game. Zone 0 puts the player in control of a light cycle that zooms through a closed grid with other bikes, each leaving insurmountable lines in its wake. As the playing field becomes messy with these tracks, it becomes more and more difficult to avoid accidentally running into one, veering abruptly with 90-degree turns. The player's goal is to fly computer-controlled light bikes to the next level. Zool (1993) His name is Zool, and he is gremlin as a creature of another dimension. He is forced to land on Earth, but his only goal is to achieve the prestigious ranking of ninja. To do this, Zool will have to travel through six worlds, each divided into three stages, defeat his enemies, and prove to be worthy of this title. Zool is a fast side scroll platformer. The protagonist can run, jump, climb walls and shoot enemies. Zool power sockets are scattered across levels. These include life-long hearts, smart bombs, shields, a more powerful leap skill and a twin Zool. This twin simulates the movements of the original a few seconds after he performs them. The player can change difficulty and game speed (twice), number of sequels, and background music (rock or funk) in the options menu. Zool 2 (1994) Sequel Zool sees him take on the bad guys Mental Block and Krool through 15 levels. Zool 2 is a platform game in which you control the titular ninja of Nth Dimension (or his girlfriend, Zooz, who can complete each level a little differently) as he rampages through various levels, collect countless tasty treats, shooting enemies that he encounters and find bonuses (there are a variety of special power-ups Zool can find - for example, a bomb that follows him and can be blown up at any time to remove the enemies on the screen , or temporary vulnerability). A new sequel is Zool's ability to scale the wall and its new spinning attacks. In each level you have to collect a certain amount of thematic fruit within the set time frame, and then find the exit through the multi-direction scrolling levels. There are many hidden areas to see, including a bonus breakout Plays Zool's pet 2-headed dog. Zoop (1995) Zoop is a fast puzzle game in which the player removes colored shapes that approach his alter ego, another shape of color until they reach the top, a bit like Tetris. To remove other forms, you need to specify your piece in it and fire. If the shape is the same color as your piece, the shape is removed, as well as all the shapes of the same color behind it until your piece reaches a piece of another color. If the figure is of a different color or it is hit by collecting a line of similar shapes, your creation changes colors with the shape. Zork Zero - Megaboz Revenge (1988) Lord Dimwit Flathead's excess was so much in love with himself that he ordered to erect a huge statue of himself in the Fublio Valley. This angered a local resident named Megaboz. Majestic, who threw a curse through Dimwit and the entire empire, and disappeared. Ninety-four years later, the curse is still in force, and King Wurm Flathead is looking for a brave adventurer who would find a way to remove it. This adventurer, of course, is a gamer with a piece of parchment given to him by his ancestors, which may be the key to the whole mystery... Zork Zero: Megaboz Revenge is a chronological prequel to the first three Zork games, and is a text adventure with a graphical interface and a scene-based color and wall. Like its predecessors, the game is based on the solving of puzzles, including manipulation of the element of inventory, as well as logic-based puzzles. An interactive map, a game hint system and the included encyclopedia Frobozicia are available to make the player's task a little easier. The game also includes four graphic mini-games based on popular logical puzzles. ZorkQuest - Attack of Egreh Castle (1988) Egreh Castle, once the royal seat of the proud King Duncan Thrach, has now become a terrifying, haunted place. Trolls, hobgoblins and nightly gaunts have transformed the castle into their permanent residence. In addition, the evil, insane, and powerful wizard controls everything that happens in and around the castle. The caravan of brave adventurers, led by a magical amulet, reaches the castle. Will the heroes be able to overcome all obstacles and find a way to defeat evil?. ZorkQuest: The attack on Egreh Castle can be called an interactive comic. The game consists of text along with photos, a little similar to the visual style of comic books; interaction is limited to the choice of the player, which affects the storyline. A player can experience history from the point of view of several key heroes, seeing their personal stories. To experience the whole story, you need to play a few games. ZorkQuest - Doom Crystal (1989) a brave adventure caravan heads toward Accardi-By-The-Sea, each

of them motivating her (or her) in his own way. Magician Frobit is the road to the Convention of the Enchanters and Sorcerers; perfect Acia travels to visit her sick grandmother; trader Gurthark just wants to sell goods; and Scout Ryker povers a new feeling that has entered his life: love ... ZorkQuest: Doom Crystal is a direct sequel to Assault on Egreth Castle. The game system is identical to its predecessor's system, retaining the player's ability to follow the narrative from the point of view of one character or jump to a new character. Thus, the player can re-read the story and learn new things about how different paths of the characters have affected each other, as well as the results of the whole story. As with other InfoComics, display technology uses a 3D vector format; many scenes are zoomed (e.g. zooming on the camera lens), sacrificing detailed colors of graphic texture. ZTZ (1991) Text mode action/puzzle game, ZTZ already comes with different gaming worlds. However, the real attraction of this game is a level editor with its own script capabilities, which allows you to create an unlimited number of new scripts, stories, characters, traps, machines and anything else that players can think of. from.

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