

**50 Apogee/Epic Bestsellers**  
**Bestselling Shareware Games**  
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## 50 APOGEE / EPIC. BESTSELLING GAMES CD. £4.99.

Abuse. version 1.01. Crack Dot Software. 1996.

New 3D Platform Shoot-Em-Up game from Crack Dot Software. Search the perilous Labs of an alien factory, plenty of enemies and nasties to fight. Excellent Sounds, effects, and music. SVGA graphics. If your a Duke-Nukem fan than get this.

Bio Menace. Apogee. 1993.

Total action, kick, butt, Duke Nukem style, shoot everything that moves adventure game. As a CIA agent, you must rescue Metro city from the mutant armies, use several high powered weapons & watch the guts fly. Great levels, soundblaster, joystick support. This is gonna be another Apogee best seller. 286 and EGA/VGA minimum.

Blake Stone. Apogee Software. 1994.

Another fantastic 3D Adventure from Apogee. In 1992 came Wolfenstein 3D Now there's Blake Stone: Aliens of Gold. A battle against a madman who's hatched an army of doom, with mutants, biodroids, demons, all genetically designed for mass terror. Blake is bigger, better, more feature packed, with tons more graphics, animations, enemies and cinematics. 11 levels in shareware version, 66 full levels in registered version. Minimum Hardware required. 386sx CPU, 610kb free ram. VGA display, and Hard disk.

Boppin'. version 1.00. Apogee. 1994.

Variety jammed arcade/puzzle game! In an alternative arcade game universe, you must free dozens of imprisoned enemies from other video games. Each level has unique VGA graphics in this unusual game. Violence mode provided. Cool animation and cinematics. MIDI. 386 P.C required.

Cannon Fodder. MVP Software. 1994.

Arcade game by Virgin Interactive Entertainment and distributed by MVP Software. This hilarious new retail action game that has taken England by storm is now available as Shareware! Requires 386+, VGA display, and Mouse.

Captain Comic. Planet of Death. 1988.

Help Captain Comic explore the earth and the moon for hidden treasures and destroy the enemies along the way, it will take a long while to solve this one. Author Michael Denio.

Capture the Flag. Richard Carr. 1993.

Dash through verdant woodlands, jump over gushing streams, climb rail fences, and race through farm fields as you search for your opponents flag in a desperate race to get theirs before they get yours. VGA required.

Corncob 3D. Pie in the Sky Software. 1993.

As you hear the scream of KLA homing devices that barely miss your wobbling corsair, you know your in for the fight of your life, check your altitude gauge, then steel yourself for another run at the enemy. This is part of the action in Corncob 3d. 286cpu, VGA required. From MVP Software.

Cosmos Cosmic Adventure. Forbidden Planet. Apogee. 1992.

Excellent graphical adventure, similar to the Keen episodes, lots of challenging levels, saved games options. minimum 286 to run. EGA/VGA. From Apogee Software Productions.

Dark Ages. Apogee. 1991.

Excellent graphical adventure game, the first Apogee game to support ADLIB, Soundblaster card. EGA/VGA.

DEATH RALLY v1.0. Apogee Software. 1996.

Shareware from Apogee Software. A death race! And you're road kill unless you can battle your way to the top ranking and beat the baddest of them all—the Adversary! The best top-down racing game on the PC has it all: 3D graphics, cool cars, weapons, voices, underground market, furious tracks, even Duke Nukem himself! Made by Remedy Ent. Supports modem/LAN/serial multiplayer games. Many, many options and cool features!

Descent. version 1.00. Parallax Software. 1994.

Experience the gut wrenching fully 3D Action of Descent. Texture mapped 3D enemies, six degrees of freedom, light source shading, 3D morphing, and that's just the first seven levels! Multi player features: Eight player IPX network support, full modem/serial support! Killer soundtrack 486CPU/Pentium recommended. Makes DOOM look silly.

DOOM. version 1.666. ID Software. 1994.

A brand new production, from ID and Apogee. Released 12<sup>th</sup> December 1993. Doom. is a fast-moving virtual reality game in which you are plunged into a brutal 3D World. To escape alive you must fight legions of grisly fiends and solve Doom's lethal puzzles. You play a space marine equipped with a variety of weapons and technological artifacts, but in the end it comes down to who's tougher: you or them. Note DOOM portrays graphic violence and may not be suitable for younger children. Requires 386 CPU. Hard disk with 6MB free disk space. VGA display and minimum 4MB RAM. 486 Recommended.

Doom Construction Kit v2.0 (Zerius Dev.)

Edits DOOM, DOOM 2, and HERETIC maps. If you thought 1.0 was cool, check this out: DCK use all the memory of your 386/486 computer to help you create intricate dungeons quickly and easily. DCK unobtrusively takes care of mundane tasks like sidedef, sector and vertex references, but still allows you complete control over the design of your map. DCK is fast, powerful, very intuitive and has a great interface. Requires DOOM1 or DOOM 2 or Heretic, a mouse, a SuperVGA or VESA card, and a good imagination. Uncrippled FREEWARE by Ben Morris.

Duke Nukem. Part One. Apogee. 1991.

A mega hit. Help Duke Nukem overcome the evil Dr Proton. EGA/VGA.

Duke Nukem Part Two. Apogee. 1993.

Apogee's matchless hero returns in VGA. This sequel takes Duke to an alien planet where his brain can be used to devise the ultimate attack against Earth. Two years to make, this sequel to the award winning original, boasts more incredible action than any game ever, with killer music, SB effects, and cinematics. Duke uses four powerful weapons, flies an attack shuttle, fires in four directions, etc. Multiple skill levels. Minimum Hardware. 286 CPU. Hard disk, and VGA. 386 recommended.

Duke Nukem 3D. version 1.3. 3D REALMS. 1996.

It makes every PC game we've seen DOOM included, look dull. Honestly! Duke blows away everything you know about 3D action games. Blow through walls, jetpack over buildings, fight underwater—all in a truly interactive game like you have never seen before. Supports 800x600 SVGA modes, multiplayer, most game controllers, and includes exceptional sound effects and SPEECH. Music by Bobby (DOOM) Prince. Now go kick-butt in futuristic Los Angeles. This will probably be the best seller of 1996.

Epic Baseball. Epic MegaGames. 1994.

Animated 256 Colour VGA sport simulation. Epic Megagames turns shareware into a whole new ball game with this new thriller created by Microleague You select teams, decide on the lineups, and call the plays! Baseball at its best - the commercial version of this game has won top awards from many major game magazines. VGA and Hard disk required. Mouse supported.

Epic Pinball. Epic Megagames. 1993.

Brings true arcade style pinball to life on your P.C. With 256 colour scrolling graphics, digital music, and full Soundblaster support. Contains the ultra-hot pinball table ANDROID with all the shots, sounds, action and excitement of the real thing. Epic Megagames are the creators of the award winning commercial pinball game of Silverball. EGA/VGA, and Hard disk required.

Epic Silverball. Epic/Microleague. 1994.

A new shareware release of the very popular commercial game of Silverball from Epic Megagames and Microleague. This Shareware version features a fully functional edition of the pin table Fantasy. And full demo's of three more Silverball commercial releases; Blood, Snooker Champ, and Odyssey. Supports all Audio cards in addition to PC speaker. Requires VGA display and 2.5MB of Hard disk space. If you like pinball then get this.

Extreme Pinball. Epic Megagames. 1995.

From Epic Megagames and Digital Extremes comes the next level in pinball games, EXTREME PINBALL. Features Ultra-Realistic table dimensions, animated arcade style 3D dotmatrix scoreboard, multi-ball play and a new music and sound system that changes the music with gameplay events. Shareware table features a T.V. monitor that plays a video. Requires VGA display, and 4MB RAM.

Halloween Harry. Apogee. 1993.

If Duke Nukem had a twin brother, then it would be Halloween Harry, Harry has an enormous amount of weapons he can find and use, besides the devastating flame thrower that he starts with, he has a jet pack that takes him places other mortals can't reach. Aliens are turning humans into zombies, and Harry has to sort them out. Due to amazing animation this game requires, minimum 386 CPU, VGA, and a hard disk. Released October 1993. this is Apogee's best game yet.

Halloween Harry II. Alien Carnage. Apogee. 1994.

This is the second Halloween Harry adventure, this time he has to go down the sewers to save the damsels in distress. If Duke Nukem has a twin, it's Harry—with an arsenal of powerful weapons (guided missile photon cannon, micro nukes, jetpack, and more) Cool cinematics, Soundblaster music/sfx. Superb animation, hilarious story. Harry has the zombie aliens shakin' in their shoes. This is one of the best games ever released on Shareware. Get Halloween Harry with this. Minimum hardware required 386 PC with 2MB RAM. From Apogee.

The HERETIC. version 1.00. ID Software. 1995.

The Heretic is a supernatural blast-fest that is the most realistic, action packed fantasy combat game for the P.C. Created by the graphic masters at Raven Software, in concert with the technical gurus of ID Software, The Heretic adds new levels of play and graphic wonder to the tried and tested, true DOOM gaming environment. Requires 486CPU, 4MB RAM VGA display, and 10MB disk space.

Hocus Pocus. version 1.00. Apogee 1994.

Scrolling action game like Mario Bros, with constant variety of levels, graphics, music, enemies and awesome parallaxing backgrounds. In a magical kingdom, Hocus must overcome many realms before becoming a full-fledged Wizard. Supports all major sound boards, like Ad Lib, Gus, PAS, Soundblaster, and general midi. Three skill levels, joystick/pad optional. Requires 386SX and Hard disk. Author Mike Voss. Apogee 1994.

Jazz Jack Rabbit. Epic Megagames. 1994.

A ground-breaking game with ultra-smooth, fast VGA graphics, rocking digital audio with surround sound, and white hot action. You must see it to believe it. Look out Sonic. Jazz Jack Rabbit is coming towards at light speed, and this little bunny carries a big gun! Lead the animated Jazz across the galaxy to save kidnapped bunny. 386 P.C. required and 4MB RAM minimum.

Jazz Jack Rabbit's Christmas. Epic Megagames. 1994.

Look out Sonic. Jazz Jack Rabbit is back in this special edition Christmas holiday adventure. Lead the animated shivering Jazz Jack Rabbit across frozen galaxy to save kidnapped bunny. 386 P.C. required and 4MB RAM minimum.

Jill of the Jungle. Epic Megagames. 1993.

Epic megagames, brings you a new era in gaming with this immense 16 level world featuring super nintendo style quality animation graphics

Commander Keen. Invasion of Mars. Apogee. 1991.

Keen. Invasion of the vorticons. The original Commander Keen, superb game, still a favourite of many. EGA/VGA.

Commander Keen Part Two. Apogee. 1992.

Aliens ate my Babysitter. Three level shareware version of this Apogee best seller, excellent Commander Keen episode. EGA/VGA.

Commander Keen. Keen Dreams. Apogee. 1992.

A forerunner for Keen 4. Goodbye Galaxy, this is not an Apogee production, but it is a genuine Keen adventure made by ID software for an American mail order company. Softdisk Publishing. If you are a Keen fan, you will want this one in your collection. EGA/VGA.

Commander Keen. Goodbye Galaxy. Apogee. 1994.

Keen. Goodbye Galaxy, astounding graphics, supports Soundblaster and over 2.5 megabytes of compressed graphics. EGA/VGA.

Major Stryker. Lava Planet. Apogee. 1993.

Triple parallax scrolling, sets this action shoot-em-up game apart from any other, incredible 3d illusion of depth, become earth's greatest hero as you repel an alien invasion, multi-skill levels, cinematics, demo, saved games, etc. EGA/VGA. Joystick and Soundblaster support.

Monster Bash. version 2.1. Apogee. 1993.

Young hero Johnny Dash visits the underworld of Count Chuck to save his dog, Tex. Over 2 megs of compressed graphics, full Adlib, Soundblaster support, very addictive game and very high quality play, you expect from Apogee. 286CPU, VGA, and hard disk required.

Mystic Towers. version 1.10. Apogee. 1994.

Not a platform game—it's an action/puzzle packed adventure like you've never seen! Explore hundreds of rooms and use magic & wits to overcome the traps, dark forces and varied creatures. Excellent animation, filled with humour. Digital music support. New style game with all the usual Apogee touches, including save, restore and joystick. Requires 286+ Created by Animation FX.

One Must Fall 2097. Epic Megagames. 1994.

Welcome to the future of fighting from Epic Megagames. In the year 2097 steel will bend and sparks will fly. You control a massive robot through match after match of strategic fighting action. Blazing animation, stereo music, and sound support for all major soundcards. Minimum 386 PC and 4MB RAM required.

QUAKE version 1.01 - Shareware - id Software Inc. 1996.

If you don't know what QUAKE is, ask someone who owns a computer. If you do know what QUAKE is, why are you reading this? Go play the game, for crying out loud! Supports multiple players via modem or network, in either cooperative or deathmatch (yeah!) mode. Requires a floating point processor. QUAKE: the finest 3-D action game in history. Comes on seven high density disks only. Special offer price of only €6.00 (3disk price) Requirements: 486DX processor or better, VGA Compatible Display, 8MB RAM minimum, 16MB recommended (16 MB if running under Win95) Hard Drive (30MB for Shareware, 80 MB for Registered) \*\*\* IMPORTANT!: Quake requires a floating point processor.

Raptor - Call of the Shadows. Apogee and Cygnus 1994.

A new mega hit adventure from Apogee productions. Excellent Flight combat game with 256 colour VGA scrolling non-stop action. Plenty of enemies and land bases to destroy, fans of action shooters will love this new release. Supports all major sound cards. 386 CPU, 2MB RAM, Hard disk, and VGA required.

Realms of Chaos. Apogee. 1995.

Innovative fantasy platform game! At any time press a key to tag-team switch between a male sword welding warrior and a hot female fireball shooting sorceress! What more do you want?! Variety, mysticism, cool music/sound effects by Bobby Prince (DOOM), big bosses, gameplay galore? Its all here! 486+ recommended. A Blood toggle. Etc., etc. Just get it and you won't be sorry.

Sam Secret Agent. Apogee. 1992.

Follow up to crystal caves, with a few added features. EGA/VGA.

Solar Winds. Epic MegaGames. 1993.

Space Arcade Adventure Game. You are Jake Stone, bounty hunter, you will take on the galaxy while a detailed story develops, revealing a devious plot. EGA/VGA. Soundblaster support.

Spear of Destiny. Apogee. 1993.

Virtual reality comes to the PC with the commercial successor to Wolfenstein 3d. spectacular graphics and breathtaking sound, make this the best game of 1993. VGA, 286 CPU, hard disk, required.

3D Terminal Velocity. 3D Realms Entertainment. 1995.

A cross between Descent, and Tie Fighter, but maybe just slightly better Loads of music, sound, graphics, game play, and of course loads of fun. This is the latest release from the Apogee engine, and must be favourite for best shoot-em-up of the year. Released May 1995.

Rise of the Triad. version 1.30. Apogee. 1995.

Rise of the Triad will have every DOOM freak in the world lining up just to drool over it. ROTT is a realistic, violent 3D action game. Ten+ weapons, huge levels, modem/network play. Midi music and digital sounds for all cards. Digitized enemies. Intense action, realistic playability. Uses multiple game controllers. Requires 386DX CPU, 4MB RAM, and SVGA.

TYRIAN. version 1.00. Epic Megagames. 1995.

From Epic Megagames comes TYRIAN featuring intense arcade action with multiple parallax backgrounds, enhanced pentium mode, awesome soundtrack, killer graphics, huge heart stopping explosions, and modem network support! Choose from over 300 different weapon combinations to build the most advanced combat vessel the universe will ever experience! Multiple gameplay options offer you hours of excitement and exploration. TYRIAN brings the most complete overhead arcade shooter to life on your PC!

Wacky Wheels. version 1.10. Beavis Soft/Apogee. 1994.

A high speed, VGA 3D point of view, full screen racing game. This Shareware version has five racing tracks plus speciality tracks for shoot outs. Also two player mode via split screen at same PC, or via modem or serial cable. Many options and features. Killer MIDI music and digital sounds supporting most top boards. Joystick, save games, cheats, it's all here! The full game has 42 tracks and eight racers. Requires minimum 386 PC and 2MB RAM.

Wolfenstein. version 1.40. Apogee. 1992.

Wolfenstein 3D. A new landmark in shareware games, help William J Blazkowicz, escape from the nazi prison. Castle Wolfenstein. The 3D graphics are stunning. Needs a 286 CPU minimum, VGA and hard disk.

Xargon Trilogy. Epic Megagames. 1994.

This new release from Epic, features full 256 colour scrolling graphics, full digital sound support, and 21 original songs for those of you with Soundblaster or compatible audio cards. The trilogy consists of over forty gigantic levels with enough excitement to keep you enthralled for many months to come. EGA/VGA. Hard disk required

Xenophage. Blood Sport. Apogee/Argo. 1996.

A Killer Fighting Game! revolutionary game design, it may indeed knock fighting fans into another universe of apocalyptic action. Supports 640x480 SVGA for awesome detail. Innovative panning and zooming arenas. Special moves, combos, resurrections and humiliations. Rip flesh NOW! Great music and sounds. Created by Argo Games.

ZZT. version 3.20. Epic Megagames. 1991.

Exciting Arcade Text Adventure game with 16 colour ANSI graphics. Explore the town of ZZT, battle monsters, and solve amazingly clever puzzles. This game will keep you enthralled for hours. Very addictive.

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## Shareware Games Volume 2. Sixty Four PC Games. CD £4.99.

Aquanoid. version 1.35. Stefan Heineke. 1992.

Excellent Breakout type arcade action. Fast reflexes and strategy required to advance to new levels. Can be customized to suit each individual taste. Many levels. EGA/VGA and Mouse required.

Ancients 1. Deathwatch. version 1.2. 1991.

Deathwatch is a 3 dimensional fantasy role playing game, explore the city, go to the shops, and finally enter the dungeon, solve the quests. From Farr-Ware Software.

Great Air Battles. version 2.10. Charles B Law. 1994.

Remember Pearl Harbour. Fly for either the Japanese or the United States on December 7, 1941. This is a fully playable stand alone air combat

simulation program. Commercial quality graphics, support for joystick, sound cards, and mouse.

Registration is only œ12.00

Aladdin Adventure. Virgin Software. 1994.

A fantastic Walt Disney adaptation from the cartoon adventure Aladdin. Excellent graphics. Help Aladdin overcome all the bad men and rescue the princess. Requires VGA display, and hard disk. This is a very large program and comes on high density diskette.

Ariva. version 3.00. 1992.

A very challenging game requiring fast reflexes and the ability to think ahead, quickly, you guide a snake through a field of randomly placed coloured boxes to reach a target at the top of the screen, unlimited levels, which become more and more difficult. From Wizard Systems Software.

Battle for Atlantis. version 2.20. 1992.

A War game similar to Risk, where you battle, with great graphics. EGA/VGA display required. Soleau Software.

Balloonz. Acumen Software. 1993.

Two action arcade games in one, pop balloons while flying through deadly star fields, and blow your opponent away in game 2. VGA required.

Bass Class. version 1.4. Richard Olsen. 1992.

Fishing game and tutorial, great user interface, lots of lures to choose from, etc, maps and hungry fish too. EGA/VGA. mouse support.

BattleStar. version 1.00. Vivid Technologies. 1994.

A true arcade style type game featuring high resolution vector and bitmapped graphics. Full Soundblaster support and digitised sound effects. Fast action and very intense. VGA display required.

Bip Bop. version 2.00. S & M Software. 1993.

Great bat and ball game, smash all the boinks on each level to advance to next, a boink is a little box with a roman numeral in it, twenty levels in all. VGA required. mouse support.

Bomber. version 2.10. Patrick Pich'e. 1993.

The real arcade game! Offers you great VGA graphics and Soundblaster digitized sounds. A very entertaining Shareware release from Patrick Pich'e.

CD-MAN. Creative Dimensions. 1989.

If you are a Pacman fan, then this is a must, simply the best pacman type game ever, on any format. EGA/VGA required.

Now. Computer Chess. Mark Lefler. 1991.

Very powerful, intelligent chess program, better than most commercial chess programs I have seen. EGA/VGA. mouse required.

The Clue. Neo Software. 1994.

Nothing in London is safe. Join Matt Stuvysant on a crime spree in this brilliant graphical adventure.

Ultimate Conquest. version 1.6a. David Burns. 1994.

Wargame/Strategy game set in the not too distant future where you must conquer the entire planet and institute a worldwide government. Requires EGA/VGA display.

Crazy Eights. Moonlite Software. 1992.

Addictive card game with high-resolution VGA graphics, cards are amazingly detailed. Soundblaster, mouse support. VGA required.

Denarius Avaricious Sextus. version 1.50. 1992.

Graphical/Text adventure game, you must help Avvy, our hero, escape from his enemies. Requires EGA/VGA. Hard Disk to run. From Thursoft.

Dotso. Soleau Software. 1993.

Play against the computer in this classic game of 'Connect the Dots' This strategy game adds new twists and features, multiple difficulty levels are provided so that all ages will be challenged. Each time you play Dotso the board layout will be different, so it will challenge you every time. EGA/VGA required.

Electro Body. XLand Computer Games. 1992.

This is an alien search and destroy action arcade game. Soundblaster support.

Escapade. Moraffware. 1991.

Arcade game similar to Donkey Kong. Many different screens to choose from. VGA required.

Fintris. version 1.26. Homebrew Software. 1994.

The father of all Tetris clones. Fintris includes THREE BLOCKSETS, THREE GAME MODES, SPECIAL OPERATIONS with MANA, and last but certainly not the least [GRAPHICS]. Plus features far too numerous to be mentioned here.

Floatris. Data Wave Software. 1993.

Falling bricks are out, this is tetris with a difference, the blocks float, very exciting variation Tetris game. EGA/VGA.

Galaxy Trek. Tac Enterprises. 1993.

Invading forces from foreign galaxies, the personal logs of Dr Vladimar Rovinski, and unexplored quadrants in outer space lend intrigue and excitement to Galaxy Trek. Features 640x480 VGA graphics, polyphonic sound, Roland/Soundblaster support, An excellent game, compare it to the best you have. Hardware requirements. 386 CPU, VGA, Himem, or equivalent upper memory manager, mouse, and 3MB Ram.

Global War. version 3.00. 1993.

Is a super risk game, features, bit mapped graphics, digital and FM sound, navy, air, carriers, airborne, bases, supply rules, nukes, reinforcements, multi-attack, 1 to 9 players, plus more. Requires VGA and mouse. Soundblaster card. From Rockland Software.

Heroes Heart. version 1.20. Everett Kaser. 1992.

A challenging game of puzzles requiring a sharp mind but no quick reflexes. Push objects about, collect the hearts, and escape each level before being killed by boulders, arrows, worms, creepers, and more. High quality graphics game of logic. EGA/VGA display required.

Hugo One. House of Horrors. version 1.9. 1991.

A classic graphical adventure game, your girlfriend Penelope is baby-sitting in the old haunted house at the bottom of the road, and she is very late home, you must find out what has happened to poor Pen. Author David P Gray.

Hugo Two. Whodunit. David P Gray. 1991.

You and Penelope arrive at your uncle's house in the country for a well deserved holiday, shortly after you arrive, your poor old Unc's got murdered.

Hugo Three. Jungle of Doom. David P Gray. 1991.

Your plane crashes and you and Penelope find yourselves lost in a North American Jungle.

Indiana Jones. Fate of Atlantis. 1992.

Excellent graphic/text adventure, where Indiana and his girlfriend must save the people of Atlantis. VGA required. mouse, SB/Roland support. From Lucas Arts.

James Pond Two. Robocod. Millennium. 1991.

Something strange is happening in the arctic, our hero must go investigate and save the arctic wildlife. VGA required.

Ken's Labyrinth. Epic Megagames. 1993.

Totally new version, greatly improved by the Epic team, 3D action thriller, aliens from the planet Zogar have kidnapped your dog Sparky, and you must save him. A hilarious quest through ten big levels. VGA and hard disk required. Sound card support.

3D Lemmings. Psygnosis Ltd. 1995.

This is an introduction to the newly released game Lemmings 3D from Psygnosis. This version of the game contains all the 20 practice levels and 8 normal levels from the 100 that will be included in the final release. The first couple of levels are fairly easy and are designed for you to get adjusted to the controls. The later levels are more difficult so they should keep you entertained a bit longer. After each level the player is given a resume of how they did. Supports Soundblaster, Gravis, Midi, Roland, and Soundblaster 8-bit and compatible sound cards. Requires 486 DX33 minimum, and 3MB EMS.

Christmas Lemmings 93. Psygnosis Ltd. 1993.

Playable demo to Lemmings, all the levels have a Christmas Aura and all the lemmings are wearing Santa hats. This is the new version launched 11/11/1993. and contains 30 levels of Lemmings, never seen before. A freebie from Psygnosis. Excellent game. EGA/VGA required.

Mah Jongg. version 4.10. Nels Anderson. 1993.

Play with colourful Chinese tiles or design your own with the included tile editor, hundreds of tile sets available, very addictive board game EGA/VGA. mouse or keyboard.

Megatron. version 3.05. 1992.

Latest Megatron labyrinth game, Vga and modem compatible, two player or against computer, easy interface. Now has Adlib Soundblaster support. From Stanley Design Team.

Mystery at the Museums. Binary Zoo Software. 1993.

Something mysterious is happening at the famous Smithsonian Institution Museums in Washington D.C.! The curators have reported that priceless treasures have been misplaced! It's up to you and your pal Edison to conduct a fun-filled search through the museums, solving challenging puzzles to find the missing treasures. But you have to hurry. The presidents arriving in the morning to open the new Smithsonian Treasures Exhibition.

NiteMare-3D. version 2.00. David P Gray. 1995.

A House of Horrors VGA 256 colour 3D scrolling action game. Continuing the theme of the original HUGO Adventure games, this all new series features first person perspective scrolling in 256 colour VGA. Supports Mouse, Joystick, and Soundblaster compatible audio cards.

Orbots. Version 1.10 Pik A Program. 1996.

Heart pounding, shoot em up extravaganza. 256 color graphics, digital sound. Adrenaline junkies dream! Pilot the astro-chopper to defeat an invasion of half machine, half organo mutants from another dimension. Plenty of surprises and some nasty tricks for you to figure out. If you get through their defenses, you must face their mother ship! Level 1 of 3. 386+, 640k, Requires VGA, Mouse, Soundcard, and Joystick.

Paganitzu. version 1.01. Trilobyte. 1991.

Maze type game, collect the crystals, and avoid the serpents, alligators by placing boulders in their path. CGA/EGA/VGA.

1994 Pool. version 6.01. Shin & Chung. 1994.

This totally new exciting billiard pool game is like nothing you've seen on a computer! Each level has cool objects such as dragon, helicopter, bombs, fireballs, UFO, etc. 1994 Pool uses advanced physics, vector calculus & CAGD to achieve 1/100<sup>th</sup> pixel accuracy! Extremely challenging and addictive. Requires 386 P.C. and VGA display. Soundblaster card support.

Pool Shark. Eduline Software Productions. 1993.

Excellent American Pool game. VGA and mouse required.

Virtual Pool Demo - Interplay - Celeris. 1996.

Experience the true meaning of Virtual Reality and become immersed in the most incredibly accurate real-time simulation ever developed for the personal computer.

Quarantine. Gametek. 1994.

Futuristic shoot-em-up game. Burn rubber around the streets of New York in the year 20???. Shoot whatever gets in your way in a race of survival. VGA display required.

Quattris II Plus. Eugene I Kim. 1994.

An excellent Tetris game variant with fifty challenging shapes, bombs, dynamic-well, game save feature and more. Runs well on DOS, Windows, and OS/2. Excellent for improving pattern recognitions. A must for all Tetris fans. Supports mouse. EGA/VGA required.

Redhooks Revenge. Imagisoft. 1993.

Two or Three pirates characters compete for the most gold doubloons, inspired by, Trivial Pursuit, Monopoly, Life, Risk, and the novel, Treasure Island. Lots of fun. VGA required.

Rescue Rover. Gamers Edge/Softdisk Publishing 1994.

You've played computer games before, but nothing quite like this! It's a totally new game concept that challenges your I.Q. As well as your imagination. You'll solve intricate puzzles and concoct clever schemes to free your faithful dog Rover from the clutches of the robots that have dognapped him. And just when you think you've come up with the perfect plan to free Rover... ZAP! Think again your history! Addictive and amusing, this whimsical game will have you hooked in no time.

In Search of Dr Riptide. Mindstorm Software. 1994.

A spectacular underwater VGA arcade game! You have been put on a seek and destroy mission. Armed to the teeth, and with the aid of the quirky JASON sidekick you'll search deep within undersea catacombs for evil, outcast scientist Dr Riptide. Explore stunning underwater terrain while taking out as many of Riptide's goons as possible. Incredible graphics, smooth scrolling, and great sound effects and music. Mouse, Soundblaster support.

Wild Science Arcade Demo. Binary Zoo Software. 1993.

Wild Science Arcade puts you and your buddy Edison right inside an exciting arcade game. There's plenty of action as you explore more than ninety different levels of dazzling 256 colour SVGA graphics. Supports Soundblaster, and Adlib sound cards.

Seek and Destroy. Safari Software. 1996.

Execute strategic missions against the enemy in either a Tank or Helicopter. Features a smooth 360 degree battlefield, tons of action, multiple weapon upgrades and configurations, beautiful explosions and mass destruction. Requires a 486 or faster PC. 4MB RAM, VGA display, and nerves of steel.

Catch Simona. Octogonsoft. 1993.

Simona and her gang of thugs are on the loose, looting New York City's shops and historic sites, armed with only a guidebook and your PC, you must track them down before they polish off the big apple.

SkyRoads 3D. Blue Moon Software. 1993.

Imagine cruising a road in Crab Nebula with your starglider! Catch breathtaking views of the universe! Loaded with superb graphics, marvelous tunes and smooth 3D animation. SkyRoads is a game that is definitely fun to play. Soundblaster, and Mouse support. EGA/VGA.

Sokoball of Osaka. Jim Radcliffe. 1993.

Sokoban is Japanese for warehouse man, in sokoban puzzles you push boxes around the board to a designated position, you must remove all boxes from the board, to win the game, obstacles such as one way streets, pop up barriers, and floor plans that change add to the fun.

Jason Storm's, Space Chase. Safari Software. 1993.

Fully playable demo of, Jason Storm in space chase, super Nintendo style action game, incredibly vivid EGA graphics and stunning animation. Minimum 286 CPU. EGA/VGA.

Speed Haste. Noriaworks Entertainment. 1995.

The best racing car game ever! Choose Formula One or Stock Cars. Two Players on the same computer, multiplayer, IPX Network, Modem, Head to Head. Incredible graphics, Awesome music and amazing sound effects! Requires 486DX2-66 4MB RAM and VGA/SVGA display.

Spit Wad Willy. Raoul Said. 1993.

Shoot down as many obstacles as you possibly can, in this fast action shoot-em-up game. Minimum hardware, 286 CPU, EGA/VGA.

Stick Fighter Two. Gary Shaw. 1992.

Good imitation of Street Fighter Two, same moves, same people, different names. EGA/VGA.

Stone Age. Eclipse. 1992.

Help dinosaurs find their way home, in this great action arcade maze adventure, you will meet all sorts of obstacles, such as, stone walls, blocks that only move in certain directions, take the wrong path and you will be left to die. EGA/VGA.

Tactical Manager. Black Legend. 1994.

Premier League Football Management game. Manage a football team in the premier league or first division, Compete against the computer management teams. Your goal is to achieve promotion, and win medals, You will have to be a shrewd man to avoid relegation.

Tetrix. version 1.00. FMD Software. 1995.

This new game is the first one from FMD Software. Its a new kind of Tetris game. Very fast and smaller than other Tetris you might have seen Amazing VGA graphics. Uncrippled. Requires VGA display.

Tomb Raider Demo. COPYRIGHT CORE DESIGN LTD 1996

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Tubular Worlds. Dongleware. 1994.

A Space wars arcade shoot-em-up. You have been sent to a hostile planet on an earth saving mission. You must destroy all the aliens craft before they blast you and wipe out the universe.

Vinyl Goddess from Mars. Union Logic Software. 1994.

The Vinyl Goddess' space ship has crash landed on a forbidden planet. Can you guide the beautiful goddess through dangerous and exotic locations in order to free herself from the planet. Get ready for great arcade action in this new release from Union Logic that will blow your mind at 70 frames per second. Requires minimum 386 CPU.

Zone 66. Epic Megagames. 1993

Ultra action 32-bit arcade game of mayhem and destruction, full 256 colour 360 degree scrolling, pilot your fighter jet around a massive play field, leaving a devastated earth in your wake, includes huge cinematic, animated introduction digital soundtrack for the SB. 386 CPU and VGA required.

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## GAMES VOLUME 3. 65 SHAREWARE PC GAMES. CD £4.99

Admirals Command. version 2.3a. SimoneSystems. 1994.

The classic game of Battleships with a twist! Forget keying map coordinates, just move the mouse to position your ships, click and that's it. The twist? Admirals Command also has these special game features; Islands, Mines, Mine sweeping, Submerge Subs, Move Spy Ship, The international Admirals Hall of Fame, Edit colours, and more. Requires Mouse, VGA display. From SimoneSystems Software.

Amazing Minefield. Arthur Wells, Jr. 1993.

Move through mazes to reach your goal, complete eight mazes to advance to a higher rank, harder than it looks.

Aqua Man. Soleau Software. 1993.

Aqua man is a mind bending game of logic, planning and problem solving, push and position pipe links so that they connect two underwater pumps. Use rocks and whirlpools to help solve the twenty different puzzles.

Arcy 2. MVP Software. 1994.

Arcy 2. is a graphical puzzle game. If you like cool graphics and hot, mind-boggling puzzles, you'll love Arcy 2, all the way from Germany! We got tired of all those run-and-shoot games, so we decided to create something different. The result is Arcy 2, the new hit game from the people who brought you Pickle Wars, and 3 Point Basketball. Supports Soundblaster card. VGA display required.

AstroFire. version 1.1s. ORT Software. 1994.

AstroFire is a fast moving arcade game, featuring stunning 256-colour ray traced graphics. Blast your way through 25 levels of asteroids and alien ships, collecting power-ups to boost your fire-power and your defenses. Requires 286CPU or better, Hard disk, and VGA display. Optional Soundblaster, Joystick support. Author Owen Thomas. ORT Software.

Bajoron Mercenary Adventure. 1993.

You are a Bajoron mercenary, contracted to find the 'orbs' that were stolen by the evil cardassians, your sources tell you that the orbs are kept in a cave, it is rumoured that those who enter the cave never return, you must retrieve as many orbs as possible and return safely. From Klingon Software Labs.

Bananoid. version 1.00. William Rieder. 1989.

Great Breakout clone. Excellent VGA graphics, with seven challenging levels. Catch the falling bricks to change your bat into a missile launcher, or other featured paddles. Requires VGA display, and Mouse.

Body Blows. Team 17. 1993.

Exciting ½ player beat-em-up, game providing unrivalled fight action on the PC. With a dozen different characters, stunning special moves, incredible backdrops, great sound effects, and non stop action. Minimum 286CPU and VGA display required.

MVP Bridge. version 2.00. MVP Software. 1994.

If you like to play Bridge, or you would like to learn, MVP Bridge is for you. Featuring nice VGA graphics, Soundblaster support, and strong play, MVP Bridge is the best Shareware Bridge game ever developed. Easy to use and learn. With MVP Bridge you always have a foursome waiting to play. Requires Mouse, and VGA display.

Brix. SAV Creations. 1993.

Great "Paganitzu style" puzzle action game from Germany, 112 levels on shareware version, 224 levels on registered version œ25.50 inclusive.

Fritz Chess Demo. 1994.

Try out this top Chess program, with this demo of Fritz. This trial software lets you play 25 moves, but comes with a database of over 600 games between top players, including the Kasparov-Short 1993 World Championship games. Full mouse support and EGA/VGA graphics.

Chinese Checkers. ImagiSoft. 1991.

Animated classic board game for 1/6 players. Nominated for best entertainment software, and best new product at Shareware industry awards 1992. Keyboard or mouse. Requires EGA/VGA display.

Combat Zone. Rockland Software. 1993.

A fast paced easy to play arcade war combat game, it features photo quality 256 colour bitmap graphics, animation, digital sound. Hardware requirements are. 386, 1mb Vesa display, 1024 VGA monitor, Mouse and Soundblaster card.

Corridor 7: Alien Invasion. Capstone Software. 1994.

Technology licensed from ID Software, Creators of Wolfenstein 3D. New features include; morphing aliens and extended death scenes, full screen action, proximity mapping, infra-red and night vision, diminished lighting effects, mines, and more. Hard disk and VGA display required.

Crossword Power. version 4.25. 1993.

Create crossword puzzles from your own words and clues, words are placed manually or automatically in the puzzle grid. Auto search can quickly find over 200 different word arrangements to find the puzzle with the most words. Can be saved as pex and text files. Author Terry L Jepson.

Desert Storm Command. MVP Software. 1994.

Hot Gulf War action, authentic video-capture animation, 256 colour graphics, explosive digitised sound, and a sizzling original musical score add up to make this the best gulf war arcade game of them all. Strap on your helmet and lets go! Requires VGA and mouse.

Warning: Contains Violence. Parental Discretion Advised.

Dschump. Homebrew Software. 1993.

A fast action puzzle solving game from South Africa. This version has 20 levels, MIDI, and digitized sound. Registered users get 100 levels, a hint sheet, and passwords to skip to a level. Supports Joystick, and Soundblaster card. EGA/VGA.

F117. Flight Demo. Micropose. 1991.

Excellent playable demo of this commercial software from Micropose stunning VGA graphics, enormous game. VGA required.

Digital Downs. version 1.30. Accidental Software. 1994.

Interactive Animated Horse Racing Simulation. Outstanding graphics, mouse interface, two animated views of the actual horse race. 1000 horses and ten stables keep the action fresh. Horse records updated with each race. Win, place, show, exacta, quennella, and daily double bets. EGA/VGA display required.

Firm Favourite. Horse Racing. New Era Software. 1994.

Interactive Animated Horse Racing Simulation. Outstanding graphics, mouse interface. Horse records updated with each race. Place your bets and try to beat the bookies at the course. Realistic graphics.

Galactix. version 1.2a. Cygnus Software. 1993.

The Xidus fleets are invading, and you are the last ship left to save earth, this version features new ray traces, new digitized sounds, new graphics, and an enhanced soundtrack. VGA required. Adlib support.

Gateworld. version 1.60. 1993.

Captain Klondike meets the G.O.R.G. machine in part1. The Seed Ship. Over 2 megs of compressed graphics, story and epilogue sequences, demo mode, save/restore, hints, preview and more. Supports all Sound cards. Minimum 286 CPU. VGA. required. From Homebrew Software.

GobMan. version 1.00. Filipe Mateus. 1992.

A very good almost exact replica of the original Arcade game Pacman. If you enjoyed playing the old favourite then get this. VGA required.

Lost Gold, Treasure Hunt. version 1.50. Ray Johnson. 1993.

Great text adventure, The search for the lost dutchman gold mine, you must buy plenty of arsenal and supplies, if you want to complete this adventure.

Hexxagon. Argo Games. 1992.

Animated strategy game, immerse yourself in one of the most enjoyable and richly crafted games to date, over a meg of animated 256 colour VGA graphics & digital sound support. Great game, 2 player or play computer. 286 CPU and VGA required. Soundblaster optional.

Highway Hunter. Safari Software. 1994.

A fast, frantic and furious arcade blast-fest! Guide your advanced assault vehicle, The Master, through roads of destruction and carnage. 256 colour parallax scrolling graphics, huge boss tanks and hot power ups make Highway Hunter one of the best shooters on the P.C.

Humbug. version 4.7. Graham Cluley. 1993.

Huge Text Adventure game, you are sent to grandads for the holidays, but something strange is afoot, why is there a time machine in the cellar? what would you do with a trombone, a terrapin, and half a pound of lard?

Instrument Flight Trainer. v5.01. 1992.

Great, realistic flight simulator. Can select instruments(partial panel) This is the best IFR simulator for pilots. Mouse support. EGA/VGA display required. From Flight Deck Software.

Clone Invaders. Gary Quiring. 1989.

Remember the space invaders, that old game that launched all computer games, well here it is on the PC. Just like the original.

Invasion of the Mutant Space Bats. version 2.00. 1994.

Shoot-em-up arcade action game. Face the challenge of over sixty rounds of swarming, swirling, sneaky mutant space bats! Feel the sweat forming on your brow! Taste the fear as they get meaner and faster! It looks easy enough but YOU HAVE BEEN WARNED!!

Jetpack. Software Creations. 1992.

Explore hundred levels of treacherous dungeons in search of precious gems, over ten thousand customized levels can be created played and collected, up to eight players. Fast full screen action. VGA required.

Kilo Blaster. Epic Megagames. 1992.

30 levels of wild excitement, in this new game from the makers of Jill of the Jungle. EGA/VGA.

The Lion King. Walt Disney. 1994.

Excellent adaptation of the blockbuster film The Lion King. You must help protect the Lions from harm in this excellent demo of a great adventure game for children of all ages. Requires VGA display, and hard disk.

Lotus III. Gremlin Software. 1993.

Excellent Grand Prix simulation. EGA/VGA. mouse support.

Magic Carpet. Bullfrog Productions Ltd. 1994.

Fly around on your magic carpet, and engage in spectacular aerial combat with all kinds of foe, in a magical land of mystic and illusion. Super VGA graphics and Soundblaster support. Requires VGA display.

Megapede. version 1.3c. 1994.

The classic arcade game in a new Shareware version. VGA display required and requires a 386 P.C and sounblaster card or compatible.

Night Raid. version 1.01. 1991.

Classic action shooter, violating the geneva convention has never been so much fun, over a meg of 256 colour graphics, Soundblaster support. 286 CPU and VGA required. 386 recommended. From Software Creations.

Nirvana. Text Adventure. version 3.10. 1993.

It is long ago in the land of Cornwall, where the village of lostwithel nestles in the shadow of bald mountain, there is an evil curse upon the land, each month at the full of the moon, a young man disappears from the village, never to return, he has been bewitched by Nirvana the ice maiden. Your quest is to find the bell to destroy Nirvana. From Wimsey Co.

Oakflat. version 3.00. D S Gamble. 1992.

Oakflat Nuclear power plant, simulator, your goal is to keep the control rods and coolant pumps at an equilibrium, if they go off balance for just one second, their could be a nuclear disaster.

Outer Ridge. Springsoft. 1995.

Fully rendered 3D Action! The newest action packed 3D game to hit the scene. Fly your spaceship through asteroid belts, destroy anything in your path. Avoid the enemy patrols, and try to stay alive. Supports Soundblaster, Gravis Ultrasound, and Gravis Gamepad, Mouse or Joystick.

Phylox. The Games Factory. 1992.

Full 256 colours, 10 levels, some over thirty screens wide, main character has over fifty frames of animation, superb ending if you ever get there. VGA required.

Prince of Persia. Broderbund Software. 1990.

The first two complete playable levels of Prince of Persia are contained in this program. This DEMO from is from BRODERBUND and provides you with the first two playable levels of this fantastic game. We hope that you enjoy this version and if so you may purchase the original with many more levels at your local software dealers !! Press CTRL-Q to quit.

Lord of the Realm. Impressions. 1994.

This is a huge and marvelously playable mediavel strategy graphical adventure game, where you set out to conquer the country. As Lord of the Realm you must take over all the home counties, and then travel north to take over the whole country. VGA required.

Super Retriss. version 3.00. R Bernal. 1992.

Exciting new retriss game, includes zone designer, several block designs, soundblaster support. VGA only.

RoadHog. version 1.3. Teacy Entertainment. 1995.

A hot new arcade style car racing game. Requires 386+ 570kb, 576kb EMS. Joystick, digital gamepad, and all major sound cards optional. Race through wild texture mapped arcade fun, honk your horn as you pass wicked opponents, and make your tyres squeel till your ears begin to bleed.

Robo Maze III. The Dome. MVP Software. 1992.

Super cool arcade/adventure game, chosen as one of the best new programs for 1992 by PSL news. Heart stopping action, eye popping graphics. Minimum 286 CPU. EGA/VGA.

Rubik Cube. version 1.50. Z Sobolewski. 1991.

PC rubik cube solution.

Sand Storm. MVP Software. 1992.

Avert the scud missiles, protect your city from air attack, shoot down the enemy. EGA/VGA. mouse option.

Super Scrabble. Shareware to Go. 1993.

Now Scrabble come to the PC with this great adaptation from the classic board game. For one to four players. Excellent game play of this remarkably popular game. You can enter your own words into the dictionary database. Requires EGA/VGA display.

Sherwood. Altered Perceptions. 1991.

Excellent Robin Hood Text Adventure.

Shooting Gallery version 2.30. Nels Anderson. 1990.

Colorful VGA action. Offer seven rounds of shooting action with arcade shooting range, skeet, target and wild west shootout. Runs in 256 colour mode requiring VGA or MCGA system and a mouse. By Nels Anderson (ASP).

Sink or Swim. Zeppelin Games. 1993.

Help our hero Kevin Codner, rescue the hapless lemons, from eternal brainlessness. VGA and hard disk required.

Virtual Snooker Demo. Celeris Inc. 1996.

An introduction to a new exciting 3D PC Snooker game from Celeris Inc. This demo supports all popular video displays, and audio cards. Includes stunning 3D graphics and music. Play against computer or human opponent in one of the best Snooker games ever produced on the PC. Requires VGA, Mouse, and optional Soundblaster compatible card.

Solitaire Suite. version 1.10. Randy Rasa. 1994.

A collection of seven popular and addictive card games. New versions of, Calculation, Concentration, Idiot's delight, Midnight Oil, Monte Carlo, Osmosis, and Royal Cotillion. EGA/VGA and Mouse required.

Space Breaker. Path Software. 1993.

Defender of the planet earth, an action packed arcade/strategy game guaranteed to bring addiction into your computer, includes 20 mind boggling VGA zones to conquer. VGA required.

SpiroTris. version 1.20. Georges Petryk 1994.

Strategical and fast paced game. ModeX, VGA, FX Sound, and more. Very exciting Tetris game where you drop different blocks into the grid, and use your brain to obtain the highest score, features bomb drops, and other new features to this well established theme.

Squarez Deluxe. Software Creations. 1992.

Make three inch squares, out of irregular tiles in this tetris take off game. EGA/VGA.

StarFire. version 1.20. Paul Turbett. 1992.

Is an all action arcade quality, shoot-em-up, an evil alien race has sent a number of huge invasion ships towards earth, carrying weapons capable of destroying entire planets. Features VGA, sound card, mouse, and joystick support, and hours of entertainment. VGA required.

Tennis World Championships. Mindscape. 1992.

Excellent playable demo, sit back and watch the PC emulate a televised tennis match, or enter tournament yourself, great graphics & realistic game play. EGA/VGA. hard disk required.

THOR. version 1.00. Silvain Quin. 1993.

Thor is an Othello/Reversi game-playing program. It allows you to play against the computer or to use it as an Othello board. It includes a complete set of functions for the study of the game.

Traffic Department 2192. Safari Software. 1994.

Guide Lt. Velasquez through this incredible 256 color action game. This Safari Software and Pý production features an exciting 50,000 word story and overhead action you don't want to miss! Voluntarily rated "R" and includes a "PG" option for younger audiences. Supports: Sound Blaster/Sound Blaster Pro, Gravis GamePad. Requires 286+

UGH. Playbyte. 1993.

VGA scrolling arcade game. Last year you invented the wheel, this year the helicopter, fly to and elevate your cave mates to safety. VGA only.

World Empire. version 2.00. Viable Software. 1994.

The classic strategy game. Battle the computer or fellow humans for world domination! This award winning program offers hours, nay, days, of enjoyable hegemony. EGA/VGA display required.

WORMS! Team17 Software. 1996.

Worms is a strategy game with a difference.. it appeals to the dark side of human nature. Basically you control your four worms and are at war with up to 3 other teams. You must try and use the weapons at your disposal in the best possible way - or at least to the most devastating effect. Worms is a game that you simply must play. The PC has been party to many visually stunning, yet unsatisfying genres over the last 2 or 3 years. Here is a game that reeks of gameplay.

Zoolplay. Gremlin Graphics. 1993.

Sonic Hedgehog Clone, exciting multi-level super nintendo style action arcade game. VGA required.