

The  
**BeOS**

**BIBLIE**

**SCOT HACKER**

WITH HENRY BORTMAN AND CHRIS HERBORTH



**Peachpit Press**

# The BeOS Bible

by Scot Hacker

with Henry Bortman and Chris Herborth

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# Games

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*with John Brajkovic*

Action Games • 3

Arcade Games • 9

Board Games • 13

Terminal-Based Games • 16

Chapter Summary • 18

# In this Chapter

---

## Action Games • 3

*Abuse* • 3

*Axia* • 5

*Battalion* • 6

*Doom* • 7

*Nerdkill* • 8

## Arcade Games • 9

*Acid Tetris* • 9

*BePac Deluxe* • 11

*Roll 'm Up* • 12

## Board Games • 13

*Critical Mass* • 13

*Desdemona* • 14

*HyperTTT* • 15

*Noughts and Crosses* • 15

*SimCity 3000* • 15

## Terminal-Based Games • 16

*Amylaar LPMud* • 16

*Dworkin's Game Driver* • 17

## Chapter Summary • 18

It doesn't take an engineer to see that all of the media-optimized technology built into BeOS also happens to make it a potentially tremendous gaming platform. Nor does it take a marketing genius to know that a flourishing gaming culture is a significant component of any platform's success. BeOS may have the guts to be a great gaming platform, but the truth of the matter is that, as of this writing, groundbreaking games for BeOS simply aren't out there. As you'll discover in this chapter, everything from veiny shoot-'em-ups to classic arcade games already exist for BeOS, but we have yet to see games that blow the doors off similar games on other platforms. We know the potential is there—we're just waiting for reality to hit.

Many of the games available as of R4 were originally designed as proofs-of-concept on BeBoxen and Power Macs. Ports make up a large proportion of the x86-compatible games, and often make DOS-derived assumptions about color depths and screen sizes or the Unix command-line environment. Since Be has chosen to focus their 3D efforts on the industry-standard OpenGL specification, you won't find any BeOS games that utilize the less-popular Glide API.

These caveats aside, the BeOS gaming sphere is diverse, and ranges from MUD-based online play to the ever-exhilarating round of *Doom*. Action, arcade, and board games exist in large numbers, along with a few "specials." You'll find these games on BeWare, but as always, head to each vendor's site to make sure you're downloading the most recent version.

## Action Games

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If you're an adrenaline junkie, there's nothing like an immersive, fast-paced action game to get your brain pounding and your fingers twitching. While these games are often violent in nature, even dedicated pacifists sometimes have to admit that they're just plain *fun*.

### ***Abuse***

**[www.wcdesign.com](http://www.wcdesign.com)**

Crack Dot Com's side-scrolling action game *Abuse* has been ported to BeOS by Wildcard Design. Picture this: You're Nick Vrenna, a survivor (so far) of prison riots set off by unauthorized medical experiments gone horribly wrong. Your mission is to save a local water supply from contamination and put an end to the sinister production of mutant humans and monsters. You can glean the rest of the plot details from the opening screen.



**Figure 1**

*Your mission, should you choose to accept it: save the local water supply from contamination and end the sinister production of mutant humans and monsters.*

Use the Game menu to toggle between standard and fast mode (depending on your skill and the speed of your machine) or to quit the game. From the Display menu you can specify 320×240, 640×480, or full-screen mode. In the windowed modes, a small, arrow-shaped cursor floats onscreen in addition to the standard cursor.



To switch between full and windowed screen modes, press the Left and Right Ctrl keys along with the Enter key. If you have a Windows keyboard, remember that the left Windows key doubles as Right Ctrl. You can also switch between normal and double pixeling by pressing the Left and Right Ctrl keys along with 1 or 2.

**Table 1**

This Icon	Accesses This Control
Floppy	Load saved game
Stop sign	Start new game
Human face	Set difficulty level
Monitor	Gamma correction
Speaker	Volume control
Computers	Networking
ESC	Quit

*Icon functions in Wildcard Design's Abuse.*

On the right side of the opening screen you'll find a column of images representing specific control functions. Hold your mouse over one of these and watch the status area in the upper left to read a description of that image's function. These controls are summarized in Table 1.



Because different monitors register hues and saturation levels differently, it's possible for games set in darkened environments to be difficult to see if your gamma is set differently than that of the game designers. The gamma correction option lets you set relative light levels to be used in the game, so you can compensate without messing with your monitor's controls.

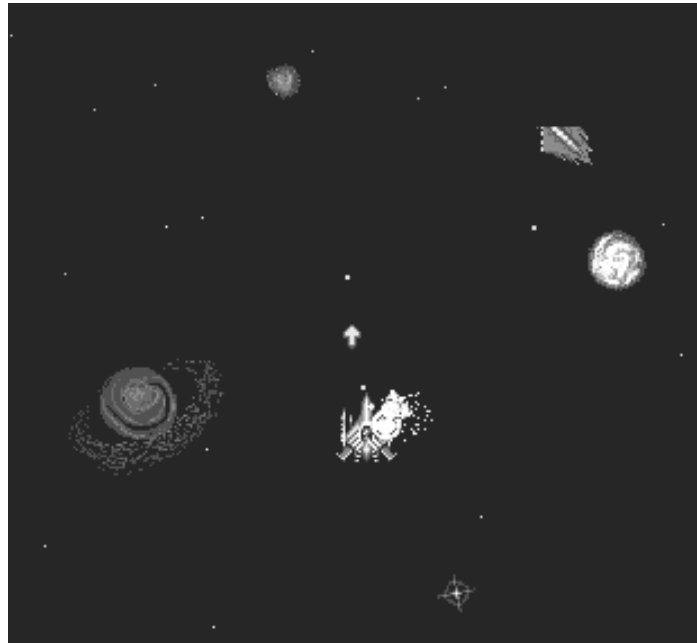
The first time you play *Abuse*, you'll be led through a demonstration version so you can get a handle on how the game space is laid out. Once you dive in, you'll be able to manipulate Nick's movements via keyboard or mouse. As you progress through the game, informational messages about various components will appear in the status area. The best way to learn the game's controls is to play it and see for yourself!

The game can only be saved by the use of a console from within play; no quick exits in the face of imminent demise!

## ***Axia***

**[www.wcdesign.com](http://www.wcdesign.com)**

In Wildcard Design's port of *Axia*, you play the role of Max Dellamorte, a bounty hunter passing through the Auburn Planetary System. You're working for the government, who has contracted your services to help track down and eradicate unknown marauders responsible for the loss of trading convoys moving through a surrounding asteroid belt.



**Figure 2**

*Think Asteroids, updated for the 90s. Save your local asteroid belt from unknown marauders.*

*Axia* features the standard Wildcard window menu, letting you toggle between windowed and full-screen modes. You'll probably find your enjoyment of the game relative to pixel size; in windowed mode, you may find that objects are simply too small if you're running at 1024×768. Use the Screen preferences panel (Chapter 9) to set your resolution to 800 ×600 or 640×480.

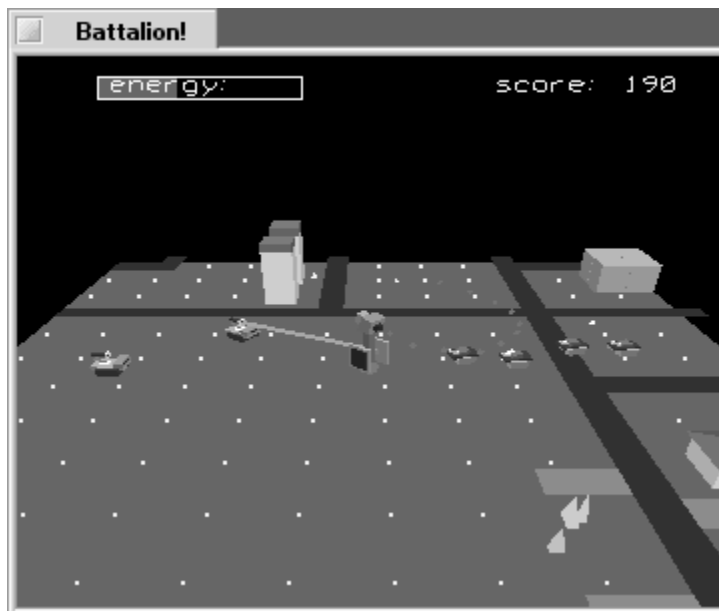
Select Options from the main menu and then select Keyboard to familiarize yourself with the game's main controls. In particular, you'll want to know how to quickly switch among weapons in your arsenal, including cannon, laser, missile, drone, and blaster. From the Options menu, you can also establish your display type, background graphics, and gamma correction, and control volume levels for music, sound effects, and voices independently of one another.

## ***Battalion***

[www.ev1.uic.edu/aej/AndyBattalion.html](http://www.ev1.uic.edu/aej/AndyBattalion.html)

"Monsters, explosions, destruction. You've seen the movies, you know what to do." Or so say the notes accompanying Andrew Johnson's classic 3D shoot-'em-up, ported to BeOS by Ed Silva. *Battalion*, which runs on every platform that supports OpenGL or Mesa, has been around for a long time, and has evolved quite a bit from its humble origins on SGI.

Before beginning, be sure and move the included game-specific libraries to `~/config/lib` and browse through the included HTML documentation. Start firing by pressing the V key, and use the mouse to move the monster. You can toggle between multiple views of the current environment by using the number keys 1-4, and move the monster's head up and down with the A and Z keys.



*Figure 3*

*Battalion: A classic  
3D shoot-'em-up*





**Figure 4**

*Doom, the prototype for gory, visceral, fast-moving action games, is available in two flavors for BeOS.*

## **Doom**

[www.qnx.com/~chrish/Be/software](http://www.qnx.com/~chrish/Be/software)

[www.wcdesign.com](http://www.wcdesign.com)

While *Doom* may be starting to show its age in comparison to contemporary action games, it's still revered as the prototype for gory, visceral, fast-moving action games. The gameplay is pretty simple: You're armed with what must be hundreds of pounds of powerful weapons (including a chainsaw, in case you're feeling especially malevolent). Your mission is to run around through endless mazes of darkened hallways and dimly lit clearings, finding and eviscerating sentient beings. How you're supposed to run while carrying all of those weapons is something I don't think anyone has ever really figured out, but it doesn't matter—it's all in fun, right?

BeOS enjoys not one, but two different ports of *Doom*: One by our own Chris Herborth, and another by, you guessed it, Wildcard Design. Both versions are based on the same codebase, so you get the same game either way. The differences lie in peripheral aspects like network capabilities, window size options, command-line feedback, and music via the BeOS MIDI synthesizer. Because both versions are liable to change by the time you read this, see the URLs above for specifics.

## Nerdkill

[www.multimania.com/ralf/beos](http://www.multimania.com/ralf/beos)

Raphael Moll's *Nerdkill* may be fun, but it's also guaranteed to get you institutionalized for sociopathic behavior and turn off all your mature acquaintances. The premise behind *Nerdkill* is that the innate human tendency toward violence should be provided a safe outlet before actual damage is done. A wide variety of such treatments are available, some of which are discussed elsewhere in this chapter. *Nerdkill* opts for a graphic display of pathetic wimps (er, nameless individuals). These targets for practice (of mouse manipulation, of course) walk aimlessly around a desolate plane which is soon to be littered with the remains of their hapless fellows.

To play *Nerdkill*, select a mode of execution and blast away by clicking on nerds as fast as you can. Nerds can be killed either individually or in groups, depending on the currently selected mode of destruction:

- Blast 'em with your taser.
- Mow 'em down with your machine gun.
- Surprise 'em with a land mine.
- Electrocute 'em with major volts.
- Rum 'em down with a steamroller.
- Give 'em a soda.
- Dynamite 'em with TNT.

Click the white flag to give up. There are a lot of nerds out there.



Figure 5

*Primal urges don't get much funnier than this. Mow down nerds and geeks individually or in groups with your choice of weapons.*

## What about Quake?

At this writing, the BeOS community had been tossing around gossip and rumors on the existence of a port of id Software's *Quake* (*Doom*'s successor) for more than a year. You can hardly blame them—*Quake* is one of the most technologically advanced 3D action games available for any platform, and by rights, a BeOS version of the game should absolutely fly.

The rumors weren't unfounded. *Quake* for BeOS does exist, but as of R4.0, no amount of begging will get you a copy. As we understand it, Be themselves produced the BeOS port, have been "aggressively testing" their 3D acceleration stack with it, and are awaiting approval of the port from id before they can release it to the public.

Yes, *Quake* for BeOS exists, and yes, Be employees do let off steam after endless coding sessions by blowing each other away in network deathmatches. We can't make any guarantees about if or when the port will see the light of day, but keep your eyes on the various BeOS news sites (see Appendix D) for more information.



BeDope ([www.bedope.com](http://www.bedope.com)) reports that studies conducted by "trained professionals" have proven conclusively that frequent *Nerdkill* play results in better-behaved, more productive, kinder, gentler employees. We'll leave it to you to verify these claims with your own empirical testing.



For the latest and greatest news and reviews on the BeOS gaming scene, check out BeGames, at [www.begames.com](http://www.begames.com)

# Arcade Games

If blowing things up isn't your speed, take heart: There are plenty of games available that challenge your mind and reflexes without the viscera associated with most action games. These games are either modeled after or emulate video or arcade games.

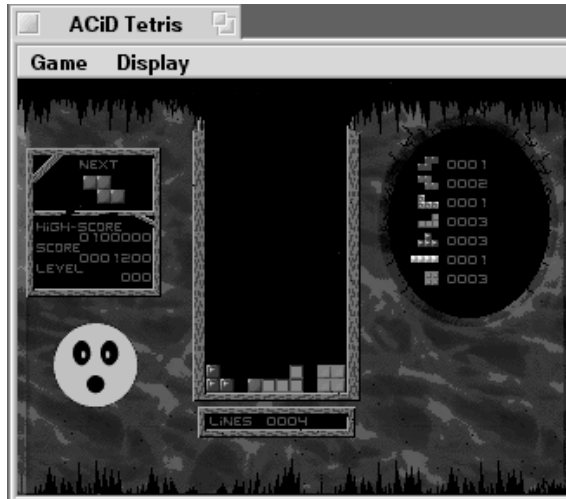
## ***Acid Tetris***

[www.wcdesign.com](http://www.wcdesign.com)

You'd be hard-pressed to find a computer jock alive who hasn't wasted many an hour packing the falling blocks of *Tetris* "classic" into neat rows, arranging the irregular shapes as efficiently as possible. *Tetris* is the original prototype of the "insanely addictive" arcade-style computer game, and it's not uncommon for *Tetris* players to dream of falling blocks at night, or to be the first ones called when someone needs to pack the trunk of their car before the big family vacation. *Tetris* also has the distinctive honor of being the most imitated

Figure 6

While the graphics and sounds may have changed a ton since you first played Tetris, the basic concept remains the same—position falling blocks as compactly as possible by moving them as they fall.



game on the planet; there are hundreds of *Tetris* variants out there, all slightly different but based on the same premise.

Dungeon Dweller Design's *Acid Tetris* has been ported to BeOS by Wildcard Design, Inc. and is as different from *Tetris* classic as the new VW bug is from the original. Instead of the clunky CGA graphics of yore, you get finely bitmapped backgrounds and textures. When rows of blocks are completed, they vanish in a slow-motion puff of pixels, rather than simply disappearing. The soundtrack is likewise modernized.

If you're using the default settings, you'll probably find a few of the keyboard controls a little different from what you're accustomed to. You can easily change the controls by using Options entry on the main menu. If you choose to use the default settings, just remember that blocks are flipped with the A key, rather than Enter. To pause the game at any time, just tap Esc.



Once you get your sea legs, you'll want to start strategizing a little more, and that means thinking ahead. *Acid Tetris* always displays the next block you're going to be presented with, since this knowledge can affect your decisions in placing the current block. Keep one eye on the upper-left side of the screen for a preview of what's to come.

*Acid Tetris* can be run at 320×240, 640×480, or in full-screen mode. Switch between them via the Display menu. You can also choose to run in DirectWindow or DrawBitmap modes; theoretically, DirectWindow should give you much faster gameplay, though the version we tried was inexplicably slow in both modes. With luck, *Acid Tetris* will be much faster in R4.

If thumpin' house music sets your fingers afire, use the Music option from the main screen to choose from a handful of built-in sound files. The included

README notes that if your sound is “scratchy,” you should try switching from stereo to mono mode, though this shouldn’t be an issue for BeOS users.

Spend a few hours in *Acid Tetris* while your boss is locked in her office and your workmates will wonder why you’re such a happy drone!

## **BePac Deluxe**

**dappsoft. dreamhost. com**

*Pac-Man* is perhaps the world’s most famous arcade game (*Tetris* originated on the personal computer, not in the arcade), and certainly has spawned the most variants. The BeOS version is *BePac Deluxe*, a \$15 shareware game from DappSoft by Dario Accornero, which provides many enhancements to the original. While the demo version limits you to 30 levels of gameplay, the registered version will get you 500. One of *BePac*’s most impressive features is its wide array of user-configurable music modules, which provide a great backdrop to the game.

**Eat or Be Eaten** The idea of all *Pac-Man* variants is the same, and is based on natural law: Eat or be eaten. Your objective is to run through mazes chomping dots (“food”) while fleeing ghosts. Eat a “power dot” and you’ll temporarily gain the ability to eat ghosts. Let a ghost touch you at any other time, and you’re history. Chomp all the dots in a level without being eaten and you move to the next level.



Figure 7

Like all *Pac-Man* variants, the objective of *BePac Deluxe* is simple: Eat or be eaten.



Tap Alt+H (or use the Game menu) to access a series of small screens providing game credits and an explanation of gameplay. Alt+F displays the “Hall of Fame,” formerly known as “Top Players.”

The amount of food and your current number of remaining “lives” will be displayed in the lower-left corner; the lower-right corner shows the high score alongside your current score. Energy pills are found in corners, tunnels exist, and the other features of *Pac-Man* are all present. The Spacebar pauses the game, but be quick on your fingers, as movement between levels is instantaneous: There are no annoying pauses while levels load.



Gameplay does not begin until you make your first move, so take some time to become familiar with each level’s layout before laying a finger on the keyboard.

**Options** It’s a good idea to take a look at *BePac*’s Preferences panel before playing, since there are so many different play options. You have full control over keypad assignments, frame rate, and the current music selection. You can also specify whether background music, special game sounds, and the traditional “WakaWaka” sound will be audible while you’re scrambling (note that game sounds and the background music do not conflict). Finally, you can control whether you’ll be moving through levels linearly (in the preset order) or at random.

## ***Roll ‘m Up***

**www.dommelsch.nl**

If you yearn for the days of dropping endless piles of quarters into your favorite pinball machine in order to have “just one more go,” Dommelsch’s *Roll ‘m Up* (designed and coded by the Lost Boys) can bring those days back, but save you the quarters. *Roll ‘m Up* is played on an old-fashioned wooden pinball table modeled after a wooden-planked bar, complete with strategically placed Dommelsch beer cans, bar stools, and a giant vat of (presumably) stewing hops and barley.

To launch the first of five balls, hold down the Enter key and release. The longer you hold down Enter, the farther back you will have pulled the plunger, so you can actually control the speed at which your ball is launched. Use the Z and / keys as your left and right flippers, and note that you’ve actually got two flippers on the right side of the board: One is positioned near the top of the game, and moves in concert with the lower-right flipper.



To give the table a quick shake, tap the Spacebar—but don’t abuse the privilege, or you’ll be penalized with a Tilt.

While you'll get points for nearly anything your ball hits, aim for the power spots—all of the chutes lead to higher points and faster gameplay. In particular, get your ball up the right-hand chute and it'll be tossed across the board, onto the “trampoline,” bounced up to the brewing vat, and redeposited back at the top of the board. When working near the top of the board, aim for the bar stools—knock them all down for extra points. If you hit the right combination of objects, an eerily realistic hand will emerge from the board and drop three balls into the field at once. Stay calm, don't panic, and concentrate. Keep all those balls in play for any length of time and you'll score big. Don't be surprised if you get a little adrenaline rush from the process, though—it's pretty hairy. As Scot Hacker's partner said after a single game, “I can't play that anymore—I'm going to have a heart attack.”



*Roll 'm Up* runs only in a BeOS window, and it packs a lot of information into a very small space. If you normally run at a resolution of 1024x768, you may want to set the current workspace to 800x600 while playing this game, which will make most objects much easier to see.

### ***Game Emulators***

As described in online chapter , *Emulation*, there are a number of ways to re-create the environment of another operating system or another hardware platform within a BeOS window. See Emulation for descriptions of environments that let you re-create everything from ancient arcade games to Super Nintendo systems.

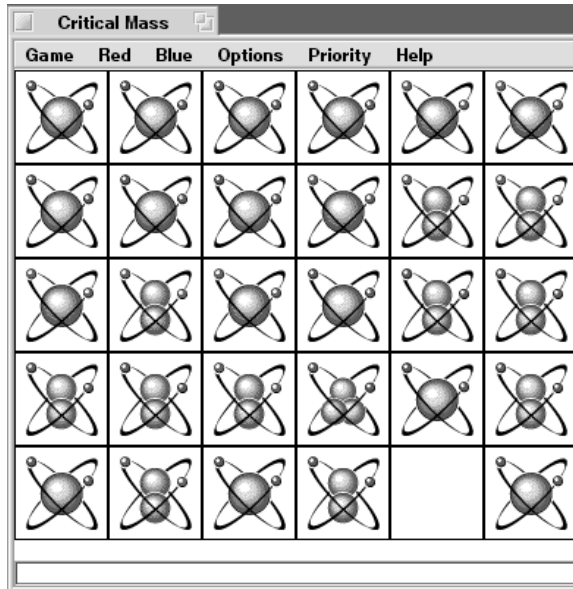
## **Board Games**

Pure strategy—that's the essence of the classic board game, and the tradition continues in computerized board games, of which there are many available for BeOS. A few are covered here, though you'll find many more on BeWare. And remember, the classic *Minesweeper* comes with your BeOS installation; you'll find it in the demos folder (see Chapter 2, *Meet the System*).

### ***Critical Mass***

**[www.cs.umantoba.ca/~uncarr/BeAcademic.html](http://www.cs.umantoba.ca/~uncarr/BeAcademic.html)**

Hamish Carr's *Critical Mass* emulates the peculiar world of the atom, where mass and energy are in a state of constant exchange. When an atom takes on too many protons, its energy level is overloaded and it explodes, throwing protons in all directions. These protons adhere to neighboring atoms, which



**Figure 8**

*Critical Mass lets you leverage the power of chain reactions to vanquish your atomic opponent.*

may in turn explode, setting off a chain reaction. The objective of *Critical Mass* is to exploit chain reactions to destroy your opponent's atoms. The definition of critical mass for any cell is one proton for each neighboring cell. Because edges are reflective, cells in corners and along sides are more volatile than inner cells.



Use the Options menu to play on a wraparound or torus-shaped board!

## ***Desdemona***

Grayson Myers' *Desdemona* is simply a freeware version of the classic board game *Othello* for BeOS. If you've read Shakespeare's *Othello* (and you should), you'll appreciate the title of this classic game of black and white. The objective is simple, the play is fascinating: Discs have two faces, one black and one white. Players take turns placing discs on the grid. If a disc is placed such that one a player's discs lies between two of their opponent's, that disc is flipped, changing it to the opposite color. The hitch is that such a play is the only legal move. If you can't flip one of your opponent's discs, you must pass on your turn. When neither player can move, the discs are counted, and the player with the most discs of their color facing up wins.

You can play *Desdemona* against another human or against the computer (use the Game menu to select an opponent). You can also specify the intelligence level of the computer, or use the Custom setting to tell the computer to look an arbitrary number of moves ahead or to set the number of moves before the end of the game.



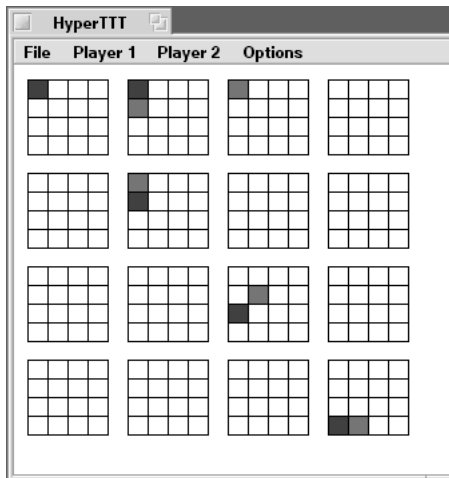


Figure 9

Move tic-tac-toe into the fourth dimension with HyperTTT. Shown: HyperTTT gets around the inability of 2D monitors to display four dimensions by laying out your game on parallel grids.

## HyperTTT

[www.kreative.net/bwm/beos/](http://www.kreative.net/bwm/beos/)

Brian Nenninger's *HyperTTT* is a multidimensional derivative of tic-tac-toe—a game that is “easy in two dimensions, a bit more challenging in three, and pretty annoying in four or more.” Since it's tough to represent four dimensions on a 2D monitor, *HyperTTT* represents higher dimensions with separate 2D grids. This may prove a little confusing at first, but by experimenting with different dimensionalities via the Dimensions section of the Options menu, you'll get the hang of it before too long.

## Noughts and Crosses

[www.tripnet.se/~slarti/f\\_nandc\\_ui.htm](http://www.tripnet.se/~slarti/f_nandc_ui.htm)

So you think you're a master of tic-tac-toe? Why not raise the stakes and play on a larger grid? Rather than the standard 3×3 grid of standard tic-tac-toe, Claes

Löfqvist's *Noughts and Crosses* gives you a 50×50 grid in which to work, and challenges you to get any five pieces in a row. The game can be played either against another human or against the computer. Just use the controls on the right side to establish who gets to draw Os and who draws Xs. If you're playing against the computer, though, be forewarned: Unless you're a real pro, you probably don't stand much of a chance—the program's algorithms are very smart (which is another way of confessing that we were never able to beat the machine).



In Sweden, this popular game is called Luffarschak, or “Tramp Chess.”



You can have the computer play both Xs and Os. Click New Game and watch the program take itself on; it usually beats itself within 30 moves.

As with several of the games covered in this chapter, you'll probably want to set your screen resolution to 800×600 or lower to avoid eyestrain—the grid is very tiny.

## SimCity 3000

[www.ea.com](http://www.ea.com)

If you're a fan of realistic systems simulation, you're no doubt familiar with Electronic Arts' famous “Sim” series, including *SimCity*, *SimWorld*, *SimOcean*, and *SimLife*. At Comdex 1998, Electronic Arts demonstrated *SimCity 3000* running on BeOS for the first time. The game should be available in early 1999.

*SimCity* is a completely different kind of game. Rather than trying to destroy as much as you can, the goal of this game is actually to build things up (what a novel concept!). You begin the game with a budget and a predefined collection of resources, pick a hunk of land, and start building. Mere money does not a city make, however—you'll have to do some thinking. Position your factories too far from the river and they'll have no place to dump their toxic waste. Fail to put enough money into the power grid and your citizens will end up in the dark. Upset enough citizens and they'll revolt. Situate your office buildings too close together and you'll end up with traffic jams. Building cities is a delicate process of balancing natural and human resources, and you'll be amazed by the realism built into the game. You might even come out of your first few sessions with a whole new respect for your own municipal leaders.

One of the most fascinating aspects of the Sim series is the fact that the games “iterate” over time. Shut down your machine, come back tomorrow, and babies will have been born. Oops—you might have to build another school. Earthquakes happen, as do parades and vandalism. As with a real city, some factors you can control, and others are just part of the game of life.

## Terminal-Based Games

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One of the things about graphical games is that all the wild 3D effects and thundering sounds can distract you from what really matters: the gameplay. Say what you will about command-line games, but the better ones definitely put imagination first, and isn't that what it's really about?

### **Amylaar LPMud**

**`ftp://quest.nightfall.org/amylaar`**

Multiuser dungeons, or MUDs, are environments that exist purely through the powers of description of the people who roleplay within them. No graphics, no audio—just people taking on roles, conversing in a context described by text files alone. Despite the name, not all MUDs are dungeons. In fact, most aren't.

MUDs are typically run on a school or institution's hardware and accessed by players via telnet. Thanks to the telnet client built into BeOS, you can host the Amylaar LPMud directly on your BeOS machine, and stop abusing shell accounts.

Lars Duening's port of the classic LPMud game driver (originally written by Lars Pensjoe) does not include a `mudlib`, though the standard 2.4.5 and 3.x series should work fine. Just grab the source code from the above location and compile (see Appendix D for details). This package assumes familiarity with the specifics of MUD configuration.

## Dworkin's Game Driver

DGD is a second-generation driver for LPMud (above), written by Felix Croes. Several popular MUDs have run DGD over the years, including the legendary Igor (**telnet://phronesi.s.algonet.se:1701**). While you can install DGD anywhere you like, you'll have to change the "directory" parameter in `mud.dgd` to match your actual path. Start the driver by typing:

```
bin/DGD mud.dgd
```

The driver will then start listening on ports 6047 and 6048, so as long as your BeOS telnet server is running, users will be able to play the game by accessing **telnet://your.ip.address:6047**, for example.

Gameplay, as you can see in the DGD login sequence below, is radically different from the graphical environment of the action games described elsewhere in this chapter. Even though the game is text-based, however, an atmosphere and context is established as soon as you contact the server.

```
$ telnet phronesi.s.algonet.se 1701
```

```
Trying 194.213.74.173...
```

```
Connected to phronesi.s.algonet.se.
```

```
Escape character is '^]'.
```

```
... intercepted transmission 981101:20:143, crossref to project LPMud ...
```

```
Name: IgorMid.
```

```
Classification: Juvenile subversion installation, grade "Puce, level A".
```

```
Prime Suspect: Codename Strider "Larch" Strider.
```

```
Other Suspects: Codenames Patricus, Lazuli, Xyppe, Zellski.
```

```
Originator: Codename Spix.
```

```
NME agents: On Que (deceased).
```

```
Location: Close to former Red Russia, on the east coast of Sweden.
```

```
Restrictions: Internal playerkilling only allowed in the room called "arena", south of the church.
```

```
... intercepted transmission 981101:20:143 ends ...
```

Please keep your eyes no further than 9 centimeters from the screen while typing your name, in order for the retina scan to secure your identity.

Running DGD 1.1.44. Type "users" to see the current list of players.

Type "finger player" to request information about a player.

What is your name: keitolainen

# Chapter Summary

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- Without question, BeOS has all the guts and technology it takes to become a mind-blowing gaming platform. However, its true potential won't really shine until a next-generation game is developed as native BeOS software, rather than as a port of an existing game to BeOS. At this writing, most BeOS games were ports.
- The action game category pushes both hardware and players' brainstems to the limits. Wildcard Design has ported a number of games to BeOS from other platforms, including *Abuse*, *Axia*, and *Doom*. *Nerdkill* is a bizarre game involving nothing more than the destruction of hordes of swarming cartoon nerds.
- *Quake* for BeOS does exist, but as of R4.0 had never been seen outside Be's office walls. When the formalities have been cleared up, don't be surprised to see the port offered to the public.
- Dozens of classic arcade games exist in BeOS versions, including *Acid Tetris* (a trippy *Tetris* variant), *BePac Deluxe* (a new take on the *Pac-Man* theme), and *Roll 'm Up* (a fast-action pinball game centered on a beer theme).
- Likewise, you'll find dozens of BeOS board games on BeWare, including *Critical Mass* (proton overload is your only weapon), *Desdemona* (a version of *Othello*), and the multidimensional *HyperTTT*, which lets you play tic-tac-toe in four dimensions.
- Electronic Arts will bring *SimCity 3000* to BeOS in the first quarter of 1999, so you can build a city of your own from scratch. Just keep those unions in check, eh?
- There are a number of Terminal-based games for BeOS, and you can even use BeOS's built-in telnet server to host multiuser dungeons (MUDs) of your own.