CAM Index - Amigaguide Version

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Unpack

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Unpack

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Unpack

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Unpack

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Unpack

CAM #327 Jeux

FRENZY, JAR, MarbleSlide

Unpack

CAM #333 Jeux

Lotto

Lotto is designed to replace your user group's old shoebox full of
membership numbers and names and add some pizzaz to the process of
drawing for doorprizes at club meetings. Includes source. Author:
Mike Groshart

NameGame

A game based on a popular type of word skill puzzle contest generally
sponsored by newspapers. Binary only. Author: Mike Savin, Gladstone
Productions

Rubik

Translation to C of a Rubiks Cube solver program originally written in
Basic by John Murphy. Includes versions to do an "unwrapped" 2D
solution, and a more visual 3D solution. Version 0.0, includes source.
Author: Roger Uzun

SensoPro

You try to remember and mimic the sound/color sequence played by the
computer. Each time you get it right, another sound/color is added to
the sequence. Great practice in case you ever find yourself in a
"Close Encounters of the Third Kind" experience. Binary only. Author:
Peter Handel

FallThruV1.0

FallThru is a relatively simple game to play, but you must plan your
moves to get the lowest score. The game starts with eight numbered
horizontal bars in the center of the screen. Each bar has four holes,
randomly spaced. On the top of the bars are eight purple markers that
you make FALLTHRU the holes in the bars. You first specify which of
the bars you want moved, pressing return after making your selection.
You are then asked for a direction, left or right. Press the 'L' or
the 'R' key, then a RETURN. Lastly, you are prompted for how many
times you want that bar to move in the direction specified. You may
input a number from one to nine. If you feel that you would like to
change your mind, type a zero and the prompt will go back to asking for
which bar to move. After hitting a number from one to nine and a
RETURN, the bar will move. If a marker passes over a hole, it will
drop in. You must get all eight markers to drop past the eighth bar in
the least amount of moves. You will then get a chance to try to beat
your lowest score, or better yet, have a friend to try. Binary only,
author: Stafford White

Unpack

CAM #348 Jeux divers

BBChampion_v3.21

This is BootBlockChampionIII, a very nicely done program that allows
you to load, save, and analyze any bootblock. This is version 3.21, an
update to version 3.1. New features include checks for five different
LAMER viruses and some other enhancements. Binary only. Author:
Roger Fischlin

chatterbox_v1.0

Have the Amiga play IFF audio sample files when events occur.
Chatterbox allows one to load and play sounds on the occurence of
several detectable events, such as disk insertion and deletion, calling
the DisplayBeep function, a time interval elapsing, preferences
chaging, activation and deactivation of Chatterbox's window, and
eventually, other events as well. In order that it not eat up your
precious "chip" RAM, chatterbox uses your "fast" RAM (if you have any)

to cache the loaded sounds, only copying them to chip RAM when it's to
play them. There are a maximum of 32 sounds that may be defined for
each type of event that Chatterbox can play sounds for, although hard
disk users may have many more sounds triggered by timer events (more on
this later). Include c source, author:Karl Lehenbauer

ob

Obsess-O-Matic is a real-time puzzle game like Tetrix where the object
is to fit the falling pieces together to form complete horizontal rows.
Features such as burning, exploding, and invisible pieces enhance game
play. Other features such as a puzzle piece editor are included in the
version available directly from the author. This is version 1.0,
shareware, binary only. Author: Wayne Phillips

Rocket

Another program in the long tradition of screen hacks. This one zeroes
in on your mouse pointer. Binary only. Author: Lars Clausen

RollOn_v1.1

A "Soko-Ban" like shareware game, submitted by the author. Includes
both English and German versions, a level editor, and digitized sounds.
This is version 1.1, binary only. Author: Tobias Eckert

SnowFall

Another program in the long tradition of screen hacks for the amiga.
Watch the snow fall, get blown around by the wind, and collect in
realistic heaps. Includes source. Author: Lars Clausen

Unpack

CAM #349 Jeux

CapitalGain_v1.0

A simple game of but it low and sell it high based on the stock market.
You have one year to make your fortune and you can buy and sell as many
times as you want. The game ends 1. At the end of the year. 2. When
some one makes a billion dollars. There is also a save game option
that lets you pick up where you left off. Authors: JERRY ADDLESTON
AND P.K. WHEELER

ChinaChallenge

A game similar to Shanghai or Mahjong. The goal is to remove all parts
of the pile, the so called Dragon, step by step. This dragon is
composed of 120 different game pieces. You can always find four pieces
displaying the same picture or chin ese symbols. Binary only. Author:
Dirk Hoffmann

Conquest_v.93

A war game similiar 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. Be prepared to defend yourself and take what is yours! Author:
W. Michael Bryant

Dicey!

Yet another Yathzee Game. Authors: Bill Mullen & Mike Monastero

RevComp_v2.0

Plays the classical reversi game on an 8 x 8 square field. Version2.0,
an update to version 1.2. Includes source in assembly language.
Author: Marc Fischlin

TriviaTest

Trivia Game. The object is to get as many points as possible in 5
questions. Before each question, you are given the category and then
you must choose to bet 1/4, 1/2 or all of your points. Authors: Bill
Mullen & Mike Monastero

Unpack

CAM #356 Jeux

DiskTalk_v1.0

A cute little program, like "muncho", which plays digitized sound
samples when you insert or remove a floppy disk. Samples are saved as
IFF sound files. Version 1.0, binary only. Author: Nico Francois

Life_v5.0

Another version of Tomas's Life game. Includes a torus option, an
option to perform calculations with the processor rather than the
blitter, and more. This is version 5.0, and is about 15% faster.
Includes source. Author: Tomas Rokicki

MiscUtils

Some small sound and screen hacks. Includes source in C. Author:
Jorrit Tyberghein

MoonBase

You must guide a lunar lander to ferry cargo from an orbiting space
station to bases on the surface of the moon. You get cargo and fuel
for the lander by docking with the space station. The goal is to
complete all the assigned cargo deliveries, and to destroy as few
landers as possible in doing so. Binary only. Author: Jim Barber

Train

This is a great little train simulation. It lets you lay out all the
tracks, and coordinate two trains moving around on the screen! It even
has realistic train sound! This program has the ability to load and
save all your favorite track layouts. Binary only. Author: Dennis
Saunders

WordQuiz

This CanDo deck will drill you on a set of words in Russian - which you
enter by clicking on the correct characters in a cyrillic keyboard
(on-screen). You can have as many sets of words as you like, with a
default of 20 words per list. Author: Thomas Campbell

Unpack

CAM #363 JEUX:

Car

A two-dimensional full screen scrolling racing game with realistic four
channel stereo sound and overscan, for either NTSC or PAL Amigas. The
goal is to guide your car around one of ten selected tracks. Each
track has its individual high score list. Version 2.0, binary only.
Author: Anders Bjerin

EatIT_v1.05

"Warning" nasty screen hack from "Sick Amiga Soft". Includes source in
Modula-II. Author: Jorg Sixt

MiniBlast

A shoot'em up game which runs just fine in a multitasking environment.
At last you can enjoy a satisfying megablast while you are writing a
boring essay. Shoot anything that moves, and if it doesn't move, shoot
it anyway. This is version 1.00, binary only. Author: Anders Bjerin

Sys

A game built on the addictive game PONGO but with several added
features. You have been assigned the demanding task of cleaning
viruses from your SYSOP's hard disk. To kill a virus, you simply kick
a disk at it. There are fifty different levels, and on each level, the
speed will increase and the viruses will be smarter and start to hunt
you. Version 2.10, binary only. Author: Anders Bjerin

turboMCP

This is another very simple version of the famouse TRON-game, also
called CYCLE. The reason for its simplicity is that I've got only a
demo-version of the M2-compiler and this damned thing only works with
small codes. But neverthe less it's neat,small and you can have a lot

of fun with it. You control the game with the keyboard: Includes
source in Modula-II. Author: Jorg Sixt

Vibrator

Screen hack from "Sick Amiga Soft". Includes source in Modula-II.
Author: Jorg Sixt

Unpack

CAM #366 Jeux:

CosmicConquest_v1.035

A interstellar multiplayer game of War and Peace, Includes C source.
Author:Carl Edman

CourtRoomDemo

CourtRoom simulation game, in this demo version You will always get
case no. 14

MM

An implementation of the game Mastermind. In this game you must try to
guess a color combination which the amiga sets via a random generator.
There are 6 colors which can be set in any combination. Includes
source. Author: Dietmar Jansen

Tetris

A PD clone of the popular Tetris type games. Written completely in
assembly code. Very fast and responsive. Includes full source.
Author: Andy Hook

Unpack

CAM #370a&b Jeux

Drip

Drip is an arcade style game with 15 floors (levels). You must move
along the pipes of each floor and rust them to advance to the next
level. Every 3 floors completed will entitle you to a bonus round
where extra drips can be won. An extra drip will also be awarded for
every 10,000 points. Binary only. Author: Art Skiles

ForthyThieves

Forty thieves is a truly addictive solitaire, similar to ShangHai.
Like most solitaires, the object of the game is to clear the board of
cards. Binary only. Author: Binary only. Author:

Pitch

Simple card game, no doc included, author unknown

SnakePit

A simple, yet addictive game in which you must get the snake (you) off
of the screen. There are, however, some rough spots and some obstacles
that may need to be overcome. An excellent example of a game that is
as system friendly as possible. Includes source. Author: Michael
Sinz

Unpack disk A

Unpack disk B

CAM #381: Jeux divers

AmigaPunt

Race horse simulator,binary only, Author: Pierre A du Parte

BounceBench

Screen hack, warning really bounce workbench screen, binary only,
author: JEAN-PAUL COSSIGNY

Bunny

Bunny is a graphic puzzle published in the May 1990 issue of JUMPDISK,
It is the basis for a contest with a postmark closing date of August
31, 1990. JUMPDISK will award a total of $500 (U.S. funds) in the
form of $100 each to the five entrants who submit best solutions to the
puzzle. All entrants who complete the puzzle will receive one public
domain disk of JUMPDISK's choice. author: David M. Cole

CRobots_v2.3w

A game based on computer programming. Unlike arcade type games which
require human input controlling some object, all strategy in CRobots is
condensed into a C language program that you design and write, to
control a robot whose mission is to seek out, track, and destroy other
robots, each running different programs. All robots are equally
equipped, and up to four may compete at once. Version 2.3w, binary
only, source available from author. Author: Tom Poindexter, Amiga
version by David Wright

CUBE

This program solves Rubik's cube. To solve a cube, paint it to look
like your scrambled cube then use the SV command. The program will
respond with a series of instructions that, when followed correctly,
will restore your cube to the pristine (unscrambled) state. Binary
only, author: Atto-Tech Software

Enigmas

'The Enigma Device' is an Amiga game of Cryptograms. It challenge
players to decipher short messages encoded using a simple-substitution
cipher. Binary only Author: Gaylan Wallis

GerbGame_v1.0

Rabid Gerbils are trying to take over the Amiga and it's your job to
stop them - dead in their feet! In GerbGame your job is to kill those
evil rabid gerbils. You start out with 20 bullets, on level one. You
must score 50 points or more to advance to the next level. There are a
total of six levels that you must complete. And at the end of each
level you must have so many points to advance to the next. Binary
only, author: Charles Massey

StarStruck

Star display screen hack, assembler sources available from author,
Author: Mark Everingham

ATC

ATC is a program that simulates an air traffic regional control center.
You are the controller, and you direct the planes (up to 8 at a time)
to the airport. You control the planes' heading, altitude and speed.
You receive points for directing the planes correctly to the airport.
You also have to contend with planes departing from the same airport,
and you have to make sure that the planes do not collide with each
other. You also have only a limited amount of time to get the plane to
the airport. You receive fewer points for a late flight, and if a
flight is very late, it will run out of fuel and crash. All program
input is done with the left mouse button. Binary only, author: Griff
Jackson

Stepz!

Simple board game Binary only, Author: Mark E. Whitehead

Unpack

CAM #388: Jeux

BlackjackLab

"Blackjack Lab" is the ultimate in casino blackjack simulations.
Features include: 1 - 7 players, 1 - 50 decks, ability to change
rules, card count tracking, computer control of hands, hint option,
basic strategy tables and modification, tracking of play stats (casino
wins/losses, # of hands played, etc.), hypertext help facility,
practice mode, user prefs, digitized sound, animation, hard disk
install, demo mode. Binary only, author: Dan Cogliano

ForthyThieves

A fun card game for one or two players on an Amiga. Binary only,
author: Paul DeWolf

Fractals

4 programs from Fractal Programming in C by Roger T. Stevens,
Intuition-ized by Bill Rapoza, binary only.

Klondike_v2.3

This game was based on David Addison's ABASIC game, Klondike. It has
been greatly changed by John Everett, so that he feels it is now a new
game. Binary only.

RRR_v.7

Useful utility for memory-peeking, ripping Soundtracker songs... It
can display Hi/Lo Res. , change modulo of the screen-display, search
for soundtracker songs, play them...... Binary only, author: Dobrica
Pavlinusic

Unpack

CAM #393a&b: Jeux

BloodnBullets

games demonstration of Shoot-Em-Up Construction Kit's

psychoblast

games demonstration of Shoot-Em-Up Construction Kit's

SpaceHawk

games demonstration of Shoot-Em-Up Construction Kit's"

TREK

games demonstration of Shoot-Em-Up Construction Kit's

pipeline

A game like the commercial game 'Pipe dream' (Pipe mania). Needs a
joystick and PAL display. High scores are saved to disk. Version 1.0,
includes source. Author: Andre Wichmann.

SEUCK_Tools

These are four utilities that make it easier to create "sprites" and
"backgrounds" for "Shoot'Em Up Construction Kit" (published by Accolade
on their Advantage label). Although SEUCK is a very powerful program
to let your create your own arcade games it's graphics editor is very
basic. These utilities let you create sprite (.SPR) and background
(.BGD) files with Deluxe Paint or other paint programs. Binary only.

Author: Brian Conrad

Unpack disk A

Unpack disk B

CAM #398: Jeux

adced_v.8

An 8SVX stereo sound file editor written in assembly language for speed
and minimum size. Version V.8, binary only Author: Howard Dortch,
Mike Coriell, Matt Gerald

Alp

A lottery picker program. Binary only, author: Thomas C. DeVeau

blob

Another screen hack. Makes red drops of slime flow down your screen.
Version 1.1, includes source in C. Author: Guido Wegener

Cantrix

This CANDO stack is a tetris clone game. Binary only, Author: Mr. Ed

Streets_&_Alleys_v2.64

Another solitaire card game, Binary only, author: Kendal L. Huber

tron

Another game about the lightcycle race sequence in the science fiction
computer film "Tron". One or two players and other options. Written
in GFA-BASIC and then compiled. Version 1.1, binary only. Author:
Dirk Hasse

WellTrix

WellTrix game well leisure sounds WellTrix is a game similar to
WellTris, in which pieces are moved around the sides of a well and drop
to the bottom. Filled rows or columns are deleted, as in Tetris. Not
quite 3D, more like 2.5D. This version has many user-specifiable
options, but currently, they can only be specified when run from
WorkBench (the CLI interface is, er, minimal). Some sample sounds are
included, but they are not required for the game (an internal default
takes over). WellTrix is FreeWare, written by gmill, to whom email
comments may be left (no complaints, I hope). Binary only, author:
Gary W. Milliorn

Montana

A Solitaire Game This game is a variation on solitaire Very
challenging! Binary only, author: Doug McIntyre

Unpack

CAM #412: Jeux cartes & sreen hacks

Bounce

Bounce is a simple game requiring only split-second timing and a little
luck. A window opens with some GEMs on it and your playing piece
(technically known as your LITTLE GUY or LITTLE GAL, aka LG) bouncing
back and forth across the window. The object is to make your LG pick
up the GEMs. Binary only, Author: Todd Lewis

crabs

Screen hack, Multiply crabs eating yor Workbench screen, include C
sources, author: Anthony Thyssen

CribMaster

A nice Cribbage Game written by Michael Sinz. Binary only.

EUCHRE_v1.1

Euchre is a card game where you have a computer partner and play
against two other computer partners. You are able to set the play
levels of the computer partner/competitor. This should be included in
any gamers collection. Binary only, author: Bob Hruska

MandelBlitz_v1.0

Yep, another Mandelbrot program. Binary only, author: Nico Francois

Mines_v2.83

A small WorkBench window program, wherein you try to cross a minefield
of specifiable size. It shows you how many mines are immediately next
to each cell, and with a little logic, you can (ususally) get to the
destination. The program uses the WorkBench colors and attempts to
manage them so as to present things in a 3D appearance (without any
help from 2.0). I'd appreciate feedback if my methods have been
futile, but it does seem to work on my mostly-greyscale WB, on the
default WB, and a few others I've tried. Binary only, author: Gary W.
Milliorn

MutantsFromMars

This is a Droids-type game wherein you move a spaceman around on the
screen while trying to get the Mars mutants to crash into each other
and die. Other mutants will be killed when they run into the
radioactive heap left behind - but all is not rosy for your spaceman
either! Have a look. Binary only. Author: M. Whitehead.

slot

Slot is a Connect-4 type of a game. Binary only, author: Jeff Shi

Spades_v1.1

"Spades" is a program written to play the card game Spades. It may be
run from the CLI or the Workbench. This is a one player version of
Spades -- you play one hand, and the computer plays your partner and
two opponents. C source included. Author: Greg Stelmack

spiders

Screen hack, Spiders eating yor Workbench screen, include C sources,
author: Anthony Thyssen

Thoughts

This is an ARexx program that displays a thought at random from the
enclosed Thought.data files. In order to use this program you must
have ARexx. You will probably also need a hard drive as there are now
three "Thought" files which total over 250,000 bytes. AUTHOR: Bill
Raecke

Unpack

CAM #416: Jeux de stratégies

EnergionBattleSystem_v1.0

Powerful programmable wargame simulator. The Energion Battle System is
a scenario creation and playing system for wargamers or role-playing
gamers to use in adjudicating or simulating complex combat situations.
It uses a system of user-configurable modules to allow detailed
construction of military units which may be played by the human players
against each other or with any number of forces played by the computer.
It supports second by second or minute by minute combat, up to 32
forces or "sides," AREXX (tm) script language, and up to 32 terrain
types defined and represented by colors in an IFF picture file used as
a map. It also supports creation of global maps and reprjection of one
type of map onto another. EBS requires a 1 megabyte Amiga with about
650KB free to run. Binary only, author: Henry E. Neufeld

ImperiumRomanum_V1.50E

Strategic, "RISK" style game for up to four players. Based in the
ancient times of Rome, Athens, Alexandria and Carthago. Binary only,
shareware ($10), with C source available from the author. Version
1.50E. Author: Roland Richter

Unpack

CAM #417: Jeux divers

astrology

Astrology program demo, in this free version only the top menu item on
each menu works. The rest of the menu items are the interpretation.
The "graphic > ram allows you to screen grab the chart to the RAM disk
as "natal.pic" and print with a color printer or use "shownatal" to
look at, Binary only, author: Phil Moore.

MigaMind

A small WorkBench "Master-Mind" type game. Includes source. Author:
Ekke Verheul

PUZZ

Very nice implementation of the sliding-block-puzzle concept. Good
graphics and the ability to create your own puzzles using an IFF ILBM
file and a text file. Includes source and several sample puzzles.
Version 1.0. Author: Martin Round

Raps

This is a neat little strategy game that can be played in a very small
window on your workbench - neat time passer while you wait for
something else to happen! It has some of the flavor of chess or
checkers, is small, plays the game quickly. You can play against the
computer or against a friend. Binary only. Author: Alan Smith.

Rubik

Another 3D Rubik's cube solver Version 1.0, includes source. Author:
Martin Round

TAXMAN

This game has no fancy graphics, but it is a very challenging one. You
are playing against the taxman, who has ALL the advantages (don't they
always?), but you can defeat him if you are sufficiently sharp! This
game involves numbers and factors, and is based on mathematical
strategy. Binary only. Author: Jurgen Forster

The Turn

An interesting board game with the simplicity of checkers yet requiring
the "move- lookahead" of a good chess player. Binary only. Author:
Peter Handel

TTT_v1.2

A three-dimensional "four-in-a-row" version of TicTacToe, human against
computer. Version 1.2, binary only. Author: Ron Charlton

Unpack

CAM #423: Jeux Graphiques

BlitterSand

This program simulates the cellular automaton model presented by P.
Bak, C. Tang, and K. Wiesenfeld (Phys. Rev. Lett. 59, 381 (1987);
Phys. Rev. A38, 364 (1988)) to illustrate self organized criticality.
Each site carries a positive integer representing the local slope of ;a
sandpile. If the slope exceeds 3, the site is unstable and on updating
it drops by 4, adding one to each of his neighbors. Sand is lost only
at the edges. Any state will relax to stability ;through such sand
loss. Includes asm sources, author: Mike Creutz

DIEd_v2.4

Version 2.4 of the Ansi editor Binary only Author: P-E Raue

FurLess

FurLess – a fun graphics and sound demo program, by Wesley Howe.
Includes asm sources.

Prism_v1.10

Prism is an ANSI graphics animators for the Amiga. No, Prism does not
make high resolution pictures, it makes those neat animated screens
that you see over the modem. The reason why I call it an ANSI animator
instead of an ANSI editor is because this program was designed to make
animated screens and not simple colour title screens. Include C
sources, Author: Colin Vernon

Scene3DX

Now you can create spectacular 3D views for X-Specs 3D glasses from any
Sculpt3D object or scene file. Scene3DX renders Sculpt3D ojects using
scan line polygon shading. Save the finished view as an IFF ILBM file.
Viewer included. Binary only, Author: Richard Horne

Sleepy

The idea of Sleepy is to allow anyone to create a new "sleepy" pointer.
Binary only, Author: Mark Smiddy

Talker_II

TalkerII is the sequel to a display hack I did over a year and a half
ago. This version, however, is designed to work with a Workbench 2.0
640 X 400 (lace) display. It opens a window on the workbench, and
displays a small face which will speak a text file or a sentence. Can
also be used as a primitive screen blanker. Includes Manx 5.0a C
sourcecode. Author: Jim Williams

Unpack

CAM #429 Jeux

BALL

It's a clone of Arkanoid, sort of. BUT, before you start groaning and
moaning about how many cheap-o clones of Arkanoid there are in the PD
already, let me tell you that this is NOT a cheap-o version. Why?
Er... Um... Well, YOU play it, and YOU'LL find out for yourself!
Include assembler source, author: Ed Mackey

GalacticPredator

This game was inspired by the need for an affordable Amiga action game!
This game was made with the Shoot-em-up construction set. Author:
Aidan Palmer

Tricky

The goal of the game Tricky is to remove all stones of one level with a
ball. Only three Stones may be left in order to reach the next level.
Include an editor for design you own levels or change existing ones.
Binary only. Author: Peter Händel

Unpack

CAM #431: Jeux et Éducation

AnswerMe!

AnswerMe! is a quiz game written in CanDo. Author: Denis Blondeau

CardMaker_v2.1

A programmer's aid for creating card image data that can be used in any
card game that uses the standard 52 card deck. This is version 2.1, an
update to version 1.0. Contains bug fixes and support for AmigaBasic.
Binary only. Author: Terry Gintz

ChineseAstrology_v1.0

Chineese astrology program, Binary only, author: Andy Patrizio

FlyingClock

A clock dragged by an animated plane. Binary only, author: Markus
productions

Kick

Another screen hack, specifically for A500/A2000 owners. I don't want
to spoil any surprises but reportedly causes some machines to crash.
Binary only. Author: Tony Solomon, Paul Fortin

PokerSolitaireDemo

Demo version of Poker solitaire game. Binary only, author: UnSane
Creations

Randpic_v1.0

This command picks randomly from a number of items in a text file and
then outputs its choice to another file that you specify. One
suggestion for using Randpic is to place it in your startup-sequence to
customize boot up. It could, perhaps, choose from multiple 'say'
commands to make startup friendlier, but use your imagination. Binary
only, Author: J. L. Holmes

spellmaster_v1.3a

Version 13 of spellmaster ! this version includes an editor that lets
you change the word list if you wish! also more words have been added.
Binary only, author: David Browder

Yawn!

A small WorkBench sliding block puzzle to keep your mind and fingers
busy while your compiler is busy crunching away on your highly secret,
hard earned source code that you hopefully remembered to unscramble
first! Features se lectable size from 4x4 to 7x7 and European, Hindi
or Arabic numerals .Includes source. Author: Lorenz Wiest

Unpack

CAM #442: Jeu

DragonCave

A nicely done Sokoban like game for the Amiga. Features include sound
effects, two or three dimensional graphics, 100 levels (50 of which can
be customized with the built-in editor), undo of up to 1000 preceding
steps, transparent copying of data files to ram: for reduced load
times, both English and German versions, and more. Version 1.00,
binary only. Author: Hartmut Stein and Michael Berling

Unpack

CAM #444: Jeux divers

AmigaQ

AmigaQ is a game of skill. You can run it from its icon or from the
CLI (run AmigaQ). It multitasks nicely, goes away when told, and is
quite well-behaved. It is also fun. You are to jump one peg over
another, one at a time, in such a way that there is only one peg left
on the board after your last permissible move. Quite challenging.
Author: Thomas Paul Schultz

Bio_v1.31

This program will take your birthdate as an input, read the current
date from the system clock, and plot (or print out) your biorhythm

charts for the next month. The interface is very good, Binary only,
author: Peter Heinrich.

CWP

This is a crossword puzzle game. It puts a crossword puzzle on the
screen with the clues for 'across' and 'down' for the words on which
your cursor currently lies. Several puzzles are included, and there
are instructions for making more puzzles of your own. Author: Mike
Epting. MoniDie A cute little "screen hack". Be sure to turn up the
sound. Binary only, source available from author. Author: David
Donley

Running

'Running' is a classical maze and puzzle game. You run around in a
maze and try to catch the ghosts or spiders. Of course do not forget
to collect some bonus points. 'Running' requires both speed of
reaction and logic thinking. In fact, you can play this game with two
aims in mind. One is to collect as many bonuses as you can. This is
called 'The struggle for the highscore'. The other aim is simply to
solve each level. Work in PAL only, Author:Jorrit Tyberghein

TomGames

Three workbench games (crackout, jet, micropac) that can be frozen
while you are not playing, take up little processor time, multitask
nicely. One is a "shoot the enemy planes" game, one is a pacman type,
and the third is a breakout type. All take up only part of the
workbench. Author: Thom Robertson

Windmill

This is a solitaire game that is a little different from the others
I've seen. The cards are laid out in a windmill pattern, with rules
that fit the pattern. The docs are to be read after loading the game.
Select HELP from the menu to read the docs. Author: Doug McIntyre

zombie

Maze style arcade game, c source code available from author, Author:
Hobie Orris

Unpack

CAM #453a&b: Jeux (Shoot-Em-Up Construction Kit)

Batman

In this game you are the Batman, battling against the Joker and his men
to save Gotham City (what else?). You get so many points for shooting
down one of the Joker's helicopters, so many per car, etc. Author:
Steve Winkler.

DriveWars

Drive Wars is arcade-style shoot'em up where you must fly into the disk
drives of other computers to remove the deadly computer virus in each.
Iraqi computer specialists planted the virus disks and chips in these
units to destroy your system. Author: Joe Angell

Retaliator

Space game, played with joystick. This game was built with the
Shoot-em-up=Construction Set by Rob Massey of England.

Viper

The premise of Viper: Your home world is being invaded! You alone
must attempt to destroy the invasion force. You must first navigate
through an asteroid field while scout ships from the Alien force try to
pulverize you. Then, you must defeat the enemy ships and find your way
home. Author:Steve Winkler

WindyDay

This game was made with the Shoot-em-up construction set. It pits a
person armed only with an umbrella against a hurricane-force wind, with
the person trying to fend off the dangerous things the wind blows
towards him, while collecting the good things. Author: Harvey
Warwick.

Unpack disk A

Unpack disk B

CAM #475a&b Jeux

BPDI_v1.1demo

Demo version of a new strategy game written in GFA-BASIC. German
version only. Binary only. Author: Dirk Hasse

Conquest_v1.2

Conquest is a war game similiar 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. Be prepared to defend yourself and take what is
yours! Author: W. Michael Bryant

RINGS_OF_ZON-Volume_I

An arcade/adventure game that mixes a unique blend of puzzle solving
and arcade adventure. Your mind and your reflexes will both be tested
to their limits as you work your way towards your goal, recovering the
Rings of Zon. Has 19 levels of action, save/restore your game on any

level, stereo digitized soundtracks and sound effects, over 100 objects
to discover and explore, up to 300 moving objects on the screen at
once, and more. Volume 1, shareware, binary only. Author: George
Broussard

HeadGames

A "Shoot-Em-Up" game done with SEUCK game constructor, featuring
digitized heads as enemies. Binary only. Author: Neil Sorenson

SCombat

SCombat is a game of strategic combat similar in style to some CRPGs
you may have played. Up to 40 Monsters may battle up to 40 Players on
a playfield ranging in size from 5 X 5 to 40 X 20. Monsters and
Players have attributes that determine their effectiveness and 11 types
of weapons are available. Requires 310K of program and data space and
190K of chip ram screen memory.

Simpsons

The Simpson's Game, done with SEUCK. Rumor has it that Matt Groening
has a copy of this one. You are Bart on a skateboard. Good Luck!!
Don't forget that clicking on the upper left during the title screen
will get you out of these SEUCK games! Enjoy.

Unpack disk A

Unpack disk B

CAM #478 Jeux

AmigaTration

A nicly done Concentration Game with multiple difficulty levels.

China_Challenge_II

A game similar to Shanghai or Mahjong. The goal is to remove all parts
of the pile, the so called Dragon, step by step. This dragon is
composed of 120 different game pieces. You can always find four pieces
displaying the same picture or chinese symbols. This is version II, an
update version. Changes include some bug fixes, unlimited undo, saving
and loading of games, background music, title screen, etc. Binary
only. Author: Dirk Hoffmann

Intoxicated

A nice little screen hack which affects the mouse. Saying any more
would spoil the fun. Includes source. Author: Thomas Albers

Quiz

A simple Quiz game. Current quiz subjects include "Bible", "Indians",
"New England", "Physics", and "States". Binary only. Author: J.

Dale Holt

SolitaireX

A solitaire game. Features include all possible moves shown with a
pulsing green box around the card, reshuffle, unlimited undo, and
tournament mode. Binary only. Author: Stephen Orr, Gregory M.
Stelmack

The_CanDo_Senso

The CanDo Senso was inspired by the PD program Senso-Pro. Author:
Fried Fish trilon In this game, you cannot flip the pieces to fit them
together - y;ou can rearrange the patterns of the blocks to try to get
three adjacent blocks with the same pattern. Challenging - reminds one
of Tetrix, yet quite different. Author: Todd M. Lewis

Tripppin_rel2

A Workbench game based on an out-of-print board game. The object is a
race in which each move you make restricts your opponent's choice of
countermoves. Features a computer opponent of adjustable toughness.
Includes source. Author: Paul Kienitz.

Unpack

CAM #486: Jeux

AirAce_II

AirAce2 is a game designed by Robert Grace of Kansas City, Missouri,
USA using Accolade's wonderful Shoot'Em Up Construction Kit.

Hi-Low_v1.0

This is a simple game You turn a card and select whether the following
card will be higher or lower than this one. Get five correct and
recieve a random win between 10p and 50p. Include C sources
Author:Simon J Raybould

Tetris

Workbench window tiny tetris Author: Joran Jessurun

TripleYacht-Z_v1.2

Dice game Yacht-Z Triple Yacht-Z differs form normal Yacht in that all
scores in the 3rd column of your scorecard are worth 3 times as much as
the normal value, those in the 2nd are worth double. Note that these
values are only show as doubled or tripled in the net score space, and
NOT in the the individual columns. The 35 Bonus Points for having at
least the Average on the upper section is also doublable or triplable.
Author: Stephan Iannce

Unpack

CAM #490a&b Jeux

GAMEBOY_Emulator

Nitendo Emulator with tetris game. Binary only no documentation,
Author: ?

SeaLance

Game based on a Trident submarine simulator. You must use the weapons
at your disposal to liberate the earth's cities from alien occupation.
Lots of graphics and sound.Binary only. Author: Jason Bauer

Seamonkey_v2.0

Turn your Amiga into a bowl of friendly, frolicking, sea monkeys!
Binary only, author: Ephraim Cohen

BugHunt

This is a graphics hack I wrote a few years ago and then forgot about.
It's basically a cute animation done on your workbench or cli screen,
double-buffered and with extra bitplanes. The artwork was done by
Derek Grime of Beyond Graphics. Most of the source code for this demo
was lost in a disk accident, so don't ask!

AmigaPet_v2.52b

Another cute screen hack. Version 2.52b, binary only, source available
from author. Author: Patrick Evans

Conquest_v1.3

Conquest is a war game similiar 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 that you are not the only one extending your dominion. This
is a two-player game. Be prepared to defend yourself and take what is
yours! This version of Conquest fixes a few minor bugs and adds a few
features that allow "Play by Mail", or rather, "Play by BIX". Binary
only, author: W. Michael Bryant

MEGA_BALL

MegaBall, the sequel to BALL (brickout game). Has music, more bonus
blocks...etc...etc! You liked BALL, you'll LOVE MEGABALL! Binary
only, author: Ed Mackey

PopUp_v1.0

A simple Breakout-style game for the Amiga. Binary only, author:
Michael S. Booth

SpaceWar_v1.11

SpaceWar is a two player game. One player controls the Enterprise, the
other the Klingon ship. Why the little triangle is always called the
Klingon, I do not know. The object is to shoot the other player (no
kidding). One point is scored when you kill the other player. The
game ends when a player reaches fifty points. 1.11 Version 1.11 is
basically the same as 1.10, except that I have moved up to Manx 5.0a
and no doubt introduced all kinds of new bugs in the process. This
release was delayed about three months because I was going to locate
and fix all those bugs, but I never got around to it. So basically
this is 1.10 with some really minor changes and a bunch of new bugs.
1.10 Many many many changes from 1.0. Since hardly anyone has ever
seen 1.0, I won't list them here. Binary only. Program by Jeff Petkau
Graphics by Brian Fehdrau

Unpack disk A

Unpack disk B

CAM #501 Jeux divers

CrossWordPuzCreator_v3.3

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 3.3, includes source in
M2Amiga Modula-2. Author: Jurgen Weinelt

FastLife_v1.0

A fast life program featuring an intuition interface, four screen
sizes, 19 generations/second, and 153 patterns in text file format.
Version 1.0, binary only. Author: Ron Charlton

Mosaic

Mosaic is a game played with a set of 81 two-by-two tiles on a 24-by-24
playing area. The objective of the game is to place your tiles such
that squares of the same pattern are connected as much as possible.
Version 1.0, includes source. Author: Kirk Johnson and Loren J.
Rittle

ProjectileMotion_v1.01

A Projectile Motion plotter. Plots the path of a projectile fired with
a variable initial velocity and angle. Display can be scaled, and time
can be accelerated. The program returns the distance traveled and the
time it took. Version 1.01, includes source. Author: Chris Hopps

Swish

A small simple screen hack that pushes the screen around using the view
port, and simulates a floating motion. Binary only, source available

from author. Author: Patrick Evans

The_Gallows

The Gallows is a Hangman type game with 3,150 words available in a file
named GallowWords. Binary only, author: Joseph C. Rattz

Up&Down

The object of this game is to get four of your chips in a row (across,
down, or diagonally) without letting your opponent get his chips in a
row first. Binary only. Author: Jason Bauer

WordPuzzle

The object of this game is to find a word in a puzzle arrangement.
There are three different variations of the game. Version 1.1,
includes source in BASIC. Author: Russell Mason

Unpack

CAM #507 Jeux

golf

Hi-res, interlaced version of the solitaire game Golf with animation of
card movement, sound, high score keeping, and other features.
Shareware. Source code in C available with shareware fee. Author:
Pat Clark

nestor

Hi-res interlaced solitaire game of Nestor features card-movement
animation, sound, high score keeping and more. Shareware. Source code
in C available with shareware fee. Author: Pat Clark

solitaire

Hi-res interlaced "regular" game of solitaire with card-movement
animation, sound, high score keeping, and two variations: one,
according to Hoyle, where you turn one card at a time and go thru the
deck only once; and two, where you turn three cards at a time, and go
through the deck as often as you wish. Shareware. Source code in C
available with shareware fee. Author: Pat Clark

Spades_v1.20

This is version 1.20 of Spades card game. It contains some strategy
revisions, as well as the ability to move the screen to the background
via a HIDE button in the titlebar. Include c source, author: Greg
Stelmack

Up&Down

The object of this game is to get four of your chips in a row (across,

down, or diagonally) without letting your opponent get his chips in a
row first. Binary only. Author: Jason Bauer

Unpack

CAM #513 Jeux

Drop

A little workbench hack. Try it out for a surprise! binary only,
author: Greg Jarman

Family_Sol

A preliminary version of the Authors "Family Solitair" card game. A
standard game of Solitair with options for multiple players, sound etc.
Binary only. Author: Errol Wallingford

Humartia

An arcade game where each player controls a jet and must destroy the
opponents jet, which is accomplished when a jet has been hit 75 by
either missiles or air mines. Binary only. Author: Jason Bauer

Husker Du

Very addictive block game, you have to pile diferrent color block in 8
columns. binary only, author: Stephen Ross

Imperium_v1.66

Strategic, "RISK" style game for up to four players. Based in the
ancient times of Rome, Athens, Alexandria and Carthago. Binary only,
shareware ($10), Manx-C source available from the author. English
version 1.66E and German version 1.79D. Update to version 1.50E.
Author: Roland Richter

Interferon

Interferon is a game, basically a variation on Tetris, but you must
match up colors to destroy the "bugs" on the screen. It uses 16 colors
and has sounds. Binary only, author: Gary Milliorn

LordOfHosts

A strategy game for two players based on a board game called "Shogun".
Features include flexible mouse/joystick controls, undo and redo of up
to 500 preceding steps, fully intuitionized user interface. Version
1.0, complete source code, precompiled include files and debugger files
included. Author: Tim Pietzcker

maze_v1.0

Very simple maze game, 12 levels. Binary only, author: Dave Browder

yatc_v1.00

This is another Tetris Clone. I wrote this program as an Artificial
Intelligence Project, and so naturally it plays itself. It also lets
you play and will give you hints where you can move the current piece
or will actually move the piece there for you (if you like to cheat).
But really it would be good to sharpen your Tetris skills or to see
which of the moves that the computer suggests you would follow, and
which you wouldn't etc. etc. etc. The program is task friendly (IE
it doesn't take too much CPU time) and it is adjusts to your
environment screen resolution. It will use nice fonts if it sees that
you have them. It uses the 3D look for the board and the pieces, and a
bunch of extra stuff that I hope ya'll will like. Binary only, Author:
Aaron Hightower

Unpack

CAM #520 Jeux

1945

shoot'em up game built using Accolade's Shoot'Em Up Construction Kit.
You are the pilot of a WWII U.S. Navy P-38 Lightning. This fighter
has been specially modified with more armour and weapons to assist you
on your dangerous mission against the Japanese Navy and Air Force. You
have a squadron of 5 airplanes at your command, and another squadron
flown by another pilot is also available. Your mission: DESTROY the
Japanese armada! Binary only. Author: John Wong/PinPoint Graphics

Desert_Storm

shoot'em up game built using Accolade's Shoot'Em Up Construction Kit.
Binary only. Author: Carmen Rizzolo

MissleCmd_v2

A fast Missile Command game written in assembly. Features include
using a hires interlaced screen, time based events for correct
operation on any speed Amiga, multitasking friendly, and sound effects.
This is version 2, an update to the version 1, with bug fixes and
enhancements. Binary only. Author: Max Bithead

TurboMCP

A "TRON" like cycle race game for up to four players. Version 13.76,
an update version, includes source in assembly. Author: Jorg Sixt

Unpack

CAM #528 Jeux divers

BallBench

This is something of a screen hack - and something of a game. You use
it either way. Author: Api Rimpilainen & Nicole Graveley

Klondike

A single player card game. Version 1.1c, binary only. Shareware.
Author: Peter Wiseman

perky

Hi-res interlaced Letter-dice spelling game. Make as many words as you
can in three minutes. 1-12 players. 2.0 and A3000 compatible. Sound
disabled for 512k machines. For best appearance, requires Helvetica/18
and /15 to be installed in fonts: directory. High score maintenance.
Very little flicker. Works very nicely with de-interlaced monitors.
Source code available with shareware fee. Binary only. Author: Pat
Clark

TheEnigmaMachine

Some have said that enigma is an interactive animation object, others
say it is a puzzle to solve, others say it is a toy like a Rubik's
cube. One theory is that it is a programmable state machine for mad
advertising executives. Until the details are discovered it is up to
do with it what you can. Binary only. Author:Martin C Kees

WordsearchGenerator_v1.0

This is an automated wordsearch generator. Words orientations can be
limited to any subset of the eight primary directions and the puzzle
can be rotated or flipped. It has a spartan but functional user
interface highlighted by the req.library. The system default font
under WB 2.0 is supported for the puzzle display window. Version 1.0,
includes source in C. Author: Craig Lever

YatZ_v1.0

One player Yatzee game. This program was written to take up little
memory and to multitask nicely. Version 1.0, includes source in C.
Author: Greg Pringle

Unpack

CAM #540 Jeux de table

Connex_4

A "connect-4" type game. This is version 4.0, an update to version
3.8. Shareware, binary only. Author: Adrian Millett

Dominos

The standard game of dominos with 6-6 set. The computer will provide
quite a challenge to any skilled player. Version 1.0, includes source

in Basic. Author: Russell Mason

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

FlipIt

Possibly the strongest Reversi/Othello type game available. Shareware,
binary only. Author: Adrian Millett

Klondike_v1.8

A shareware solitaire game, known widely as Klondike. The rules can be
varied, and there are five different ways of working through the deck.
Also includes a palette requester to fine tune the colors to your
liking and a save-setup function that remembers how all the options are
set. This is version 1.8, binary only. Author: Gaylan Wallis

Solitaire

Yet another solitaire game. Nicely done with good graphics and sound.
Shareware. Author: Pat Clark

Wanda

This little program turns your workbench into a fish tank! binary
only. Author: Paul Leach

Unpack

CAM #543a&b Jeux d'arcade

DownhillChallenge>OS1.3

Downhill Challenge is a arcade game where you control a skier who has
five chances to complete the course before being disquilified. The
longer you stay up the faster you will ski and the more points you
accumulate. Game is Freely Distributable. Binary only, Author: David
Alves

Gunslinger

shootem up game using the Accolade's Shoot'Em Up Construction Kit.
Author: Unknow

LlamaTron

A fast action, highly addictive, arcade-type game from the UK. Similar

to Robotron. Great sounds! Requires PAL mode to run properly (but
well worth that hassle!). Non-multitask.

MEGABALL2.0_rel2

MegaBall version 2.0, including a few board files (3 bank of 50
levels). This version is announcement of a levels editor. These files
can be loaded by pressing ALT-L at the main title screen: REMEMBER
this; it's not in the DOCs binary only. Author: Ed Mackey

Nebula

A GREAT smooth scrolling action filled game from Austex, an Australian
group of programmers. Save the moon Uropa from destruction from the
intelligent but greedy race of droids called Kapones. Include source,
Author: Colin Adams

Unpack disk A

Unpack disk B

CAM #556a&b Jeux d'arcade

Mulroney_Blast

Shoot'em up construction kit game featuring Brian Mulroney. Author:
Ray Larabie

Strontium_Highway

Shoot'em up construction kit, futuristic road game. Author: Ray
Larabie

Wielder_of_Atom

Shoot'em up construction kit, you control a subatomic-atom-wielder and
blasts away anything that moves. Very long game (40 minutes or more)
Author: Ray Larabie

Bugs

Another gag-program. Be careful! It may distroy graphics, but nothing
else! Can be stopped by pressing the firebutton of a joystick in port
1. Includes source in Modula II. Author: Robert Brandner

Defender

A Defender-type game (named, appropriately, Defender). Very nicely
done, fast action arcade style game, one or two player option. Written
in Blitz BASIC (don't let that fool you, this game is FAST) and the
source code is included.

DiamondQuest_v1.1

- it's a maze containing 20 levels - there are five diamonds in each

```
   level
```
- you should collect them all, before you may continue - believe me,
  it is not just picking up the diamonds

Include source in assembler, author: Leo Puolamaa

GravityWars

Gravity Wars is a game in which two ships are shooting at each other,
choosing different firing angles, etc. The missiles are affected by
the gravity of all the planets so the missiles don't ALWAYS go exactly
as you might think! Not so easy as it sounds.

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

Unpack disk A

Unpack disk B

CAM #560 Jeux et Éducation

AmiGazer_v3.0

AmiGazer was written for the public domain by Richard Horne. It uses a
base of 1573 stars, originally compiled by Richard Berry of ASTRONOMY
magazine. The program uses input date, time, latitude, and look
direction to compute a view of the sky. A view is possible for any
date, time of day, or latitude north or south.

ChemniMaTe_v0.8alpha

A program to make animations of chemical reactions with the purpose of
recording it on a video tape. It is a programming language, containing
expressions, nested loops, etc. It can handle molecules with in total
up to 64 atoms, and lines between atoms. Works correctly under PAL.
Version 0.8, examples and source (in DICE C) included. Author: Klaas
van Gend

Conquest_v1.5

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. Binary
only, shareware. Author: Michael Bryant

Crystal_Lattices_v2.15

This program provides stereoscopic views of the Bravais lattices, which
can be rotated and positioned by the user in real time. The frame rate
is between 10 and 30 frames per second, depending upon the options
selected and the Amiga being used. It is primarly intended for
educators and students in physics, chemistry, and geology. Red/Green
3D glasses are required. By David M. McKinstry

ICalc_v1.1

An expression calculator with many powerful features, in- cluding
user-defined functions and variables, many built-in functions, script
files, and special looping constructs. Handles expressions involving
both real and complex numbers. This is version 1.1, an update to
version 1.0. Includes source. Author: Martin Scott

Reversi_v1.0

Version of the well known game. Features an 'intelligent' computer
opponent. Includes source in Modula II. Author: Robert Brandner

Sidereal_v1.0

A real-time sidereal clock program for use by amateur astronomers.
Displays the Universal Time, Greenwich Sidereal Time, and Local
Sidereal Time for a given Time Zone and Geographical Longitude. Uses
the Amiga system clock and date stamp for real-time operation. Runs
from the WorkBench (1.3/2.0) and CLI window.

TypeOrDie_v1.13

This funky typing tutor game built around PacMan-like maze game
features complete control over characters to practice, multiple mazes,
custom-tailored sounds, sprites, and some nudity. Learn to type while
having fun! Shareware.

Unpack

CAM #572 Jeux

BoulderBash_demo

BoulderBash is a strategy/animation game somewhat like Emerald Caves.
The game consists of a series of mazes or puzzles with animated
objects. I wrote this program before I even knew what Emerald Caves
was, so it is NOT a clone.

Columns

This game is somewhat similar to Tetris, but with enough of a
difference to be well worth looking at, if you enjoy that sort of
thing. It is very well done and is quite addictive (I can't get me
wife away from the computer amynore :).

CrazyPipes_v2.0

Crazy Pipes 2.0 -- an excellent arcade style game in the tradition of
Pipe Dream and Mouskattack. Good graphics, sound, multiple levels.
Shareware by Joe Ramsey.

Getem_v1.0

Find the matching pieces. Pieces falling downto floor, when moved over
free space. This is a complete new idea of a Game. Nothing common
with Tetris or Shanghai. There is even an existing Version before
Gem'x was ever released, With a bit Sound, controlled by Mouse and
Keyboard. Nice Graphics, completely written in Pascal. (Kick-Pascal
1.0 and 2.03) Author: Markus Illenseer

MegaBallBoard

"Tough.BDS" is a MegaBall "board" made by Tillman Dickson

SpideyGuy

Shoot'em up construction kit game, Spidey Guy in the Stock Market Crash
of 1929 Object of game: Dodge falling bodies, steal dresses, crush
cats, kill kids, bash birds, grab cash and climb tall buildings.
Author: Ray Larabie

Unpack

CAM #577a&b Jeux

AmigaBridge_v1.0

the first freely distributable bridge program for the Amiga.

Bomber_v1.2

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

BombSquad

The object of this game is to locate all the bombs in a field as
quickly as possible. by Joe Rumsey

GridLock_v91-12-01

GridLock is a MODEM or NULL-MODEM two-player game. The game is won
when you or your opponent is trapped, loses all health, or quits. by
Scott Dhomas Trenn

Lords_of_Conquest_v1.0

LORDS OF CONQUEST (LOC) is a war game for two to four players. Players
can create their own maps, although hopefully several maps will be
included in this release. This ability to play different maps provides
almost infinite variation and helps make LOC a very addicting game. by
Jeremy Jones

MineClearer_v1.0c

Imagine you are the captain of a ship and you have to clear the sea
from mines. Instead of doing that in reality (only some people do
that), you can now play this game on your computer. by Kopetzky
Theodorich

Peter's_Quest_v1.2

This is an arcade game for the Amiga where you, Peter, must traverse
through 20 levels to save your girlfriend Daphne who has been captured
by the evil Brutus. Includes digitized sound and colorful graphics.
This new version also includes options which can be bought to enhance
gameplay, such as super speed, super jump, rocket pack, and more! by
David W. Meny

TownMaze_v1.1

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

Unpack disk A

Unpack disk B

CAM #596a&b Jeux

FlyAround_v1.0

FA is a program for creating circular script files for Vista Pro from
one camera coodinate. If you've ever wanted to do a simple turn about
a point in Vista Pro but had a hard time getting the points right for
the animation then this file is for you. Binary only, author: Larry
Blakesley

hextris_v1.0

Hextris has the same gameplay as tetris, but the game pieces are based
on hexagons. Therefore each piece has six rotations instead of four.
Which makes for a unique challenge. Binary only. An Amiga Port BY
Jeff W. Teague

IntruderAlert

Intruder Alert is a fast paced arcade action shoot 'em up game with
awesome graphics and superb sound effects. Shoot bad guys through 130
mental & reflex taxing levels of play. This may vaguely resemble some
old arcade game (maybe) It requires 512K. It runs on the A1000, A500,
A2000, & A3000, and has been tested in AmigaDOS 1.2, 1.3, and 2.04 --
In fact it was developed on the A3000 with 2.04 and an A1000 with 1.3,
so it has been thoroughly on those. It is hard-disk installable and
will multi-task with other programs Binary only, authors: Jay Stelly &
Dave Speyrer

Landmine_v1.0

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

lode

The object of this game is to collect all of the chests on each level
and then go on to the next level. You can climb ladders, swing across
open places with ropes, dig through certain kinds of flooring, and use
various other methods of getting about in the game. The game is
shareware. The included part is completely playable, but you must send
in the fee to get the level editor. Author: Joe Rumsey

Plasma_rel2

Programs that generate very colorful Plasma Cloud Fractals. Plasma
clouds are a special form of fractal which show very smooth color
gradations. This is version X.x, an update to version 1.f. Includes
source. Author: Roger Uzun

Rapid-Fire

Simple and great rapid fire hardware hack. Add a rapid fire mod to
your favorite joystick for less than $4.00! Author: Mark Spankus

RingWar

RingWar is an arcade style game based upon old vector type technology.
RingWar is CharityWare. Author: ASDG's

Search

Search is NOT an arcade game. It is kinda a maze game, kinda a thought
game, kinda a trick game. It is played on a 100X100 tile board that
you scroll around on. Different tiles have different effects. Great
graphics, fast response, works under 1.3 and 2.0. Three sample levels
are included along with the level editor. Shareware. Author: Alan
Farrell

Spellmaster_II_demo

Spellmaster 2 a Spelling game for kids and adults of all ages. this
file is SHAREWARE and all features work EXCEPT save words to disk.
Written in COMPILED AMOS. this should run fine on ALL amigas.

Unpack disk A

Unpack disk B

CAM #605a&b Jeux divers

Bridge_1.03

Amiga Bridge is an Amiga program that plays the game bridge. It
supports a subset of the bidding system described by Eric Jannersten in
his books "Bridge från grunden" and "Systemet i ett nötskal" (I don't
know their english titles, if any). As far as I know, this is the
first non-commercial bridge program available for the Amiga. In my
opinion it compares well with the commercial ones :-) , especially when
the user interface is concerned. Binary only, author: Erik Bergersjö

CirclesUp_v1.0

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

Diplomacy_v2.0

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

EquiLog_v1.36

A Master-Mind type game. Version 1.36, binary only. Author:
Pierre-Louis Mangeard

FindMe_v1.0

This is just a quick little game I threw together! It will show the
complete alphabet at the bottom of the screen and some empty blocks
above that. The empty blocks represent a word that you must guess at
its letters. You do that by clicking on one of the LETTERS in the
alphabet blocks at the bottom, if you get a correct letter... it will
show its position in what was the empty blocks. If it is NOT in the
word.. you will be told. You can click on the HINT block to get a
slight hint as to what the word might be. Of course if you click in
the GIVE UP block... you will be shown what the word was. If you
click in the top BLOCK that has "F I N D M E !" on it... you can take
a guess at the word. Wrong guesses will show you what the word was and
will go onto the next word. binary only. Author: Mike Dissinger

HOW-GAME

A new game from Peter Haendel. Roll a ball through a labyrinth.

NumbersUp_v1.2

A simple 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. Author: Jason Lowe

Poing_v1.0

The name implies it all, a break-out kind of game (with a twist). It's
a multi-tasking action game. I wrote this thingy more than 3 years ago
(back in 1988) but never put the finishing touches to it for a public
release. Well, here it finally is. Binary only, author: Paul van der
Valk

search_v2.0

Search is NOT an arcade game. It is kinda a maze game, kinda a thought
game, kinda a trick game. It is played on a 100X100 tile board that
you scroll around on. Different tiles have different effects. Great
graphics, fast response, works under 1.3 and 2.0. Three sample levels
are included along with the level editor. Shareware. Version 2.0
include more level and Editor improvement. Author: Alan Farrell

Spades_v2.10

"Spades" is a program written to play the card game Spades. It may be
run from the CLI or the Workbench. NOTE: Spades now requires AmigaDOS
2.xx to run. Include C source, author: Greg Stelmack

Worm

A little hack where a worm follow in every screen, Include assembler
source, author: Paul Trauth

Unpack disk A

Unpack disk B

CAM #606a&b Jeux d'arcades

ChinaShop

Ricardo the bull is in big trouble! While running through the streets
of Pamplona he make a quick turn into the plate glass store front of
Fernando's China Shop. Fernando, however, is prepared for just such an
emergency with loads of bombs and traps. Using your joystick, you can
guide Ricardo the bull to freedom by dodging Fernando's arsenal,
wrecking ALL of the china, and maintaining your health until you reach
the exit on floor six. Binary only, author: Joe Langraf

Colors_v1.0

The object of COLORS is simply to form lines of four blocks or more of
the same colors. Pieces which consist of three blocks are randomly
picked and then fall down in a T*tris-like style. There are four
different colors with which you can form lines, so there are
technically 64 different pieces, but since they can be rotated, there

are (I think) only 34 different pieces. The bigger the lines that you
form are, the more points you get. Also, if you clear more than one
color at a time, your score is multiplied. Binary only, author: Keith
Johnson

Offender

This is Offender, a shareware game based on William's Defender.
Offender will only run on an Amiga equipped with a 68020 (or better)
CPU and a 68881 (dito) FPU. Features:

 Plays exactly like the original, including smartbombs and hyperspace
 Ultrafast and smooth animation (50 or 60 frames per second)
 Upto 200 moving objects at the same time with 50 FPS on an A3000/25
 Includes PAL and NTSC versions
 16 digitized sound effects
 Kickstart 2.0 compatible
 Multitasks nicely and frees all resources before returning to WB
 Harddrive-installable :-)
 Full version with high-quality digitized sounds available for only
 $15

Binary only, author: Fred Bayer

Viper_1992

VIPER 1992 is a game created with Avantage/Accolade's "Shoot'em up
Construction Kit". VIPER 1992 was originally released as VIPER, but
has undergone major changes, enough to warrant this new version. The
graphics have been almost totally redone, with star clouds and
supernova's added, along with a huge amount of work done on the mother
ships, including surface detail, more structures, and lower deck levels
to give a them a "3d" look. Author: Steve Winkler

Unpack disk A

Unpack disk B

CAM #615a&b Jeux divers

CATACOMB

CATACOMB is a graphic adventure game set on a small island in the
middle of the land of EXOUSIA. Your quest is to discover the secrets
and treasures of this underground maze while staying alive. The rest
of the setting is presented in the introduction. Binary only, author:
Peter Gage

Centipede

Here is the latest version of Centip*d* by Glenn M. Lewis. Binary
only.

CryptoKing_v1.0

A game for those who like to solve Cryptograms, (those coded sentences
that have to be decoded to be read). Operate with keyboard or mouse.
Version 1.0, binary only, shareware. Author: Robert Bromley

Cube4_v1.2.1

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

Cubus_v1.01

CUBUS is a three-dimensional Tetris-like game with some nice features
and 10 different levels each containing other difficulties. It should
work on any Amiga from A500/1.2 to A3000/2.0. Binary only, author:
Fred Bayer & Oliver Siebert

DungeonMap_v1.0

A little tool that creates maps of dungeons (and eventually towns)
which can be used by a Dungeon Master (DM's) for use in a Dungeons &
Dragons (D&D) game. These maps can be saved, edited, and printed.
This is version 1.0. Binary only. Author: Bill Elliot

MathsAdv

A simple game where you, the young adventurer, must try to escape the
king's Maths Adventure. To do this you must pass through a series of
rooms. In each room you are given a math problem to solve, after which
you can proceed to the next room if you answer correctly. The problems
become more involved and more difficult in each room. Includes source.
Author: Jason Lowe

Rothello

Reversi/Othello like game that features the option to shift complete
rows or columns of the playfield. Play a human or computer opponent.
Version 1.0, shareware, binary only. Author: Michael Koepke and Rolf
Herrmann

Unpack disk A

Unpack disk B

CAM #629a&b Jeux divers

ahextris_v1.0

AHextris is an extremely addictive, yet simple game. It is based on a
familiar theme but the blocks are made out of hexagons, making the game
more of a challenge. This is one of those 'I'll just have one more go'
games. To run AHextris you'll need OS_204 or higher and
reqtools.library. Author: Ives Aerts

AmigaMoriaGraphic_v1.0

This is a graphic version of UMoria 5.4 for the Amiga. It has
bitmapped graphics for all objects and some extra goodies compared to
the original UMoria 5.4 to make it attractive to the graphic-oriented
Amiga public. Other than this, it is supposed to be as close to the
original Umoria 5.4 as possible. Binary distribution. Version 1.0.

Challenger

A freely distributable quiz program with 500 questions in this version.
English and German version included. Version 1.0, binary only.
Author: Udo Haisch

JEyes_v2.1

JEyes opens a sizable window on the Workbench screen containing a pair
of eyes which follow the cursor about the screen. JEyes V2.x is a
Workbench 2.0 (V37+) only application. Binary only, author: John D.
Gerlach, Jr

Legend_Of_Lothian_v1.02

This is an adventure game in the vein of the Ultima game series by Lord
British. It was originally featured in the September, 1991, issue of
the Jumpdisk Amiga disk magazine. In this game, you play the role of a
humble shepherd who is summon to a perilous task when your country's
king is bewitched. You must set out in a dangerous land to find the
clues that will enable you to revive your king and save your land.
Colorful graphics, hordes of monsters to combat, helpful citizens to
converse with, and puzzles to solve are what lie ahead of you in
"Legend of Lothian." Author: David W. Meny

maiyessae

This adventure game can be played by one or two players. Joystick
required. The was written using the S.E.U.C.K. program, and was drawn
and designed by Jennifer Diane Reitz.

Party

This is a text-only adventure game. Binary only, author: Phil Brown

Rocky_v1.0

Another Boulderdash clone. This one multi-tasks and accepts keyboard
or joystick inputs. Loads of game levels. This is version 1.0.
Includes source in assembly. Author: Laurence Vanhelsuwe

SmurfHunt_v1.1

This is a S.E.U.C.K. game where you manipulate your wolf character
thru Smurf forest, into Smurf Village, and to the final battle at Papa
Smurf's house. Blast smurfs with yer 12 guage shotgun or just step on
'em. Most smurfs just run around in terror, but some throw/shoot
things at ya. Score values are on the startup screen. Pick up Dollar
bills and gold bars along the way (Don't ask me how they got there..)

Just don't open any presents... It's a bad Idea.. Watch out for
rolling boulders, too... This game features the ubiquitous Dumb Stupid
Bonus Stage(TM). Author Pat Carson

Unpack disk A

Unpack disk B

CAM #639a&b Jeux

Adventure

The Colossal Cave Adventure, by Donald Woods and Will Crowther. This
program runs from the CLI or Workbench, and is virtually identical to
the original mainframe classic. Version 1.00, binary only. Author:
Donald Woods, Will Crowther; ported by Tony Belding

CelestialCaesars_v1.11

Celestial Caesars, a strategy game for up to nine players. This simple
wargame pits you against any combination of human or computer
opponents. The game uses an Intuition interface, and can be played by
file-mail. Version 1.11, binary only. Author: Tony Belding

DiamondsThief

Drive your little thief buggy around the screen and try to pick up the
diamonds while avoiding all the nasties on the screen. Freeware.
Binary only. Author: Harshy Wanigasekara

Eaters_v1.0

A screen hack that places a number of creatures called Eaters on the
screen. These hungry Eaters live on white dots, consuming them and
leaving black droppings in their place. When not near a white dot,
they move randomly. Version 1.0, includes source. Author: Guido
Wegener

FireFighter_v0.0001

Shoot em up contruction kit game

Haktar_v1.6

A kind of Adventure Construction Kit based on an easy-to-learn
interpreter language. With it, you can create moderately complex
multiple choice adventures. Some example adventures are included.
Version 1.6, includes source. Author: Guido Wegener

Pipeline_II

A game like the commercial game 'Pipe dream' (Pipe mania). Needs a
joystick. High scores are saved to disk. This is version 2.0, an
update to version 1.0. Includes source in assembly language. Author:
Andri Wichmann

Raid2

This is a PD shoot'em'up. It pretends to be a clone of SWIV.

snake_v1.0

Snake is a very simple game. A snake-like figure crawls over a surface
where some blocks are placed. The snake is controlled by using the
joystick, and you must avoid all the blocks, except the single one in a
different color. The colored block MUST be hit: when you do so,
another colored block will appear and your score will be increased by
one. You must also avoid to hit your own tail - the snake grows as
time passes to make things a little more fun. If you hit yourself or a
wall or a block, the game is over - restart pressing fire. To exit the
game, close the window. This program works both under WB 1.3 and 2.0.
Author: Bruno Costa

Unpack disk A

Unpack disk B

CAM #645a&b Jeux d'arcade

AmyHawk

Here's a game created with "Shoot'em UP Construction Kit" called
"Amyhawk", you get to fire at Macs, Ataris, and other kinds of evil
creatures. This is a fast'n'furious shoot'em up game with sound
effects.

FORTRESS

Another "Shoot'em UP Cnstruction Kit" Tank game style. Author: Paul
Ciulla (you have to uncompress with Lharc (included)).

Intrepid_v1.5

An arcade/strategy game in which you must navigate a high tech tank
through the Antarctic to rescue a scientist taken hostage by
terrorists. Version 1.5, binary only. Author: Peter Gage (you have
to uncompress with Lharc (included)).

NUCLEAR_PLANET

Another "Shoot'em UP Cnstruction Kit" game. Battle your way thru a
country fighting to keep Sununu president. The entire planet has gone
nuclear; energy plants, uranium storage buildings and waste dumps cover
the land. etc. Author: Paul Ciulla

SEUCKHCK.TXT

Text file describing how to have infinite live hack in "Shoot'em UP
Construction Kit" game. Author: Arthur Johnson Jr.

SkyAce

Another "Shoot'em UP Cnstruction Kit" game. You are an American
fighter pilot during WWII sent to defend your carrier and destroy as
much of the Japanese Navy, Air Force, and Ground installations as you
can. You'll be fighting in the South Pacific where the Japanese have a
strong hold on most of the islands. Watch out for the convoys and get
those tankers! Author: Bob Van Allen

Vengance

Vengance is a game created with the Shoot 'Em Up Construction Kit. You
must fly deep into enemy territory, destroy as much of the land and
sea-based defense system as possible, and blow up the Nuclear Weapons
plant. Author: Steve Winkler

Unpack disk A

Unpack disk B

CAM #647 Jeux divers

3dttt

3d Tic Tac toe game (5 levels). Binary only, author: Brian Grier

4Wins_v1.0

A simple little WorkBench game where the first one to get four happy
faces in a row wins. Author: Kay Gergs

Attacks

A two player strategy game played on a seven by seven grid, modeled
after the arcade game called Ataxx. The moves and rules are very
simple, but the strategy is complex. Includes source in Modula-2.
Author: Scott Biggs

BenchBall

BenchBall, a simple hack/toy by Greg Cunningham, BenchBall is a ball
that bounces around on your Workbench and bounces off your pointer.
There is no objective and no point to it. Binary only.

Bridge_1.04

Amiga Bridge is an Amiga program that plays the game bridge. It
supports a subset of the bidding system described by Eric Jannersten in
his books "Bridge från grunden" and "Systemet i ett nötskal" (I don't
know their english titles, if any). As far as I know, this is the
first non-commercial bridge program available for the Amiga. In my
opinion it compares well with the commercial ones :-), especially when
the user interface is concerned. I admit the documentation might be a
bit sparse, but who reads lengthy documentation files anyway? Version
1.04: Fixed some minor bugs. Binary only, Author: Erik Bergersjö

dog_v1.0

A puzzle where the object is to push boxes to designated locations.
Uses HAM mode and is written in JForth. Relative difficulty for this
puzzle is easy, but it will take over a half hour for most people to
find the solution. This is version 1.0, binary only. Author: David M
Cole

Ishid-o-matic

An Ishido type game. Lots of features, like single player, two
players, tournament mode, highscore tables, sound, etc. Includes
partial source in Modula-2. Author: Robert Brandner

nova_v2.0

A puzzle where the object is to push boxes to designated locations.
Uses HAM mode and is written in JForth. Relative difficulty for this
puzzle is advanced, and it will take over two hours for most people to
find the solution. This is version 2.0, binary only. Author: David M
Cole

OrderDrawer

Order is a tile game played on a 7X7 board. Each tile can be one of 5
colors or can be blank. The purpose of the game is to arrange the
tiles in a way to achieve the maximum order. Bnary only, author: Alan
Farrell

ShiftIt_v1.0

A small game, for installation on the workbench. Useful if you must
wait for the compiler or something else. Binary only. Author: Robert
Brandner

shotSTAR

Nice star program, creates complex sring-art-like stars, 2 versions +
source code. Author; Aaron Holmes.

SQUARED

A simple strategy game for one or two players. Entertaining for just
about everyone over eight years old. A variation of the connect the
dots to make a box game. Binary only, author: CLOCKWORK SOFTWARE

TacTix

Tactix is a "take-away" game similar to NIM. It was invented by Piet
Hein, a mathematician in Copenhagen, in the '40's. Martin Gardner
described it in articles in Scientific American in the 50's, and in his
book, The Scientific American Book of Mathematical Puzzles and
Diversions, published by Simon and Schuster, New York, in 1959. The
game starts with a 6x6 board filled with pieces. Each player takes
away a group of contiguous pieces from a row or column. The object is
to force your opponent, in this case, the computer, to take the last

piece. Include source, author: Russ Yost.

Unpack

CAM #654a&b Jeux divers

MoriaGFX_v1.1

This is a graphic version of UMoria 5.4 for the Amiga. It has
bitmapped graphics for all objects and some extra goodies compared to
the original UMoria 5.4 Changes and addings to version 1.1: Menus,
faster gameplay, bugfixes, extended graphics, SHIFT+num does a run and
CTRL+num does a tunnel (just like rogue-mode). Runnable from
WorkBench. etc etc.. Includes source. Author: Henrik Harmsen

Rolta_v1.0

This is a demo version of a shareware text/graphic adventure game. It
is in the same style as the old Magnetic Scrolls/Level 9 games. The
full version of the game comes on 3 disks and is available by
registering. The demo version does not allow you to save your game
position. binary only. Author: Colin Adams

YatZ_v1.1

One player Yatzee game. This program was written to take up little
memory and to multitask nicely. This is version 1.1, an update to
version 1.0. Public domain, includes source in C. Author: Greg
Pringle

zmachine_v1.0.3

ZMachine is a program which can interpret "Zork Implementation
Language" (ZIL) data files. ZIL is the language used by the
interactive fiction series of games from Infocom, Inc. (a subsidiary
of Activision/MediaGenic). Interactive Fiction and Interactive This
program does not incorporate any code from Infocom software and is not
associated with or a product of Infocom, Inc. All game names mentioned
in this document are trademarks of Infocom. ZMachine can interpret
normal interactive fiction data files. It is not compatible with
interactive fiction plus (games with graphics, i.e. Beyond Zork, Zork
Zero,etc).

Unpack disk A

Unpack disk B

CAM #664 Jeux

Aniso

A small puzzle game for your Workbench screen, similar to the "Brain
game". Played in a small window containing two 3 by 3 grids. One grid

is already filled with numbers between one and four, and the other is
empty. The goal is to form an image of the first grid by clicking on
squares in the empty grid. Includes source. Author: Barry McConnell

CrossMaze_v1.0a

A crossword puzzle game where the player is given the words but no
clues. The object is to find a way to place all the words back into
the puzzle. Options include 10, 20, or 30 word games with one or two
players. Version 1.0a, binary only. Author: James Butts

DoubleSquares

A game played on a 10x10 board, where the goal is to set as many tiles
on the board as possible. There are 100 different color combinations
for a single tile, and rules which control where tiles may be place.
Shareware, binary only. Author: Manfred Kopp

Klondike_v1.9

A shareware solitaire game of klondike solitaire. The rules can be
varied, and there are five different ways of working through the deck.
Also includes an undo function that will un-move more than the last
move, a wrapup function for when a game is all but won, a palette
requester to fine tune the colors to your liking and a save-setup
function that remembers how all the options are set. This is version
1.9, an update to version. Shareware, binary only. Author: Gaylan
Wallis

MTV_Animlogo_v1.1

A screen hack of animated MTV logo. Author: Adam Dawes

PointToPoint_v1.1

A board game where each player gets to alternately set one of his
stones on the board until the last field is occupied. The goal of the
game is to enclose as many stones of the opponent as possible. Version
1.1, shareware, binary only. Author: Manfred Kopp

ThinkAMania_2.9

A 'Concentration' like board game. It features excellent hires
graphics, funny sound effects and enormous fun for up to two players
regardless of age and education. This shareware version is 100%
functional, but does inlcude a requester that pops up from time to time
to remind you of the shareware fee. All options are available and the
complete set of stones is integrated. Version 2.9, an update to
version 2.1. Binary only. Author: Thomas Schwoeppe, Dirk Respondek

WalkingMan

A small screen hack that makes a variable number funny men appear on
the WorkbenchScreen and CustomScreens. They move depending on the
graphics shown and changing graphics will be noticed by them. Includes
source. Author: Jan P. Katz

Unpack

CAM #671a&b Jeux divers

Adventure_v1.10

The Colossal Cave Adventure, by Donald Woods and Will Crowther. This
program runs from the CLI or Workbench, and is virtually identical to
the original mainframe classic. This is version 1.10, an update to
version 1.00. Binary only. Author: Donald Woods, Will Crowther;
ported by Tony Belding

AmigaGnuChess_v1.0

Amiga port of GnuChess with nice graphics (needs 2.0). Includes
source. Author: Martin W. Scott

AmigaSolitaire_1.0

An amiga version of klondike solitaire. Provides multiple options
including six different decks, customizable game rules, game timer, the
ability to view a stack, and an undo feature. Binary only. Author:
David Meny and Albert Penello

AmigaSpider

Spider is a challenging double decked solitaire game. Unlike most
solitaire games, skill is just as important as luck. The menu help
option contains the complete game instructions. Binary only. Author:
Stan Burton

EternalRome_v1.1

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 1.1, an enhanced update to version 1.0. Tryware, binary only.
Author: Sven Hartrumpf

JEyes_v3.0

Amiga version of XEyes, a program which opens a window on the WorkBench
screen containing eyes, which follow the cursor about the screen.
Version 3.0, binary only. Author: John D. Gerlach Jr.

JoeyDemo

A demo version of a Sokoban type game where your task is to push
Grullies (the only food of the Joey) to the stock, which is designated
with little rhombic symbols on the floor. To complicate things there
are iceblocks and teleporters. The demo version contains 5 levels
while the registered version contains 60 levels. Shareware, binary

only. Author: Richard Ziegler, Roland Schreiner

MechFight_v1.0

Mechfight is a game similar to omega/hack and Moria in design. However
it is set in the future. It also comes equiped with a map editor to
enable you to design your own scenarios and maps. It is a decent game.
Try acquiring an Amiga 9000 in this game. Binary only. Author: Deva
Winblood

Minesweeper_v0.98

This is the 3rd game whick imitates MS-Window's "Minesweeper" which is
based on X's "XMines" (or vice versa?). The two others appeared on
Fish disk #541 (MineClearer, by Kopetzky Theodorich) and #707 (AMines,
by Manfred Huesmann). Features: OS2.0 only! ("It's a feature, not a
bug!"), Adjusts to font-size (Developed using Thin611/11), Adjusts to
Non-/Interlace, No GAME-OVER on first try, MS-Windows-like look&feel,
C++-Source included! Author: Hubert Feyrer

Octothello

An othello type game, but played on an octaganal board. There are
hundreds of variations to the game, with resizable boards, different
corner shapes, and a play to lose mode. Shareware, binary only.
Author: PC Solutions

ThePhoneCompany

A funny strategy game. Your goal is to connect everyone to the phone
system without running out of wire. The country in which these people
live is full of high mountains, deep rivers, and highly frequented
roads, so connecting everyone up may not be easy. Binary only.
Author: Tobias Eckert

Unpack disk A

Unpack disk B

CAM #690a&b Jeux

400TableauxMegaball

8 groupes tableaux pour MEGABALL contenants chacuns 50 parties.
Auteur: Michel Faubert

BioComp_v1.13

A program that computes the biorhythmic compatibility of two persons.
Uses an intuition interface and allows the printing of the results.
Version 1.13, binary only. Author: Gerard Cornu

Klondike_v1.3

A single player card game. Version 1.3, an update to version 1.1c.

Shareware, binary only. Author: Peter Wiseman

MegaBall_v2.1

This is the first version of MegaBall to be released since I got my new
Amiga 3000. I have improved some parts of the MegaBall game to work
better on the 3000, without losing 1.3 compatability. Author: Ed
Mackey.

Montana_v0.1

Montana is a simple but rather addictive patience-like card game for
the (most excellent!) Amiga computer. NOTE! This version of Montana
REQUIRES version 2.0 (or later) of AmigaOS! Author: Mika Saastamoinen

PInfocomm_v3.0

Portable Infocom Datafile Interpreter. Include source.

SnackMan_v1.00

SnackMan is a game based on PacMan, the once so popular arcade game.
It's not a direct port, SnackMan is a relatively simple game, as it is
my first attempt to write one. Not multitaking but include source.
Author: Stig A. Olsen.

TotallyUselessGame

You somehow get locked inside this house. The idea of the game is to
explore the house and try and find a way out. Make sure you explore
EVERYTHING there is to explore. And, naturally, as is the case with
most maze type games, the way to get out, will be farthest part from
where you start. Binary only. Author:Todd Courtnage

ZIP_v1.0

This Infocom interpreter will run both V3 and V4 games. This includes
AMFV, Bureaucracy, Nord and Bert, and Trinity. Include source.
Author:Mark Howell

ZorkMachine_v1.15

'Zorkmachine' is a replacement for Infocom's virtual machine code
(ZCode-3) interpreter. The implementation differs from the original
implementation both in the design of the user interface and the number
of additional features supported. This 'Zorkmachine' port requires
Kickstart 2.04 or higher to run. This version include some
enhancement. Include source, author: Olaf 'Olsen' Barthel

Unpack disk A

Unpack disk B

CAM #701a&b Jeux

BinoLogic_v2.14

Your quest is too manipulate the first row of numbers with the NOT,
ROL, ROL gadgets as best you can. Then with the logical commands to
the left (XOR, OR, AND, NONE) you can move the first number down to the
second row. And here comes the point... You shall try to make row
number two EQUAL to row number three... Binary only, Author: Per
Jonsson

BioRhythm_v1.0

An intuition based easy-to-use program that shows your 3 basic
BioRhythms plus the average-"rhythm". Take a look, dump it to your
printer and make your plans for "when to do what". This is version
1.0, binary only, PAL version. Source available from author on
request. Author: Thomas Arnfeldt

BoulderDash_v0.9

BoulderDash is Emerald Mine style game, not multitaking but system
friendly. Binary only, Author: Jeff Bevis

Cube

An animated Rubik's Cube simulator, solver, and tutorial. It uses two
solving algorithms, one which can be applied by a human using simple
rules, and another that is too complicated to be used except by a
computer. Shareware, includes source. Author: Martin Gitelson

Dungeon

This is Dungeon, most of Zork I - III. Ported to the AmigaOS using f2c
and SAS/C v5.10A by Loren J. Rittle.

Fleuch_v1.0

A little game with more than five extra large stages. The object is to
pickup up your cargo and climb safely to the next stage, without being
shot or running into anything, (including your cargo!). Scrolling,
shooting, some gravitation, similar to Thrust (C64). Binary only.
Author: Karsten Gvtze

FollowMouse

A pair of small blinking eyes following the mouse movements on the
screen. Runs from both the WorkBench and CLI. Includes source in
PASCAL. Author: Kamran Karimi

GameControl

Game Control is a custom database-type program that allows you to keep
a record of your game titles along with their associated high-scores
and passwords. You can also keep notes for each game, which will be
displayed (unobtrusively) each time you call up a record. In addition,
each game can be classified according to its time period (past,
present, future) and genre (action, simulation, strategy, war, etc.).
Binary only, Author: Doug Crane

Mine_v1.6

A new Modula-2 implementation of an old computer game. You have an N *
N square with mines hidden in some fields. Your job is to mark them
with a flag as fast as possible. High-score lists are supported.
Version 1.6, an update to version 1.0, contains several improvements
and a bug fix when operating under OS 39.x. Requires AmigaDOS 2.0,
includes source. Author: Thomas Ansorge

Psychic_v1.0

Generates random predictions about the future. Include source.

ReflexTest_II

A game which tests your addition, subtraction, or multiplication
skills. The goal is to answer several math questions in the shortest
possible time. A continuation to the ReflexTest_I. Binary only.
Author: Jason Lowe

RoleMaster_v1.0

The main part of this package is a character generator for ICE's
RoleMaster FRPG. It handles all of the "bookkeeping", making creation
of PCs and NPCs faster and easier, while still allowing you full
control over how the character develops. It is designed to be
flexible; most optional or house rules can be incorporated with little
or no difficulty. It draws from the basic game, as well as from
Companions I-V and from the Elemental Companion, so all the multitude
of classes and skills are available. All the background option tables
are also included. Spell development can be handled either by the
traditional "by list pick" method, or by the "by spell" method
introduced in the Companions. It also features the ability to
"randomly" advance characters, and a combat program based on the "Super
Fast Combat System" introduced in RMCIII, and a weather generator based
on the system presented in TSR's AD&D Wilderness Survival Guide. Last,
but not least, the package is extensively documented, so it shouldn't
be too difficult to utilize. This is version Am1.0 for the Amiga,
Author: Darryl C. Burgdorf.

SpleenWort_v1.0

This is a hack that generates a fractal (IFS) fern on your WorkBench
screen. Binary only. Author: Christoph Borst

Tetris_v1.0

Multi-player Tetris clone. With source. Looks nice. Editable levels.
Author: Trevor Smigiel

WizardWars

Wizard Wars is a simple strategy game, you play a wizard in his tower
who creates demons to send out to destroy the other wizards' towers,
etc. Shareware. Author: Andy Bolstridge, Nebula Software

Unpack disk A

Unpack disk B

CAM #709a,b&c Jeux

AmigaMoriaGraphics_v1.2

Amiga Moria Graphics version 1.2 based on UMoria 5.5. The game of
moria is a single player dungeon simulation. A player may choose from
a number of races and classes when creating a character, and then 'run'
that character over a period of days, weeks, even months, attempting to
win the game by defeating the Balrog which lurks in the deeper levels.
Binary only, author: Henrik Harmsen

Demineur_v1.0

Ce jeu consiste a decouvrir toutes les cases sans tomber sur une mine.
Binaire seulement, Documentation française seulement, Auteur: LE ROUX
Mikel

DungeonMap_v1.1

A little tool that creates maps of dungeons and towns which can be used
by a Dungeon Master (DM's) for use in a Dungeons & Dragons (D&D) game.
These maps can be saved, edited, and printed. This is version 1.1, an
update to version 1.0, binary only. Author: Bill Elliot

HackLite_v2.0.8

Hack Lite is a dungeon adventure game in the style of Rogue, Hack,
Moria, etc. It uses a customizable graphical dungeon display. The
package includes a simple-to-use installation program, and a
"Preferences"-style configuration editor. Version 2.0.8 include many
new features. Binary only, author: Home Brew Software, Inc.

MEM_v1.0

A little memory game where the object is to remember the face of a
"thief" you are shown for a variable length of time depending on the
level. You are then presented with a screen in which you have to
"recreate" the face using various selections for eyes, eyebrows, nose
and mouth. Version 1.0, binary only. Author: Jason Truong

Minefield_v1.17

Minefield is a fun and addictive game in which the object is to find
all the mines in a minefield. The minefield is a rectangular grid of
squares. You are equipped with a mine proximity detector, which will
tell you how many mines are near you. You also know how many mines are
in the minefield, and have one flag for each mine. When you think you
know where a mine is, you put a flag at that place to mark it. Works
ONLY on Amigas running Workbench 2.04 or greater! Binary only.
Author: Michael D. Fischer

Thrallbound

"Thrallbound" is an interactive short-story, written by Torgeir
Dingsøyr, Tor-Martin Tveit and Christian Fiott for Pantheon Softworks.

UChess_v2.12

A powerful version of the program GnuChess version 4 for the Amiga.
Plays a very strong game of chess. Code has been re-written and data
structures re-organized for optimal efficiency on 32 bit 68020 and
better Amiga systems. Fully multitasking, automatically detects and
supports 640X480X256 color AGA mode machines, and does not at any time
BUSY wait. Requires a 68020/030/040 based Amiga computer system with
AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version
optimized for 68040 and requires 10 Meg of ram minimum. Supports a
variety of standard features such as load, save, edit board, autoplay,
swap sides, force move, undo, time limits, hints, show thinking, and a
supervisor mode that will allow two humans to play with the computer
acting as a "supervisor". Version 2.12, includes source. Author:
FSF, Amiga Port by Roger Uzun

Wangle

Very addictive "sliding-block" single player strategy game. The object
is to group four smaller squares of the same color together in such a
way as to form a larger square. Once started in a direction, blocks
slide until they hit another block, a wall, or in some cases, fall
through the floor! Includes 50 levels and a level editor. Binary
only. Author: Peter Handel

ZNYK

An offbeat Tetris variation with splashy graphics and nice sound.
Addicting challenging game play with increasing difficulty. FreeWare –
From SilverFox Software. Binary only. Source available from author
for $10. Author: Adisak Pochanayon

Unpack disk A

Unpack disk B

Unpack disk C

CAM #733a&b Jeux divers

AmigaBridge_v1.06

As you might have guessed, Amiga Bridge is an Amiga program that plays
the game bridge. It supports a subset of the bidding system described
by Eric Jannersten in his books "Bridge från grunden" and "Systemet i
ett nötskal" (I don't know their english titles, if any). As far as I
know, this is the first non-commercial bridge program available for the
Amiga. In my opinion it compares well with the commercial ones :-) ,
especially when the user interface is concerned. I admit the
documentation might be a bit sparse, but who reads lengthy

documentation files anyway? binary only. Author: Erik Bergersjö

AmigaSingsDaisy

Make your Amiga sing!! (Requires "say" and the Narrator device.) From
USENET. The author is unknown.

ASokoban_v1.1

ASokoban is an implementation of the UNIX game Sokoban for the Amiga.
It has the original 85 levels of the UNIX game, which means that if
have already played the original game, you will find ASokoban's stages
familiar). binary only. Author: Panagiotis Christias

Balder'sGrove_v1.1

This is yet another Boulderdash clone but this time it is inspired by
the Nordic mythology. Your task is to guide Balder – the god of light
– through groves filled with berserks and dragons. Collect rings, push
runestones and try to find the small passage to the next level. The
game comes with 40 levels and a level editor. binary only. Author:
Morgan Antonsson

DigitalCharacter_v1.0

Okay, this program is designed to aid D&D players in creating new
characters. This character generator includes tables from the Advanced
Dungeons & Dragons Player's handbook. binary only. Author: Giancarlo
Castrataro

HS_IS_IB

This is a demonstration of Incremental scrollpane horizontal scrolling
with an interleaved bitmap. It is programmed using the graphics
library functions so the hardware programming is hidden for the
programmer etc. Includes source. Author: Adisak Pochanayon

MiniPac

A very tiny PacMan clone, only about 8K. Binary only. Author:
Philippe Banwarth

ObEd_v1.0

ObEd V1.0 – The Ultimate Object Editor for Demos and Simulators ObEd is
a general purpose 3D model designer, programmed for the author's own
use, but released as Public Domain software as a result of public
request. The editor does only support 16 colour, simple, and
relatively small objects, and is NOT intended to be used as an editor
for use with ray tracing programs. Binary only. Author: Per
Christian Odegard

Proker_v1.0

PROKER is the Poker game you'll want to play and LEARN from no matter
what skill level your at. Among many features you can even change the
rules at will, even have the computer tell you what cards to discard

for a MAXIMUM chance of winning. Binary only. Author: Christian
Warren

RnS

RnS is program a taken from the idea of many "eyes" type programs that
are out there. This one, however, features two of my favorite cartoon
characters--Ren and Stimpy! If you haven't seen the Ren & Stimpy show,
you're missing something great. If you have seen it--and like it--you
probably have the same wicked sense of humor I and many other fans
have. Binary only. Author: Charles Massey

Snake

An updated version of the old computer game which lives in a Workbench
window. You control a "snake" which grows by eating "frogs" and
avoiding obstacles. Requires AmigaDOS 2.0. C source included.
Author: Michael Warner

UChess_v2.26

A powerful version of the program GnuChess version 4 for the Amiga.
Plays a very strong game of chess. Code has been re-written and data
structures re-organized for optimal efficiency on 32 bit 68020 and
better Amiga systems. Fully multitasking, automatically detects and
supports 640X480X256 color AGA mode machines, and does not at any time
BUSY wait. Requires a 68020/030/040 based Amiga computer system with
AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version
optimized for 68040 and requires 10 Meg of ram minimum. Supports a
variety of standard features such as load, save, edit board, autoplay,
swap sides, force move, undo, time limits, hints, show thinking, and a
supervisor mode that will allow two humans to play with the computer
acting as a "supervisor". Version 2.26 an update to version 2.12,
includes source. Author: FSF, Amiga Port by Roger Uzun

WBGames_v1.6

Bunch of games for any public screen, It is the sixth edition of
WBGames. It includes: WBTetris 1.6, WBColumns 1.5, WBMineSweeper 1.5,
WB15 1.3, WBBoxMan 1.3. Binary only. Author: Marat Fayzullin

WBTRIS_1.3

Little Tetris-Game with many Options. Runs only under Release 2.0 or
higher of Workbench. includes source. Authors: Ralf Pieper & Dirk
Böhmer

WhiteLion_v1.2_FD

A new Othello (Reversi) playing program. Strong and fast, it explains
the rules and plays different strategies depending on the selected
level. Supports interLaced resolutions. Version 1.2_FD, english and
german executables. ShareWare, C sources and special version available
when registering. Author: Martin Grote

World!

World! is a fairly simple game, for 2 to 8 players, depending on how
big you want the map. You can't really go very wrong in it, as I have
tried to ensure ease of use in the form of pull-down-menus and a nice
little input window. This version was made especially for Amiga and
has the load and save options disbaled. Binary only. Author:
R.M.Packer

Yacht_v1.1

The famous 5 dice game revised for the Amiga features continually
updated onscreen scorepad which displays all possible scores after each
roll. Another feature is the player controlled dice roll – hit the
STOP ROLL gadget when you feel lucky! Version 1.1, binary only.
Author: Richard Gallagher

Yactris_v1.0

Yep. Just when you thought you saw the last Tetris clone for the Amiga
(much less any other computer), Yet Another CloneTRIS is released. Of
course, such an audacious move must be accompanied by an appropriate
"catch." Well, it's a pretty great catch. YACTris is programmed in
COMPLETE adherence to the 2.04 User Interface Style Guidelines.
includes source. Author: Jonathan Springer

Zetris_v1.0

Another tetris clone including a 020 version, work just in Cli. Binary
only, Author: Pseudonym

Unpack disk A

Unpack disk B

CAM #749a&b Jeux

4-GET-IT_Demo

Hello and welcome to the strange world of 4-Get-It. This is a puzzle
game, but one with some bizzare and mean twists to it. You will have
to work your way through over 200 levels of maddening puzzles before
you have exhausted this game (and we are already working on new levels
and an editor). binary only. Author: Adisak Pochanayon

ActOfWar_v1.4

Act of War, or AoW as I've just decided to call it as it involves less
typing, is a strategy game in the tradition of Laser Squad, Breach 2
(or so I'm told) and, if anyone can remember that far back, Rebelstar.
binary only. Author: Dave Smith

BattleCars

Battle Cars is a one or two player game played inside an arena, with
each player being equipped with an armour plated car and a big gun (an
M61 20mm cannon). You start off with 4000 rounds of ammunition which

lasts for about 40 seconds of continuous firing, but is more than
adequate for the task in hand. binary only. Author: David Jameson

battlestar

Here is a fun text based adventure game. It is reminiscent of Dungeon
(aka Zork) and Adventure. You start out on a space ship under attack
and must get off and back to the planet... It is a port of a game
found on many BSD UNIX machines that is really quite clever and fun. I
ported it with minor modifications using Markus Wild's port of GNU GCC
2.3.3. Many thanks Markus. Include C source, Author: David
Ingebretsen

BeBop'N_Drop_demo

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

RoachMotel

A game where the object is to collect all the spray cans to complete
the level. If you touch any creatures you will lose one life, except
when stomping on a roach or hitting a roach or boyd with your head
while wearing the toupee. Written in AMOS, binary only. Author: Ryan
Scott

SolarSystemWars_v1.14

Solar System Wars is a game similar to Space Wars, pitting two players
against each other, in orbit around 0 to 3 stars. You can choose from
48 different solar systems, or use the random system selector for a
different challenge every round. A variety of weapons are available.
Supports two button joysticks but does not require them. Version 1.14,
binary only. Author: James Cleverdon

Tankyou_v0.22ß

This is a Scorched Earth And Artillery Duel-styled game for the Amiga.
There are five weapons at the moment. The nice collapsing routine was
done by Teijo Kinnunen. binary only. Author: Pasi Kovanen

Unpack disk A

Unpack disk B

CAM #757a&b Jeux

Alchemy'sSnake_v1.2

Snakes is a FAST and FURIOUS one-player game in which the object is to
grow as large as possible. The way to do this is eating things in the
playing area. Requires Kick2.0 or greater. Binary only. Author:
Richard Jones

AncientEgypt_v1.0

A small game for one or two players. Find three chests of gold in a
computer generated maze. Version 1.0, freeware, includes source.
Author: Benjamin Stegemann

ArmyMiner_v1.1

XMines clone - options include: Automatically mark or clean the
neighbours of a square. Safe start (no explosion at first click).
Safe click (gadget-like behavior for squares). Question marks (for
configuration analysis). You can also specify your own custom board
settings. The game has a very useful pause option, sound effects,
high-score tables and a very nice interface. binary only. Author:
Alain Laferriere

Artillerus

Artillerus is based on the old concept of the angle and power artillery
games. The object is simple: blow the other players up before they do
you. A variety of weapons and defenses are available to help you with
this task. Binary only. Author: Michael Boeh

Babylon_v1.02

Computer version based on the board game Abalone. The goal is to Push
six of the other player's marbles off the board. Binary only, Author:
Steve Anichini

BackGammon_v0.9

The computer version of the game. This is a tiny little game which
runs on Workbench. Works on all Amigas, and OS versions from 1.2 to
3.1. Version 0.9, freeware, binary only. Author: Igor Druzovic and
Daniel Amor

Minefield_v2.01

Another XMines clone. Binary only, Author: Michael D. Fischer

ObEd_v1.02

ObEd is a general purpose 3D model designer, programmed for the
author's own use, but released as Public Domain software as a result of
public request. The editor does only support 16 colour, simple, and
relatively small objects, and is NOT intended to be used as an editor
for use with ray tracing programs. Binary only. Author: Per
Christian Odegard

Poker

A "fair" version of a casino video poker machine in which a deck is
dealt randomly. Regular casino rules apply. This is a variation of
the version that appeared in the October 1992 of JUMPDISK, the Original
Disk Magazine for the Amiga. Author: Richard Ramella

Sz'kwa_v1.1

Sz'kwa, a children's game from Northern China, as described by Clifford
A. Pickover in his book 'MAZES for the MIND, computers and the
unexpected'. Requires Workbench 2.04 or higher. This is version 1.1,
binary only. Author: A.R.Mohowitsch

TheKrillianIncident_v1.1

A 3d Starship game using mouse, require 1 Meg of RAM. Writted in Amos,
not multitask but system friendly, source is included. Author: John
Wilson

UpSideDown_v2.0ß

UpSideDown est un jeu d'Othello. Les règles et la documentation sont
inclus dans le logiciel. Binaire seulement Auteur: Marc Bogais &
Gweny Ropert

WBGames_v1.7

Bunch of games for any public screen, It is the seventh edition of
WBGames. It includes: WBTetris 1.7, WBColumns 1.6, WBMineSweeper 1.6,
WB15 1.4, WBBoxMan 1.4 & WBBoulder 1.1 . Binary only. Author: Marat
Fayzullin

WBTris_v1.52

Little Tetris-Game with many Options. Runs only under Release 2.0 or
higher of Workbench. The source code is included, it can be compiled
with Dice V2.06.37 (registered version only) (or newer). Authors:
Dirk Böhmer & Ralf Pieper

Zerberk_v1.1

An arcade game like Berzerk, for up to four players. Uses soft stereo
where possible, supports the 4 player joystick adapter, doesn't stop
multitasking and saves highscores to disk. Version 1.1, freeware,
binary only. Amiga to Pal included, Author: Matthias Bock

Unpack disk A

Unpack disk B

CAM #766a&b Jeux

AmigaBoulderDash_v1.1909

Rocky game caves Boulder dash style with level editor. AmigaGuide doc,
OS 2.0+, need 512k fast RAM, 1MEG total, All CPU compatibe, no swap

screen multitasking. Binary only, Author: Jeff Bevis

Artillerus_v1.1

Artillerus is based on the old concept of the angle and power artillery
games. The object is simple: blow the other players up before they do
you. A variety of weapons and defenses are available to help you with
this task. Version 1.1 work correctly on WB 1.3. Binary only.
Author: Michael Boeh

BilliardGames_v0.95

Like you can guess from the version number, this is the very first
version of Billiard Games, and not "ready" yet. It is playable, but
there is some annoying things in ball bounsing, game hasn't got sounds
yet and so on. Binary only. Author: Mikko Makela

CowWars_v1.1

An animal trajectory game, no swap screen multitasking, AGA Compatible.
Binary only, Author: Chris Richards

DeluxePacMan_v1.4

A pacman type game. Commercial quality, with excellent graphics and
responsiveness. Automatically adjusts to either PAL or NTSC. Can be
controlled with a joystick, mouse, or keyboard. Written in assembly.
Version 1.4. Shareware, binary only. Author: Edgar M. Vigdal

ExtremeViolence_v6.92

Extreme Violence is a nice game for two players – you'll need a friend
and at least one joystick. It's kill – or be killed. no swap screen
multitasking, Binary only, Author: Simon Green

FollowMouse_v1.2

A pair of small blinking eyes following the mouse movements on the
screen. Runs from both the WorkBench and CLI. Includes source in
PASCAL. Author: Kamran Karimi

RRT

Demo of a real time mapping of a reflection of a graphic onto a sphere.
Is system friendly, multitasks, and uses an Intuition screen. Written
in C with small assembler assist. Includes source. Author: Adisak
Pochanayon

Wabes_v1.1

Wabes is a maze game Pac Man clone and as such does not require a great
deal of explanation. No swap screen multitasking. Binary only,
Author: Chris Richards

Zerberk_v1.2

A freeware arcade game like Berzerk, but with more features Supports

the 4 player adapter for the parallel port, uses soft stereo where
possible, doesn't stop multitasking and saves highscores to disk. This
is version 1.2, binary only. Author: Matthias Bock

Unpack disk A

Unpack disk B

CAM #781a&b Jeux divers

ArmyMiner_v1.3

An ultimate "XMines-type" game that integrates all of the best aspects
of the previous Amiga versions of the game. Many game enhancements.
Version 1.3, an update to version 1.0 include features and bugs fix.
Binary only. Author: Alain Laferriere

ARoach_v1.0

ARoach displays disgusting cockroaches on your screen. These creepy
crawlies scamper around until they find a window to hide under.
Whenever you move or resize a window, the exposed orthopteras again
scamper for cover. Include source, Author: Stefan Winterstein

Atoms_v1.0

Atoms is a 'critical mass' game that gets better as more players join
in. Its also one of those games where you get to stomp on your best
friends in the name of friendly competetion. Binary only. Author:
John Girvin

BioRhythm_v2.2

An intuition based easy-to-use program that shows your 3 basic
BioRhythms plus the average-"rhythm". Take a look, dump it to your
printer and make your plans for "when to do what". This is version
2.2, an update to version 1.0. This version has some new features and
is 400% faster. Binary only, PAL version. C-Source available from
author on request. Author: Thomas Arnfeldt

Courli_v1.1

Game like C64 Crillion, German doc only, but easy playable. Binary
only, Author: Christian Krauss

Cross_v5.1

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 5.1, an update to version
4.1. Includes source in M2Amiga Modula-2. Author: Jurgen Weinelt

Dogfight_v1.0

France. 1916. A head-to-head game - there can only be one winner.

You will need a joystick in both ports for this game. Player 1 (the
British plane) uses the stick in port 1, player 2 (the German plane)
uses the stick in port 0 (the mouse port). Binary only, Author:
Richard Ling

JB_Poker_v1.0

"JB Poker" was designed to emulate the poker-playing machines commonly
seen in pubs. Binary only, Author: Richard Ling

Luffar_v1.0

A GoMoku clone - the object is to get exactly five "Noughts" in a row
up/down/across or diagonally, before your opponent gets five "Crosses"
in a similiar fashion. 0, 1 or 2 human players, rewind and ahead
buttons. Version 1.0, freeware, binary only. (Source available from
author). Author: Magnus Enarsson

Mine_v1.8

A new Modula-2 implementation of an old computer game, XMines.
High-score lists are supported. This is version 1.8, an update to
version 1.6, and contains a few improvements and some bug fixes.
Requires AmigaDOS 2.0, includes source. Author: Thomas Ansorge

ParaDroid_II

An arcade action game with a progressive strategy Binary only, Author:
Marc S. Seter

SizeTris_v1.0

SizeTris is yet another multitasking, system friendly, game of the
highly known and popular Tetris. You can play it from Workbench or
CLI/SHELL. The game simply opens a small window, which can be moved or
sized as you like. Binary only. Author: Jure Vrhovnik

SolitaireSampler

Sampler package of an integrated collection of five Solitaire card
games. Included are: Carlton, Martha, Pas Seul, Slider and Poker
Squares. Nicely done, with online help and instructions. Binary only.
Author: Richard Brown & Tower Software

Spider_v1.1

Spider is a particularly challenging double-deck solitaire. Unlike
most solitaires, it provides extraordinary opportunities for the
skillful player to overcome bad luck in the deal by using careful
analysis. Binary only, Ported by: Vincent Loechner

Targis

A lode runner type game with level editor. Binary only, Author: David
Ashley

UniversalConquest_v1.08

A strategy game where two human players battle for control of the
universe. The game has several variables that allow the players to
vary the density of planets, the initial number of ships, and the
length of play. Includes digitized pictures and sound. Version 1.08.
Binary only. Author: Randy Wing

WBTris_v1.54

Little Tetris-Game with many Options. Runs only under Release 2.0 or
higher of Workbench. Source included for compilation with DICE 2.6.37.
Version 1.54 an upgrade to version 1.52, include bug fix and custom
tiles feature. Authors: Dirk Böhmer & Ralf Pieper

Unpack disk A

Unpack disk B

CAM #789a&b Jeux

AlertPicture

Display an IFF picture in a system alert. This is VERY memory hungry
and needs six bytes for every pixel set on the source bitmap. includes
source. Author: Tim Ferguson

ArmyMiner_v1.4

XMines clone – options include: Automatically mark or clean the
neighbours of a square. Safe start (no explosion at first click).
Safe click (gadget–like behavior for squares). Question marks (for
configuration analysis). You can also specify your own custom board
settings. The game has a very useful pause option, sound effects,
high–score tables and a very nice interface. binary only. Author:
Alain Laferriere Version 1.4 include features and bugs fix, binary
only. Author: Alain Laferriere

ARoach_v1.1

ARoach displays disgusting cockroaches on your screen. These creepy
crawlies scamper around until they find a window to hide under.
Whenever you move or resize a window, the exposed orthopteras again
scamper for cover. Version 1.1 is a bug fix. Include source, Author:
Stefan Winterstein

Artillerus_v2.01u

Artillerus is based on the old concept of the angle and power artillery
games. The object is simple: blow the other players up before they do
you. A variety of weapons and defenses are available to help you with
this task. Version 2.01u include new featuresd. Binary only. Author:
Michael Boeh

Gammon_v1.3

Gammon is a computer version of the famous backgammon game, that can
substitute up to two human players. Configurable, with options to save
settings. There are 4 computer opponents – Aggressive, Defensive,
Blocking and Balanced <a mixture of the 3>. Binary only. Author:
Marc Fischlin

IntuiMines_v1.0

Yet another Mines game, includes source. Author: Jørgen Kirksæther

Jmines_v1.0

Jmines is yet another version of the Minesweeper game. Except this one
is better than the rest. Binary only, Author: James Blake

Mines_v2.0

XMines clone. Mines opens its own window on a Workbench screen and
it's multitasking friendly – designed for 2.x palette, so may look odd
under 1.3. Version 2.0, binary only. Author: Teemu Sipila and Marko
Malmberg

MineSweeper_v2.1

ANOTHER XMines clone. binary only. Author: John Matthews

Montana_V1.0e

Montana is a simple but rather addictive patience-like card game for
the Amiga computer. NOTE! This version of Montana REQUIRES version
2.0 (or later) of AmigaOS! binary only. Author: Mika Saastmoinen

Robouldix

Playable demo of a game based on BoulderDash. Uses 32 colour graphics,
senses and adapts to PAL and NTSC. Over 500 different objects in the
registered version. (About 40 in the demo version). Requires at least
one megabyte of memory. Binary only. Author: Svante Berglund, Patrik
Grip-Jansson

Sol

Sea Haven Towers solitare card game, This is an interesting solitare
game. Source is included in assembly language. Author: David Ashley

Solit_v1.06

A freely-distributable, non-Klondike, solitaire card game for the Amiga
under Workbench 2.x. Version 1.06, binary only, shareware. Author:
Felix R. Jeske

Shuffle_v1.1

A small game to play whenever you haven't something else to do. Turns
your workbench into a "sliding-block" type puzzle game. Requires
OS2.04 or later. Version 1.1, includes source. Author: Karlheinz

Klingbeil

UChess_v2.31

A powerful version of the program GnuChess version 4 for the Amiga.
Plays a very strong game of chess. Code has been re-written and data
structures re-organized for optimal efficiency on 32 bit 68020 and
better Amiga systems. Fully multitasking, automatically detects and
supports 640X480X256 color AGA mode machines, and does not at any time
BUSY wait. Requires a 68020/030/040 based Amiga computer system with
AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version
optimized for 68040 and requires 10 Meg of ram minimum.
Feature-packed. Version 2.31 an update to version 2.26, including new
features and bug fix. Binary only. Author: FSF, Amiga Port by Roger
Uzun

XAtoms

XAtoms is a logical game for two players – the objective is to destroy
all the enemy's atoms and save your own. binary only. Author:
Misoftware computing

Zerberk_v1.3

A freeware arcade game like Berzerk, but with more features. Supports
the 4 player adapter for the parallel port, uses soft stereo where
possible, doesn't stop multitasking and saves highscores to disk. This
is version 1.3, including a new feature and a bug fix, binary only.
Author: Matthias Bock

Unpack disk A

Unpack disk B

CAM #808a&b Jeux

Billiard_Games_v1.0

This is version 1.0 of Billiard Games. Currently there are 3 games:
Basic Pool, Eight-Ball & 14.1 Continuous. Only Basic Pool can,
however, be played without registering. Binary only, Author: Mikko
Mäkelä

Galactoid

Galactoid is a 1 or 2 player shoot-em-up game that resembles the old
classic shoot-em-ups Galaxian and Galaga. There are 30 different
progressively harder stages in the game and each stage follows a
specific format. Binary only, Author: Clay Hellman

PingPong_V1.1b

Ping Pong is an old classic among the computergames. Who doesn't know
the old consoles with their paddels and the games Ping Pong, Squash and

Tennis. I've searched for this games but didn't find any good version,
so I tried to do one myself. Here is the result. Binary only, Author:
Michael Bauer

Rueda_v1.3

This game is based on Wheel of Fortune, but with a lot of bells and
whistles added (actually just nice graphics). This version of Rueda
can be played by one or two players. If one player chooses to play
solitaire, he competes with the computer in three rounds of fun to see
who can accumulate the most money..if the human wins, he gets to play
the final round! Binary only, Author: Nathan Beaty

Wabes_v2.1

Wabes is a maze game Pac Man clone and as such does not require a great
deal of explanation. Version 2.1 work with less than 1 meg chip and
include new features. Binary only, Author: Chris Richards

War_Wizard_v1.01

WarWizard is a fantasy role-playing game similar in concept and style
to many other computer games that have been around for over ten years.
Yet while it is not intended to be revolutionary in concept and
approach, it is evolutionary and contains many details and features not
found in other games of the same genre. The authors have attempted to
create the most realistic and involved role-playing game given their
resources, but have also tried to exclude tedious and annoying features
found elsewhere. This objective is obviously subjective, however the
authors, who have played and enjoyed most role-playing games on the
market, feel they have met the majority of their goals in creating
WarWizard. Binary only, author: Brad McQuaid

Unpack disk A

Unpack disk B

CAM #814a&b Jeux

BackGammon_v0.99

The computer version of the game. This is a tiny little game which
runs on Workbench. Works on all Amigas, and OS versions from 1.2 to
3.1. Version 0.99. Freeware, binary only. Author: Igor Druzovic and
Daniel Amor

CrazyClock_v1.1

For all of those who already kown Mr.R.'s cube. This program is
inspired by Mr.R.'s clock (almost unknown) which is a much easier
alternative for everyone who couldn't solve the cube through intuition.
Include C source, Author: Holger Brunst

Gladiator_v1.0

The setting of Gladiator is personal combat in an ancient Rome arena.
In addition, some science fantasy elements will be recognized (such as
magic, Elves, and Dwarves). Medieval weapons such as swords are used
to destroy the enemy. The level of detail is high such as choosing
which character attacks with what weapon. Enemies start at opposing
ends of the arena and combat continues until only one side remains.
Binary only, Author: Barney Blankenship

HeadQuarters_v1.83

HeadQuarters is the ultimate replacement for the old MechForce and
BattleForce games. It has been designed to extend these games and
bring more playability into them. The work has started in late 1990
with some small support programs which has been put together to a
single HeadQuarters program in 1991. Since then HeadQuarters has grow
considerably to a most useful program for the MechForce and BattleTech
games. Binary only. Author: Andreas Smigielski

IGNUChess_v1.51

IGNUChess offers an intuition driven interface to the GNUChess chess
program, version 1.51. Include C source, Ported by Michael Böhnisch

TetrisPro

Another Tetris clone with nice graphic & sound. Binary only. System
friendly. Author: Marco van Steen

TicksMinefield_v1.0

Tick's Minefield is basicly just another version of the old, much
re-made Minesweeper game. This one is a bit different. If you are a
fan of the Tick comic books, you can enjoy some graphics and comments
from the blue guy himself. Binary only. Author: Tyler Lund

Unpack disk A

Unpack disk B

CAM #829 Jeux

FourInARow_v1.1

This game plays four-in-a-row, and I think it is quite good. Features
are: help on your move, playing back, etc. Needs reqtools.library
V39+, works on -all- Amigas.. Binary only, Author: R.G.J. Odekerken

GuardiansPlay_v0.64

The Guardian's Play is one kind of patience. It may feel a bit
confusing at the first, but when you learn to play it, it becomes even
too easy. Binary only, Author: Ilpo Jääskelinen

Hangman_v1.3

A GUI Hangman game in six different languages !! (OS 2.0 & greater).
A full GUI interface (both keyboard and mouse can be used). Partly
localized (on OS 2.1/3.0) for defaulting to a particular language.
User can specify his own data file. English, French, German, Spanish,
Swedish and Dutch data files included. A useful Hint and Show All
feature when you are stuck with a word. AmigaGuide Online Help also
available. Binary only, Author: Arun Kumar

Mastermind_v1.3

Mastermind game with the following features: Point-n-click interface.
Difficult level using 8 color choices. Normal level uses 5 color
choices. Background music. Sound effects. Animated "win" effects.
Binary only, Author: Patrick Giesbergen

MineSweeper_v2.4

When playing Minesweeper you are presented with a mine field, and your
objective is to locate all the mines as quickly as possible. To do
this, you uncover the squares on the game board that do not contain
mines, and you mark the squares that do contain mines. The trick is
determining which squares are which. If you uncover all the squares
without mines, you win; Version 2.4 an upgrade to 2.1 on CAM 789.
Binary only. Author: John Matthews

Snow_v0.1

Small and simple XMas-Gag, which was elaborated from xsnow. Include C
source, Author: Markus Illenseer

TheLastTetris_v1.0

Another Tetris clone, with nice graphic and sound. PAL (AmigaToPAL
included). Binary only, Author: Fredrik Lidberg

WBrain_v1.2

A thinking game for the WorkBench. The player must reproduce a random
pattern by filling in a grid in the correct order. The difficulty
ranges from moderately easy to impossible. Uses very little CPU time
and very little memory, so is ideal for playing while raytracing, etc.
Requires OS2.0+, Version 1.2, Amiga_E source code included. Author:
Sean Russell.

Unpack

CAM #850 Jeux

HarrierAttack

Workbench-friendly shoot-'em-up game. Binary only, Author: Voodoo
Software

Lines_v2.2

Tetris is dead, Lines is the new addiction. Lines is OS-friendly,
mouse-played game. The sole purpose is to draw as many lines as you
can, obeying the rules. Shareware. Version 2.2, binary only.
Contains both PAL and NTSC versions of the game. Tested on Amiga 2000
(KS1.3) and Amiga 3000 (KS1.3 and 2.04), works also with KS3.1 (I've
been told). Documentation in ANSI, AmigaGuide® and dvi-formats.
Author: Mika Kortelainen

MegaBallAGA_v3.0

This is MegaBall AGA, the all-new version 3.0 of a classic Amiga action
game! This game comes with two graphics files, one that lets it run on
older Amigas (even ones running WB 1.2!), and another that lets it take
advantage of dazzling 24-bit AGA graphics if ya got 'em! Version 3.0
include new features, and some music files. Binary only, Author: Ed
Mackey

Orm_v1.4

An improved version of PD "Snake" game by Michael Warner. You control
an "orm" (Danish for worm or snake), living in a small window on the
default public screen, which grows by eating "frogs" and avoiding
obstacles. This version tries to be smart about its window borders and
the screen mode (Interlace, Superhires, etc.). Supports locale library
if present. English, German, Italian, and Swedish catalogs are
supplied. Default language is Danish. Includes the catalog
description file and full DICE and SAS/C (Lattice) compatible source.
Version 1.4, Public Domain. Requires AmigaDOS 2.04 or higher. Author:
Torsten Poulin

PingPong_v1.3

Ping Pong is an old classic among the computergames including some
features: The sprites can be seen with Kickstart 3.0. It's a bit more
font sensitive. I've included a 2 player mode. The speed is slightly
variable now. Pingpong won't work with Kickstart 1.3 and less. You
can move the window. You can win against the Computer. It will work
in Interlaced Mode. I have included some samples. etc ... Binary
only, Author: Michael Bauer

Unpack

CAM #863 Jeux

UChess_v2.72

A powerful version of the program GnuChess version 4 for the Amiga.
Plays a very strong game of chess. Code has been re-written and data
structures re-organized for optimal efficiency on 32 bit 68020 and
better Amiga systems. Fully multitasking, automatically detects and
supports 640X480X256 color AGA mode machines, and does not at any time
BUSY wait. Requires a 68020/030/040 based Amiga computer system with
AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version
optimized for 68040 and requires 10 Meg of ram minimum. Supports a
variety of standard features such as load, save, edit board, autoplay,

swap sides, force move, undo, time limits, hints, show thinking, and a
supervisor mode that will allow two humans to play with the computer
acting as a "supervisor". Version 2.72 an update to version 2.31,
including new features and bug fix. Binary only. Author: FSF, Amiga
Port by Roger Uzun

UChessTiny

A Tiny executeable of UChess 2.69 for systems with 2-4 MB total RAM.
Binary only. Author: Roger Uzun

Unpack

CAM #864 Jeux

CardZ_v1.0

Patience card games. Includes two version of Klondike, The Wall and
Up/Down. Version 1.0, binary only, freeware. Requires Release 2.04
and needs a 640x256 PAL HighRes screen. Author: Frans Zuydwijk

Chaos_v5.2

Chaos, The Chess HAppening Organisation System. Chaos is a program
that manages single-player chess-tournaments using a font-adaptive
full-Intuition-GUI created using MUI. This is an update to version
5.1a. Available pairing modes are: Swiss pairing. Round Robin
(FIDE-System). Round Robin (Shift-System). Available output (to
printer, screen or file): List of players (short or long). Results.
Table (all players or special groups, juniors for example). Table of
progress aor Cross Tables (all games of all rounds). Internal ratings
and German DWZ (close to USCF-rating or ELO). Localizing (default
language is english). Limitations: Number of players limited by RAM
(2 KBytes and additional 100 Bytes Stack per player suggested). MUI
lib. not included. Include C source, Author: Jochen Wiedmann

Solit_v1.13

Solit is a freely-distributable, shareware non-Klondike solitaire card
game for the Amiga under Workbench 2.x. This is version 1.13 which
contains some enhancements to version 1.06. Binary only. Author:
Felix R. Jeske

UChessSrc_v2.72

This is the source for v2.72 UChess, requires SAS/C v 6.x. Author:
Roger Uzun

VChess_v2.0

Fine vector chess program, VChess is written fully in Oberon language,
with the help of OS 2.0, and ReqTools.library, It's compact, powerful
and easy to use program. VChess needs not much memory. Without the
use of the Opening-library, it should be possible to use VChess on an
Amiga with only 512 K. Binary only. Author: Stefan Salewski

Unpack

CAM #880 Jeux

CodeCracker_v2.23

Another MasterMind clone. Difficulty level may be set by selecting the
number of color columns and the number of different colors to choose
from. Documentation contained within the program. Binary only.
Author: Michael Reineke

Deluxe_Galaga_v1.5

A shoot'em up game. Deluxe version of an old classic. Version 1.5,
binary only, shareware. Author: Edgar M. Vigdal

Imperial_v2.0

An oriental game in which you have to remove tiles from a layout (like
Shanghai or Taipei). Every game has a solution and there's a layout
editor. English NTSC version and french PAL version supplied. Some
other versions available from the author. Binary only. Author:
Jean-Marc Boursot

Kasejagd

OS-friendly platform game, with nice graphics. There are several
platforms connected by ladders and chutes. You can move one segment of
the platform at a time (like in some puzzles) and have to guide up to
five mice to the cheese and back home. In addition, there are bonus
items and "bad mice" around. However, all program texts are in german,
but you will not have any problems with understanding the game... A
joystick is required. Runs with OS 1.2 to 3.0 (and probably higher)Can
be started from Workbench, paused and quit. Binary only, Author:
Andreas Günther

MUIPingPong_v1.3

MUI version of Ping Pong an old classic among the computergames. MUI
library not included, Binary only, Author: Michael Bauer

Parcheese_v1.7g

Like the classic board game. The aim of the game is to get all of your
markers safely around the board to your home base. Three levels of
play, players selectable between human/computer. Includes
documentation in english and spanish. Version 1.7g, binary only.
Author: Xavier Egusquiza

Unpack

CAM #947 Jeux

Deluxe_Galaga_v2.3

A shoot'em up game. Deluxe version of an old classic. Version 2.3,
This version has a new two-player-at-once mode and some other bug fixes
and improvements. Binary only, Shareware. Author: Edgar M. Vigdal

Pengo_II_v1.0

The Ultimate Pengo-clone. Pengo 2, is a CardWare-Game (send a postcard
if you like it) fully programmed in Assembler. It has been tested on a
1.3 Amiga 500, 2.04 Amiga 500+ and an A1200, and has worked without
problems. There should be no problems running the game on any
Amiga-computer from A500 to A4000, on any 680x0-processor. The game
takes over the System completely when run, but will return it to you
when you quit the game (no need to reboot). It's a normal DOS-file of
about 710 Kb (so you can put it on your HD or wherever you like it. It
will save highscores, and there's a possibility to load extralevels
(none included though). 32 colour graphics, 50 fps action. Great
Animations, great graphics, great music (13 music-pieces). 10
missions, each consisting of 5 levels. Interlude-graphics, story and
password for each mission. 8 different monsters with different 'AIs'.
More blocks: Ice, Diamonds, False Diamonds, Snow, Stones, Gravel,
Water. And there's also an end-of-game-sequence, for those who can get
themselves through the 50 levels. Binary only, Author: Fredrik
Lidberg

WindowWasher

Window Washer. An 'essential' maintenance utility. :-) It's old but
fully system friendly.. Tested on A1200, A500, A1500. No noticeable
problems. Binary only, Author: D. J. Butcher

Unpack

CAM #955 Jeux

Balder'sGrove_v1.20

This is yet another Boulderdash clone but this time it is inspired by
the Nordic mythology. Your task is to guide Balder - the god of light
- through groves filled with berserks and dragons. Collect rings, push
runestones and try to find the small passage to the next level. The
game comes with 40 levels and a level editor. Version 1.20 include new
features and bugs fix, Binary only. Author: Morgan Antonsson

Berserkers

Training level of a first-person blaster. Binary only. Author:
buzz@dcs.qmw.ac.uk

ChopperAttack_v1.0

Chopper Attack v1.0. This is helicopter attack game reminiscent of

Biplanes in that 2 players can dogfight it out over a rough terrain for
points. Nice graphics, but has no music (coming later, though).
Shareware, Binary only. Author: Neil Burlock

MartinSoftPengo_v1.0

Pengo-type game. Unbelievably good. Demo version of 10 first level.
Binary only. Author: Martin Rebas

WipeOut!_v1.3

A totally brainless shoot'em up game. New, improved version of
WipeOut! Now works correctly under OS3.0 and better. Basically a
mindless "shoot everything that moves" type game. Metal banging,
forbids multi tasking - but allows clean exit, doesn't mess up the
system and works on all chipsets/CPUs/OS-versions (hopefully). Can be
installed on HD and works from both WB and Shell. LhA archive includes
full documentation with further information. Binary only. Author:
Tero Lehtonen

Unpack