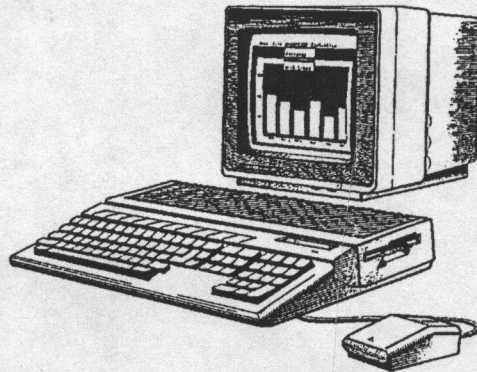# 20 Great P.D. Games,

Provided FREE

With Your ST Computer

Public Domain Disk Collection

We are pleased to present a collection of what we consider are some of the finest Public Domain (PD) games available for the ST computers. We have collected these programs for the enjoyment of new owners of our computers. These programs have been written by various authors or programming teams from around the country and may be copied and distributed freely. We only ask that the original instructions and programs remain as the author intended and are not passed on in a modified condition. These games are provided free of charge to new owners of our ST computers. Atari Computers does not intend to support or update these products. For possible updates or hints in game play, please contact the individual author(s) of each program.

Before using these disks, please make a copy for safe keeping. Documentation for these programs may be found within each associated file.

In an effort to save disk space and allow more programs per disk, all the files on these disks have been compressed or ARCived using a program named ARC.TTP (included on disks 1A and 2A) which can also decompress a file.   The game programs must be unARCed (decompressed) onto a blank, formatted disk before they may be used. A 'shell' program has also been included on disks 1A and 2A called ARCSH198.PRG which provides an easy-to-use Graphics Environment Manager (GEM) interface with ARC.TTP.

To play any of the game files, you must first copy them to a blank, formatted disk and run the ARC utility on the file. This is an operation that needs only to be done once per program file. To copy and run any of the files found on these disks:

1)   Place either disk 1A or 2A into the 'A' drive and double-click on the 'A' disk icon to open the directory for that disk. Find the files ARC.TTP and ARCSH198.PRG within the window directory that you just opened.

2)   Select and drag both the ARC.TTP and the ARCSH198.PRG files over to the drive 'B' icon on your computer desktop. Follow the directions the computer gives you for copying the files. **(Note, please make sure the disk to which you are copying is a blank formatted disk.)**

3)   When the copy is complete, insert the disk that contains the game file you wish to play in the 'A' drive of your computer and press the 'ESC' key. 'ESC' will refresh the window for drive 'A' displaying the new contents.

4)   Next, select and drag the icon for the game you wish to play over to the 'B' icon and follow your computer's directions for a file copy.

5)   Insert the new disk that now has the three files you just copied onto it in drive 'A' and again press the 'ESC' key on your computer. Locate and double-click (run) the ARCSH198.PRG.

6)   A screen will appear with a number of options for various functions, make sure the selection 'eXtract from arc' is highlighted and click on the 'ARC' button.

Instructions Continued:

7) The program will then display a file-selector box asking for the name of the ARChive file (the file will end with '.ARC') from which you wish to extract. There should be only one file displayed so click on the file and then click on 'OK'. The program will now ask for the destination path (where the files will be placed as they are pulled from the file), for now, just click on 'OK'. At the 'Extract Options' window, click on 'All'.

8) The disk drive will now activate as the file(s) are extracted. This process may take a few minutes. At the 'Do you want to delete the original ARC file?' prompt, select 'Cancel'.

9) Exit the shell program and follow the directions for the program (if there are any, they will be on the disk at this time). You my read the directions by double-clicking on any file that ends with '.DOC' or '.TXT'. Press the Space Bar on your keyboard to scroll through the text displayed on your screen.

10) For advanced help in using the ARCSH198.PRG, please read the ARCSH198.DOC file that is found on disks 1A and 2A.

Please keep in mind that most of these games require a color monitor (SC1224) for proper operation. If the game will work with a monochrome monitor (SM124), it will be noted in the file description.

Enjoy the Games!

Contents of disk 1A:

BNOID.ARC:

This is an excellent version of the classic game 'Breakout'. It comes with nine different levels and allows you to create your own screens for use with the game. It's also quite addictive to say the least.

BOMB.ARC:

This game is very much like the old 2600 game of 'Canyon Bomber'. It's for one player only but the graphics are fairly good. This program does not work with TOS 1.4.

CLOWNS.ARC:

This is the complete version of 'Clowns & Balloons' for the Atari ST. Originally written for the Atari 800 about five years ago, it has now been rewritten for the ST. This file includes complete documentation, source code, and an easy method for changing the graphics in order to add some more fun to the game.

CPOKER.ARC:

CPOKER is a game that allows you to play draw poker....just like the Vegas slot machines. This program is shareware and almost good enough to be a commercial release. This game will work in both color and monochrome.

DARTS.ARC:

A game of darts written and compiled in GFA BASIC. Good attention to game details and mechanics of real play.

DRIVE4.ARC:

This is an advanced version of the game 'Driventure' programmed some time ago be the same author. In this version you will have to deal with forks in the road and other cars making this version even more addicting.

Contents of disk 1B:

ESCAPE.ARC:

This is a dungeon shoot 'em-up that was the result of the suggestions the author received for 'Megamaze' (available in this collection of disks). The object is to find your way out of a large dungeon. In the dungeon are weapons, scrolls, armor, rings, potions, and of course monsters. The source code (68000 assembly) is available from the author; see the documention file for details. This game will work in both color and monochrome.

GALACTIC.ARC:

The completed game of Galactic Warriors. It has different levels and you can earn extra men.

HAC_MAN.ARC:

This 'Pac-Man' clone is very close to the original. It is a demo of the animation capabilities of a development package by Animation Animatic Systems. Inquiry information is included in the title screen for those interested. The first few levels are easier than the original.

JUMPSTER.ARC:

Cute 'Q*bert' type clone for one or two players. One of the better imitations around.

LABRINTH.ARC:

The object of this arcade game is to maneuver a marble through a maze without falling through the holes (ala 'Marble Madness'). This game is written in GFA BASIC and it is possible to create new screens using the DEGAS paint program.

LUNARMDL.ARC:

Lunar Lander type game that uses the mouse for controlling the lander. This game is completely written and compiled in GFA BASIC. It is also possible to create new screens using the DEGAS paint program.

MEGAMAZE.ARC:

The object of this game is to find your way out of a huge maze (see ESCAPE.ARC) without getting killed by any of the multitude of monsters and dangerous objects along the way. You may fight back of course.....

MOTOR.ARC:

This game is a motorcycle simulator. It includes a .DOC file that shows you how to control the bike and how to create your own courses. It features perspective view, realistic controls, and a detailed sound and graphics library.

PENGO.ARC:

This is a Public Domain (PD) version of the classic game 'Pengo' that was in the arcades a few years ago. If you enjoy fast action, color and graphics, then this the game for you.

Contents of disk 2A:

ST_VEGAS.ARC:

This is a well done Public Domain (PD) casino game. Games included in this program are Casino Poker, Slots, Roulette, and Blackjack.

TRIFIDE.ARC:

This game is patterned after the arcade classic 'Galaga'. It has very nice color graphics and appears to be a european project. As public domain games go, this is one of the best.

WORMWAR.ARC:

The mouse controls your shooter and the left button fires while you evade this massive mushroom massacre and an idiotic bobbing spider. You must also contend with fragmenting caterpillars and falling blobs that go 'dwooot' when they fall towards you.

ZXYM.ARC:

'Goldrunner' it is not, but it is very good for a PD arcade style game. This game requires a joystick to operate the craft. You may bomb ground targets as well as shoot airborne craft that get in your way.

Contents of disk 2B:

TETRIX.ARC:

MEDIUM-rez clone of Tetris. Not much with graphics, but the game play is very addictive nontheless.

ROCM.ARC:

This is a graphic science fiction adventure arcade action game! Requires a joystick and a color monitor. Excellent graphics with great sound by G.I.S.T. sound generator. Documentation is included in the on-line help. Note: you should remove all accessories before using and read the instructions before playing.