

by Tuncer Deniz

learned all
importantly, I worked
in the industry.
years ago.

Games, the
seeing Steve
Mr. Jobs
Carmack of id
that the
bright for

bringing IMG
months we will be
restruturing

After a three-year absence
from the Macintosh game scene,
I'm proud to announce that I'm
back as Editor-in-Chief of Inside
Mac Games. For the past three years
I worked at Bungie Software as Production Manager and later on
as Project Leader for Myth II: Soulblighter. During those years I

aspects of software creation and publishing. But more
with some fabulous people on creating some of the best games
I owe a big "Thank You" to Bungie for giving me a chance three

I'm extremely excited to be back at the helm at Inside Mac
magazine I founded back in 1993. I recently had the pleasure of
Jobs' Keynote address at Macworld Expo and was in shock when
highlighted Macintosh games and even brought out John
Software for a few words. I am now more convinced than ever
Macintosh platform is alive and well and that the future looks
games on the Mac.

We face many challenges here at IMG and I plan on aggressively
back to the forefront in Macintosh gaming. In the next few
returning back to a regular publishing calendar, enhancing and

That's a

both the CD-ROM and web site, and, well, kicking major ass.
promise.

One of the

It will take me a few weeks to get back into the swing of things.

We hope to

first things we'll be doing is shipping out the first issue of 1999.

have it into our subscribers hands by the end of the month.

encourage our

In the meantime, if you have any comments or questions, I

readers to e-mail me at tuncer@imgmagazine.com.

It's great to be back!

Tuncer Deniz
Editor-in-Chief
Inside Mac Games