

Partial

COLLABORATORS

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WRITTEN BY		August 3, 2022
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Partial	1
1.1	Index of all Fish files this CD	1
1.2	Index of all Fish files this CD	2
1.3	Index of all Fish files this CD	4
1.4	Index of all Fish files this CD	6
1.5	Index of all Fish files this CD	8
1.6	Index of all Fish files this CD	10
1.7	Index of all Fish files this CD	12
1.8	Index of all Fish files this CD	14
1.9	Index of all Fish files this CD	15
1.10	Index of all Fish files this CD	17

Chapter 1

Partial

1.1 Index of all Fish files this CD

=====
This is disk 500 of the freely distributable AMIGA software library.

=====
This is disk 501 of the freely distributable AMIGA software library.

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This is disk 502 of the freely distributable AMIGA software library.

EternalRome A historical strategy game, that in spite of its high complexity is fast and easy to play. Fully mouse controlled with a fine zoomable map of the Roman empire (overscan and interlaced options). The simulation delivers many historical insights because of its accuracy (may be used for educational purposes) and is a challenging and entertaining game for two or more players (also interesting for solitary studies).

Version 1.0 (tryware). Binary only.

Author: Sven Hartrumpf

game/think/EternalRome.lha Readme

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This is disk 503 of the freely distributable AMIGA software library.

PCQ A freely redistributable, self compiling, Pascal compiler for the Amiga. This is version 1.2a, an update to version 1.1c on disk 339. It has many enhancements and improvements. It is bundled with the latest versions of A68K assembler, Blink linker, Debug, and Mon to give a complete development environment. Includes the compiler source and example programs.

Author: Patrick Quaid

dev/misc/PCQ_Incl3v1.lha Readme

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This is disk 504 of the freely distributable AMIGA software library.

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This is disk 505 of the freely distributable AMIGA software library.

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This is disk 506a of the freely distributable AMIGA software library.

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This is disk 507a of the freely distributable AMIGA software library.

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This is disk 508 of the freely distributable AMIGA software library.

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This is disk 509 of the freely distributable AMIGA software library.

1.2 Index of all Fish files this CD

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This is disk 510 of the freely distributable AMIGA software library.

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This is disk 511 of the freely distributable AMIGA software library.

Connex A "connect-4" type game. This is version 4.0, an update
 to version 3.8 on disk 493. Shareware, binary only.

Author: Adrian Millett
game/think/Connex.lha Readme

Less A text file reader, descended from Unix "Less." Less has
 features found on no other Amiga file reader; it can use
 pipes, accepts multiple filenames, and has many convenient
 positioning commands for forward and backward movement,
 marking positions, etc. This version runs on all Amigas,
 under any screen resolution and font, and uses the full
 8-bit character set. Other improvements include seaches

using regular expressions, multiple file selection from Workbench, and resident operation. This is version 1.4Z, an update to version 1.3 on disk 149. Includes source.
Author: Ray Zarling et. al.
util/gnu/less_252.lha Readme

PCQ An update to PCQ from disk 503. This is only a partial distribution and includes just the compiler main pass, the documentation, and a ReadMe file. You need the distribution from disk 503 to use this material. This update is version 1.2b.
Author: Patrick Quaid
dev/misc/PCQ_Incl3v1.lha Readme

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This is disk 512 of the freely distributable AMIGA software library.

Csh Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, \$(), statement blocks, high speed, plus much more. This is version 5.15, an update to version 4.02 on disk 458. Includes source.
Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon
util/shell/csh540.lha Readme

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This is disk 513 of the freely distributable AMIGA software library.

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This is disk 516 of the freely distributable AMIGA software library.

Enigma An interactive animation object that can be viewed as a puzzle or a game object. The Enigma! Machine can be programed by the user to generate text. Part of the challenge is to discover how to program it to generate meaningful output. Version 1.00, binary only.
 Author: Martin C. Kees
mods/demo/Enigma.lha Readme

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This is disk 517 of the freely distributable AMIGA software library.

AmiBack Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.04, an update to version 1.03 on disk 493. Binary only.
Author: MoonLighter Software
biz/patch/AmiBack20PtchI.lha Readme

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This is disk 518 of the freely distributable AMIGA software library.

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1.3 Index of all Fish files this CD

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This is disk 520 of the freely distributable AMIGA software library.

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This is disk 521 of the freely distributable AMIGA software library.

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This is disk 522 of the freely distributable AMIGA software library.

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This is disk 523 of the freely distributable AMIGA software library.

Conquest Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending

your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.5, an update to version 1.3 on disk 459. Binary only, shareware.
Author: Michael Bryant
game/think/Conquest.lha Readme

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This is disk 524 of the freely distributable AMIGA software library.

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This is disk 528 of the freely distributable AMIGA software library.

AmiOmega Amiga port of the Omega game. Omega is similar to hack or rogue, but is much more complex. There is a city, several towns, a wilderness, lots of dungeons, a multitude of monsters, lots of spells, magic items, etc. There are several quests to complete. All in all, it is an excellent game. This is version 1.5, a different port than version 1.0 on disk 320. Binary only.
Author: Laurence Brothers, Amiga port by Klavs Pedersen
game/misc/AmiOmega.lha Readme

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This is disk 529 of the freely distributable AMIGA software library.

MonkeyDemo Demo version of the LucasFilm game "The Secret of Monkey Island". Installable on a hard disk and multitasks as well. Binary only.
Author: LucasFilms
game/demo/MonkeyDemo.lha Readme

TownMaze A program that designs a town-shaped maze like the town "Bard's Tale I" uses. Version 1.2, includes source.
Author: Kent Paul Dolan
game/misc/TownMaze.lha Readme

1.4 Index of all Fish files this CD

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This is disk 530 of the freely distributable AMIGA software library.

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This is disk 531 of the freely distributable AMIGA software library.

PopulousKeys Code words and options descriptions for all 495 worlds of
Populous (TM Electronic Arts and Bullfrog Productions).
All information was obtained by the author's excessive
playing of Populous.
Author: Kenneth Fuchs
game/hint/PopulousKeys.lha Readme

=====
This is disk 532 of the freely distributable AMIGA software library.

TrainerMaker A program that allows you to modify money, number of lives,
or high scores of some games. The game to be modified must
be capable of multitasking. Version 0.8, binary only.
Author: Andreas Ackermann
game/hint/TrainerMaker.lha Readme

=====
This is disk 533 of the freely distributable AMIGA software library.

Conquest Lore of Conquest is a war game similar in concept to the
board game Risk. You are the lord of an entire world,
destined to rule the galaxy. Some worlds are virgin fruits,
ready for you to colonize. Some worlds have natives who do
not wish to accept your rule, these you must conquer for
they will yield more valuable resources. As you claim the
galaxy you will find, you are not the only one extending
your dominion. This is a two-player game, so be prepared
to defend yourself and take what is yours! Version 1.6, an
update to version 1.5 on disk 523. Includes enhanced galaxy
map, instant replay option, timed turns, symmetrical universe,
and more. Binary only, shareware.
Author: Michael Bryant
game/think/Conquest.lha Readme

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This is disk 534 of the freely distributable AMIGA software library.

Term A gift-ware telecommunications program written for AmigaOS
release 2.x (Kickstart 37.74 and Workbench 37.33 or higher

required, Kickstart 37.175 and Workbench 37.52 recommended). Features include total configurability, full ARexx control, Xpr-transfer-support, filetype-identification after download, cut & paste/point-and-click on screen, auto up- and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with six Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem & zmodem) and documentation both in German and in English. This is version 1.8a and also includes the full 'C' and assembly language source code.
 Author: Olaf 'Olsen' Barthel
 comm/term/term42Doc.lha Readme

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 This is disk 535 of the freely distributable AMIGA software library.

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 This is disk 537 of the freely distributable AMIGA software library.

BootGames Two tiny games which fit on the bootblocks of a boot disk. BootOut is a Breakout style game and Squash is a squash type game (just like on those old TV games). BootOut V5.X and Squash V4.3. Includes assembly source.
 Author: Paul Hayter
 game/gag/BootGames.lha Readme

CHIP8 CHIP8 is a programming language popularised by the RCA COSMAC VIP, DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games.
 Author: Paul Hayter
 dev/lang/Chip8.lha Readme

Cross A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 4.1, an update to version 3.3 on disk 464. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements. Includes source in M2Amiga Modula-2.
 Author: Jurgen Weinelt
 game/think/cross51.lha Readme

ZShell A very tiny (13Kb) CLI shell modelled along the lines of CSH, with over 40 internal commands. Some of its features include command line editing, history buffer, aliases, function key aliases, reverse polish calculator, multiple commands on one line, loops, If-Else-Endif constructs etc. This is version 1.30 and includes assembly source.
Author: Paul Hayter
util/shell/ZShell22.lha Readme

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This is disk 538a of the freely distributable AMIGA software library.
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This is disk 539 of the freely distributable AMIGA software library.

DT A "DiskTest" utility for floppy disks, la Norton Utilities. Version 1.12, includes source (SAS-C).
Author: Maurizio Loreti
gfx/conv/dt2iff.lha Readme

1.5 Index of all Fish files this CD

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This is disk 540 of the freely distributable AMIGA software library.
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This is disk 541 of the freely distributable AMIGA software library.

GIFMachine A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0 or greater to run. This is version 2.137, an update to version 2.116 on disk 458. Includes source.
Author: Christopher Wichura
gfx/conv/GIFMachine.lha Readme

Llmatron A fast action, arcade style game, guaranteed to have your FILE button finger dangling off at the tendons. Hours of fun for you, blowing away horde after horde of alien fiends. Shareware, binary only.
Author: Jeff Minter
game/shoot/Llmatron.lha Readme

MineClearer Amiga version of the Minesweeper program under Windows 3.0. You are the captain of a ship and you have to clear the sea

from mines. Shareware, version 1.0c, binary only.
Author: Kopetzky Theodorich
game/think/MineClearer.lha Readme

Thinkamania Playable demo version of a game like the legendary memory game. Includes superb hires graphics and sound effects.
Version 2.1, binary only.
Author: Th.Schwoeppe/D.Respondek of Z.U.L.U. Softworx
game/think/thinkamania297.lha Readme

=====
This is disk 542 of the freely distributable AMIGA software library.

PPShow A "show" program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Version 1.2a, update to version 1.2 on disk 371, binary only.
Author: Nico Francois
gfx/show/PPShow40.lha Readme

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This is disk 543 of the freely distributable AMIGA software library.

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This is disk 544 of the freely distributable AMIGA software library.

LanderGame Lander 3DX is an X-Specs 3D Lunar Lander game. Maneuver your landing craft over a three dimensional fractal lunar landscape searching for a safe place to land. Watch your fuel, altitude, and slope of the surface beneath you. Fly your craft over, around, and behind the lunar peaks. Digitized sound. Two alternate lunar scenery files included. Requires X-Specs 3D glasses. Spectacular. Binary only.
Author: Richard Horne
game/misc/LanderGame.lha Readme

RaiderGame Raider 3DX is a classic space strategy game for X-Specs 3D. Search for enemy on a 3D map of the galaxy. Warp transport to trouble spots and protect the Federation bases. Blast the enemy with your energy torpedoes. But watch your own energy reserves since you are the last hope of the galaxy. Digitized sound. Amazing 3D action. Requires X-Specs 3D glasses. Binary only.
Author: Richard Horne
game/misc/RaiderGame.lha Readme

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This is disk 545 of the freely distributable AMIGA software library.
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This is disk 546 of the freely distributable AMIGA software library.

This is disk 547 of the freely distributable AMIGA software library.

VideoMaxe A program to manage one's private video tape collection.

Both program and documentation are in German; no English version at this time. Version 3.00, binary only.

Author: Stephan Surken

biz/dbase/VideoMaxe444.lha Readme

This is disk 548 of the freely distributable AMIGA software library.

MambaMove A game with the goal of moving an apple eating snake inside four walls until an exit appears. Includes source.

Author: Stefan G. Boldorf

game/misc/MambaMove.lha Readme

This is disk 549 of the freely distributable AMIGA software library.

MouseMagic A little gag-program. Can be stopped by closing its window.

Includes source in Modula II.

Author: Robert Brandner

game/gag/MouseMagic.lha Readme

Reversi Version of the well known game. Features an 'intelligent'

computer opponent. Includes source in Modula II.

Author: Robert Brandner

game/board/Reversi.lha Readme

1.6 Index of all Fish files this CD

This is disk 550 of the freely distributable AMIGA software library.

BeBopDemo A demonstration version of the commercial game BeBop 'N Drop.

BeBop 'N Drop is a real-time graphical arcade puzzle game, a greatly enhanced version of the popular shareware game Obsess-O-Matic. The object is to fit the falling pieces together in such a way as to form complete horizontal rows, which will then disappear off of the board. BeBop 'N Drop contains 77 different levels of play, each with a different shape board.

The game contains over 800 different playing pieces, more than 450K of digitized sound, and many interesting visual effects. Binary only.

Author: Wayne Phillips
game/demo/BeBopDemo.lha Readme

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This is disk 551 of the freely distributable AMIGA software library.

CWeb A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which ctangle tangles into a compiler understandable file. By apply cweave to the program you can produce a pretty-printed listing for processing with TeX. This is version 2.0, includes source.

Author: Donald Knuth, Silvio Levy, port by Carsten Steger
dev/c/cweb33p11a.lha Readme

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This is disk 552 of the freely distributable AMIGA software library.

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This is disk 553 of the freely distributable AMIGA software library.

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This is disk 554 of the freely distributable AMIGA software library.

Amastermind A mastermind type game written in AMOS and compiled so that it can be run from workbench. Fully mouse and menu driven. Features choice of 6 to 10 colors with 4 to 8 holes. This is version 1.1, shareware, binary only. Full source available from author.

Author: Andrew Kreibich.
game/board/Amastermind.lha Readme

Landmine A game of logic. A number of landmines are buried in the playing field and you need to work out where they are, avoid them, and clear the rest of the field to get maximum points and advance to the next level. Written in compiled AMOS, requires 1Mb of memory or more. This is version 1.0, shareware, binary only. Full source available from author.

Author: Perry Rosenboom
game/think/Landmine.lha Readme

SubAttack A "shoot the ships" type of game based on an old arcade game where you have to fire your torpedos at the right time, so that they strike a ship as the ships move across the screen. This is version 1.0, shareware, binary only. Written in compiled AMOS. Full source available from author. Requires

1Mb or more of memory.
Author: Perry Rosenboom
game/shoot/SubAttack.lha Readme

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This is disk 555 of the freely distributable AMIGA software library.

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1.7 Index of all Fish files this CD

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This is disk 560 of the freely distributable AMIGA software library.

Llmatron A fast, original rendering of the eighties 'Robotron' by Williams. It features over 100 levels, sampled sound, single player mode, 2-player team and individual modes, droid-sidekick modes, 2-joystick console mode, dozens of different, weird enemies and an abstract sense of humor. Includes two versions, a 512K version and a 1Mb version with better samples. This is version 1.0, an update to the copy on disk 541, which was also version 1.0, but was missing the 512K version file. Shareware, binary only.
Author: Jeff Minter
game/shoot/Llmatron.lha Readme

MuchMore Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 3.0, this is an update to version 2.7 from disk 378. Includes source in Oberon and assembly code.

Author: Fridtjof Siebert
text/show/muchmore45.lha Readme

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This is disk 561 of the freely distributable AMIGA software library.

PPShow A "show" program for normal IFF ILBM files or ILBM files
 crunched with PowerPacker. The decrunching is done auto-
 matically as the file is read. Version 2.0, an update to
 version 1.2a on disk 542, binary only.
Author: Nico Francois
gfx/show/PPShow40.lha Readme

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This is disk 562 of the freely distributable AMIGA software library.

Filer An excellent shareware filemanager featuring buffered
 directories, soft- and hardlink support, configurable by
 ASCII file and much more. This is a demo version with
 some minor features disabled. Needs KickStart 2.0.
 Shareware, binary only.
Author: Matthias Scheler
util/dir/Filer3_23.lha Readme

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This is disk 563 of the freely distributable AMIGA software library.

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This is disk 564 of the freely distributable AMIGA software library.

ALoad A program similar to XWindow's XLoad to display the load-
 factor on your Amiga. Requires KickStart 2.0. This is
 version 1.1b, includes source.
Author: Alexandru-Aurel Balmosan

mus/play/aload.lha Readme

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This is disk 565 of the freely distributable AMIGA software library.

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This is disk 566 of the freely distributable AMIGA software library.

AM Algorithmic music generator. Produces MIDI output via
 Bill Barton's midi.library. This is version 1.1. Requires

OS 2.0. Includes source.
Author: Michael Balzer
misc/amag/AM9401_1.lha Readme

Bomber Amiga version of the MacIntosh game called "Bombs". This
is version 1.2. Requires OS 2.0. Includes source.
Author: Michael Balzer
game/misc/Bomber.lha Readme

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This is disk 567 of the freely distributable AMIGA software library.

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1.8 Index of all Fish files this CD

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This is disk 570 of the freely distributable AMIGA software library.

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This is disk 572 of the freely distributable AMIGA software library.

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This is disk 573 of the freely distributable AMIGA software library.

MathPlot Another function plotter. With lin/log plot and a complete
KS 2.0 interface. Needs Kickstart/Workbench 2.0 (V36 or
higher). Needs mtool.library (supplied). Shareware, source
available from author.
Author: Ruediger Dreier
misc/math/mathplot.lha Readme

This is disk 574 of the freely distributable AMIGA software library.

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This is disk 575 of the freely distributable AMIGA software library.

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This is disk 576 of the freely distributable AMIGA software library.

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This is disk 577 of the freely distributable AMIGA software library.

LhA A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Also includes LhASFX, which creates SFX (self-extracting) archives from ordinary LhA archives. Version 1.0, shareware, binary only.
Author: Stefan Boberg
misc/unix/lha_1_00_tar.Z Readme

PetersQuest This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, riddled with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Includes digitized sound and colorful graphics. Version 1.2, an update to version 1.0 on disk 224. New features include super speed, super jump, rocket pack, and more. Binary only.
Author: David Meny
game/jump/PetersQuest12.lzh Readme

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This is disk 578 of the freely distributable AMIGA software library.

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1.9 Index of all Fish files this CD

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This is disk 580 of the freely distributable AMIGA software library.

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This is disk 581 of the freely distributable AMIGA software library.

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This is disk 582 of the freely distributable AMIGA software library.

Diplomacy A classic strategy game loosely based on World War I. Designed for several players but can be played by as few as 2. The computer manages the game, resolving orders and graphically displaying the current status. Also provides map design capabilities for game variants. Version 2.0, shareware, binary only (source available from the author with shareware payment).
Author: Steve Douthat
game/misc/Diplomacy.lha Readme

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This is disk 583 of the freely distributable AMIGA software library.

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This is disk 584 of the freely distributable AMIGA software library.

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This is disk 588 of the freely distributable AMIGA software library.

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This is disk 589 of the freely distributable AMIGA software library.

Term A gift-ware telecommunications program written for AmigaOS
 release 2.x (Kickstart 37.175 and Workbench 37.67 or higher

required). Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with seven Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem, ymodem & zmodem) and documentation both in German and in English. This is version 1.9c, an update to version 1.8a on disk 534. Includes full source in 'C' and assembly language.

Author: Olaf 'Olsen' Barthel
comm/term/term42Doc.lha Readme

1.10 Index of all Fish files this CD

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This is disk 590 of the freely distributable AMIGA software library.

EquiLog A Master-Mind type game. Version 1.36, binary only.
Author: Pierre-Louis Mangeard
game/think/EquiLog.lha Readme

Seeker A 'find file' type utility for AmigaDOS 2.0 with more features than most such programs. Intuition interface supports AmigaDOS and unix-like wildcards. Several operations can be performed on found files. Version 1.2, shareware, binary only.
Author: Donald Lloyd
mods/chip/Seeker.lha Readme

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This is disk 591 of the freely distributable AMIGA software library.

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This is disk 592 of the freely distributable AMIGA software library.

CirclesUp A simple little two player game where circles fly into the playing area from both sides of the screen. When each player presses his corresponding ALT key they fly to the top of the screen and stop moving when they hit another circle or the border. The object of the game is to connect a specified number of circles of the same color. Version 1.0, includes source.
Author: Jason Lowe
game/2play/CirclesUp.lha Readme

NumbersUp A simple little game where numbers fly into the playing area from both sides of the screen. When you click the mouse button, they fly to the top of the screen and stick there. The score is determined by what numbers the current number lands near, and the game ends when the same numbers end up adjacent to each other. Version 1.2, includes source.

Author: Jason Lowe

game/misc/NumbersUp.lha Readme

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This is disk 593 of the freely distributable AMIGA software library.

LhA A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Version 1.11, an update to version 1.0 on disk 577. Shareware, binary only.

Author: Stefan Boberg

misc/unix/lha_1_00_tar.Z Readme

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This is disk 594 of the freely distributable AMIGA software library.

Cube4 A 3-dimensional version of "zeros and crosses" on a 4x4x4 board which can be inspected from all sides. It is possible to change the skill of the computer game, take back moves, change sides and abandon. Version 1.2.1, binary only.

Author: Joachim Tuckmantel

game/board/Cube4.lha Readme

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This is disk 595 of the freely distributable AMIGA software library.

HOW A game where the aim is to get a ball from the start square to the exit square, while trying to turn all squares to the same color. As the ball moves across a square, the color of the square changes in a cyclic order of four colors. Also includes a level editor program. Freeware, binary only.

Author: Peter Handel

comm/tcp/How2UsePPP.lha Readme

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This is disk 596 of the freely distributable AMIGA software library.

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ScudBuster A Scuds vs. Patriots missile game. This game is a combination of the old Missile Command, Battleship, and Stratego games rolled into one. Set up your strategy and launch missiles at your enemy, while he launches missiles at you. Version 0.8, binary only.

Author: Howard Dortch
game/shoot/ScudBuster.lha Readme

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