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Bunny run game apk

Windows /Mac/Linux (All Platforms): Do you think you have nostalgia-shunned memories of autoexec.bat files? Does the phrase Compatible with sound mean anything to you? Dig up these flops and try DOSBox, a free open source DOS emulator for all platforms. The app supports at least 3,000 games, and probably much more, as it can recalibrate most graphics and sound settings, and allows you to set up your own CPU speed to prevent games with a stand-up-speed effect often suffer from modern systems. DOSBox is a free download for Windows, Mac, Linux and other platforms. DOSBox [via Kabatology] New versions of Windows don't fully support classic DOS games and other old apps — this is where DOSBox is available. It provides a full DOS environment that runs ancient dos applications on modern operating systems. We have written about using D-Fend Recharge front end for DOSBox in the past, but what if you just want to use DOSBox yourself? We will show you how to mount directories, use DOSBox's internal commands, run programs and use dosBox keyboard shortcuts as a professional. Getting Started DOSBox is available as a free download from dosBox website. This isn't just for Windows – Setup is available for Mac OS X, Linux, and other UNIX-like systems. If you use Ubuntu, you will find DOSBox in the Ubuntu software. You'll also need the game or app you want to play. If you have an old floppy disk, it's time to take it out. If the game was available as a shareware, you're in luck — you should be able to find it online. Most DOS games are fully compatible, but the DOSBox homepage hosts a compatibility list so you can check the compatibility of your favorite game. Installation of directories Once installed, you can shoot with DOSBox from the desktop or start menu. You will receive two windows – the status window and the main DOSBox window. You can ignore the status window. (As readers have noted, you can run a program by dragging and dropping your EXE file on the doSBox app icon, so feel free to give that try.) Before starting a game, you'll need to mount your directory. The DoSBox environment is separate from the file system on the computer. In other words, C: the device in DOSBox is completely separate from C: the device on your COMPUTER. Here is an example mount command: Mount c c:\games\ This command mounts the C:\Games directory on your computer as C: drive in DOSBox. Replace c:\games with the game directory location on your computer. Add a -t cdrom switch if you mount a CD-ROM. For example, the following command takes the CD-ROM drive in D: on your PC and mounts it as C: drive in DOSBox: mount c D:\-t cdrom navigation around and run applications After mounted game files, you can type C: and press Enter to switch to DOSBox on C: device. Use the dir command to list the contents of the current directory and the cd command, followed by the directory name, to change the directory. Use the CD.. go up Type the name of the EXE file in the current folder to run this program. You may need to run an installer before playing your game or running your app. If you do, install the game as you would on a normal DOS system. Once installed, you can navigate to the game EXE file and run it by typing its name. At this point, you are ready to play. You'll need to repeat the mount process every time you restart dosbox, although you'll only need to install and configure the game once. DOSBox keyboard shortcuts have a variety of keyboard shortcuts. Here are the highlights: Alt-Enter switches between full-screen and window modes. If the game is running too fast, you can slow it down by pressing Ctrl-F11. You can also speed up slow games by pressing Ctrl-F12. The doSBox speed displayed in the title bar will change every time you press these keys. Type the intro special command to see a complete list of DOSBox keyboard shortcuts. DOSBox can also run DOS programs that aren't games — including the Windows 3.1 operating system itself — but games are its primary use. Dos programs that people rely on have been replaced, but classic games can never be replaced. Rocket Bunnies has an interesting premise: You are a rabbit on a rocket (hence the name)... in space. There is no real story line, but your job is to ride your rocket through different galaxies, collecting all of the little bunnies that are stuck on different planets. Each level begins with your Rocket Bunny orbiting planet. With your finger and some time skills, you need to touch planets and lead your bunny into the universe. Various obstacles in your path - including mines, meteors, and space spiders --try to keep you from your goal. Sometimes you can avoid even getting close to these obstacles, but in later levels you will have to perform some difficult manoeuvres to get out alive. To move from the planet you are currently orbiting on another planet, just touch the other planet. Your bunny will make its way to the other planet no matter when you're a crane, but if you manage to touch the other planet while you're a bunny is in the acceleration zone, you'll get there faster. Time is key, and the faster you can complete the level (by collecting all the blocked bunnies), the more stars you will earn. Rocket Bunnies is a smooth game - 3D-esque graphics looked excellent on my Droid X screen, and the controls are responsive. Because the game uses a stellar system to unlock galaxies and levels, longer levels can be frustrating. You need to earn a certain number of stars to unlock each galaxy, but many of the 60+ levels are long enough that starting several times (because you've become space junk) is a boring job. After all, Rocket Inius is funny, designed game with lots of free content. Bunny character is kind of grotesquely cute, with big teeth and bulging eyes. If you're looking for a challenging free game, check out this one out- it's unlike anything you've ever been Note: When you purchase something after clicking on links in our articles, we may get a small commission. Read our affiliate link policy for more details. Jump and run games, also known as platformers or side scrollers, are one of those genres that won't die anytime soon. Yes, it's all about 3D Games nowadays, but the charm of a platformer game still has many gamers attached to titles with a classic feel but modern polish. Today we introduce you 10 such games - 10 jump and run games for iPhone and Android devices. Some are free, some are paid. Some of them are simple and asterisks to play, some of them have a story that develops as you progress. Just change the slide show below and check them out. As usual, if you have played a nice jump and run a smartphone game and do not see it in our list, let us know who it is by dropping a comment. Subscribe to our newsletter! [Photo: Flexoid] What's cooler than rooting your smartphone or tablet to launch upcoming versions of the Android operating system? Making other random gadgets work Android. One of the coolest of these hacks should be from XDA-developer member flex, which has Android 2.1 running on its Boy game. Wait, what? Okay, so it's not quite the root it looks like: Flexoduss gutted an old Game Boy and embarked on his Motorola MB511 Flipout phone, so it's more like an extremely cool phone case. The ultimate goal is to get the gameboy control buttons to work, but Flexoduss hasn't gotten there just yet. Unfortunately forum thread does not get in much detail, but flex aims to add charging port too. Fixing the microphone is proving difficult - those who are on the receiving end can't hear the answers too well. Although it's a pity that the actual gaming boy can't work Android, this little mod is seriously cool, and it makes me wish I had one. You can track the developer's progress in troubleshooting and other improvements to the XDA developer forum. [XDA-developers] Get more GeekTech. Twitter - Facebook - RSS | Note: When you purchase something after clicking on links in our articles, we may receive a small commission. Read our affiliate link policy for more details. Through Jason Cross on May 30, 2006 at 3:01 a.m., this site can earn affiliate commissions from the links on this page. Terms of Use. - Beta 2. It's a landmark. This is the moment when, historically, upcoming editions of Windows are stable and feature-rich enough that testers can use it all day, every day. Of course, there will be some bugs and strangers, but no showsleeps that will make you run the old operating system all the time and only pop into beta for specific tests. This is a critical point for turning systems, because if people they do, and testers in general can't use it every day, they can't really find all the problems that will dictate to normal users when they're released. Windows Vista just hit beta 2 stage, and it's frankly too early for us to confidently say that you can use it (on machine) all day for all your normal tasks. But there was one thing we wanted to check for a long time, and we had to tell ourselves: it's just too early. How well will our vista games run? Will there be serious compatibility issues? Will it smell? We think Beta 2 is the right time to start looking at compatibility and performance issues in Vista, and this also applies to games (one of Vista's big selling points) as well. So we spent the better part of a week installing a bunch of modern, popular games on the upcoming operating system, noting what works and what doesn't, and trying to find some simple workarounds. Vista already has a game? Let's find out. 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