DAInamic V.Z.W.
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3171 WESTMEERBEEK
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GAMES 11

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Solitaire	F. Druijff OCR
Funny Othello	C. Poels OCR
Brumm	Marco van Meegen
Apple	G. van Dongen
Reaction test	Xennt

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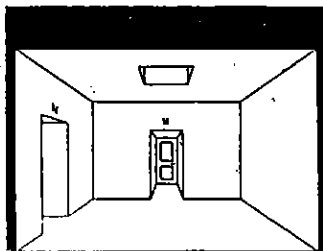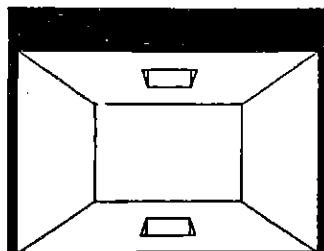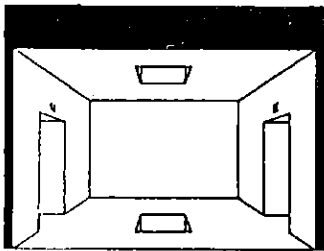
QUINTI MAZE

The object of the game is to find your way out of a
5 x 5 x 5 cubic maze.

In one of the rooms there is an exit out of the maze.
Commands to move around are :

      N   North
      E   East
      S   South
      W   West
      U   Up
      D   Down
      C   Change direction
      Q   Quit

Change direction will come back with the question
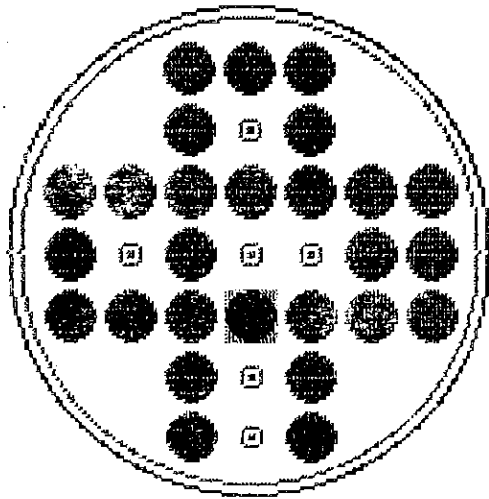to enter the new direction.
Valid answers are : N - E - S - W

MANGROVE

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3 castaways are living on an island, their only food
being the mangrove-fruits. Look out for the crocodiles
while jumping for fruits !!!
Move your man to the right with keys 1-2-3-4 , to the
left with 6-7-8-9.

SOLITAIRE

The object of this game is to loose all pegs except
one. This last should end in the middle of the board.
You loose a peg by placing another peg from one
side of the peg to the other side of it. Choose
your place using the cursor keys and give jumpdirection
using cursor/shift. The program will prevent other
than legal moves. To perform jump, press space-bar.

Restart the game by pressing "R" and stop with "S".
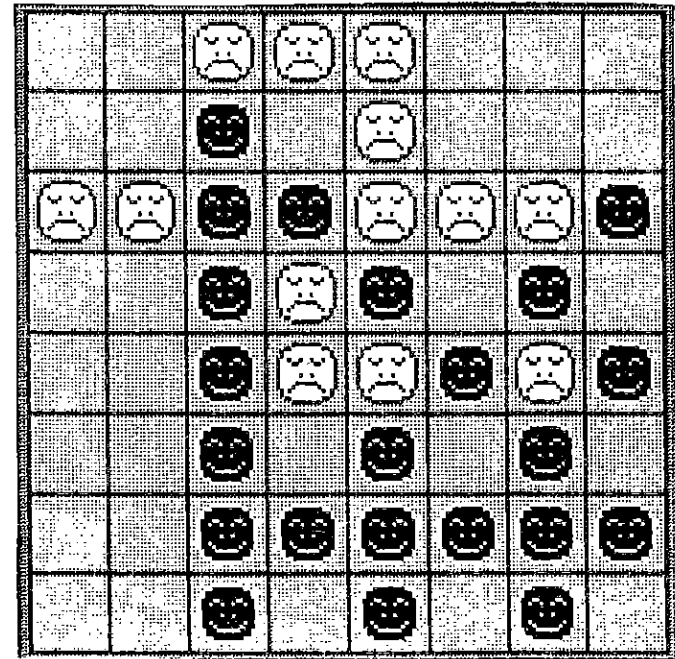A question mark with indicate illegal attempts.

FUNNY OTHELLO

type LOAD : RUN return.

Do you want to play black (N) or White (B) stones ?
Do you want to start (O for yes, N for no) ?

To enter your move, type column (letter A – H),
followed by row (figure 1 – 8).

The winning stones will be laughing, the loosing stones
will look sad.

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BRUMM

You control your car with your paddle and must drive
one lap with it as your opponent tries to do his.
The one who first reaches the aim is the winner.
You can crash against the plank, it doesn't matter,
because the cars are very difficult to drive. If
you move your paddle to the right, the car drives
to the right hand side. If you leave the paddle
in this position, the car drives around in a circle,
until you move the paddle back to the middle. It
is similar like driving your own car, but you must
turn the paddle only a little bit to the side you
want to drive to and move it back after a short
time.

The game starts with a high-score of 1000.

APPLE

type LOAD : RUN return .
(type RUN again for first game)

press space-bar.

Do you use a black-white (Z) or color monitor(K;

You are standing beneath an apple tree.
Try to catch the falling apples : choose a directi‹
with cursor left-right.
At the end of the game you can:

space-bar	play another game,
V	change the size of the hand,
S	stop the game.

Choose the size of your hand : (1 - 5)
(1 is very small, 5 is large)

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REACTION TEST

This program gives you a better insight to your
action delay
When you think the horizontal bar appears for the
second time on the screen, you have to press the
key marked "~".

The better your reaction, the less points you will
get.

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