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The CD-ROM that accompanies this book contains a selection of shareware, freeware, and commercial programs and examples to help you design your own arcade game projects. These are arranged in the following directories:

- Examples—Sample arcade game graphics and backgrounds
- Fonts—TrueType fonts
- Fun—ZapSpot games
- Gamedev—Tools and libraries for creating arcade games
- Gamma—Files for determining and setting your system gamma level
- Gfxtools—Graphics tools
- Grids—Predefined sprite grid templates
- Misc—File management utilities
- Palettes—Sample color palettes

For more information about the contents of these directories, see Appendix B.

A shareware evaluation copy of WinZip is provided for extracting the contents of the archives.

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