

y Bart G. Farkas

Surprisingly, before this last August I had never been to the annual MacWorld Exposition in Boston. Although I had been told that it was not as big, as good, or as attended as its January San Francisco counterpart, I was pleasantly surprised at what I saw. Firstly, between the two exhibition locations there was actually a very healthy number of exhibitors lining the halls, and secondly, the mood was very upbeat despite Apple's problems of late. You'd think that if any rotting of the Apple was going to smell somewhere, it would be here. Well, Boston may smell (by this I mean like fish at the Bayside Location), but it's not the smell of rotting Apples this year.

[Gaming Wasteland](#)

The primary thing I noticed at MacWorld Boston was the distinct Lack of gaming companies lining the halls. In fact, there was really only a few to be found, and I could count them on my two hands (if I could count). However, this does not spell doom and gloom, it just means that with E3 becoming a bigger show every year, there isn't as much trade-show-money to go around with many companies, and MacWorld Boston is usually the casualty. This was the case with MacPlay, LucasArts and Blizzard, but there were still some reps from these companies making the rounds anyway.

[ucasArts Rumors](#)

I wasn't off the plane 5 minutes before I started hearing rumors that LucasArts was going to pull the plug on its Mac line! "Whoa!" I thought. "Where in the heck did this come from?" After a few quick phone calls and some discussion with unnamed pundits, it was discovered that the whole enchilada was, in fact, a rumor and only a rumor. While we can't be certain that LucasArts will stay with the Mac forever, the Mac rep from LucasArts was adamant that Lucas has no intentions of leaving a market they currently dominate. Whew!

[Blizzard Jumps in](#)

Perhaps the best news I heard at MacWorld Expo Boston came from the fine folks at Blizzard Entertainment. Blizzard didn't have a formal booth at the show, but they did send two reps to scout things out and let us know the good news. Are you ready? Blizzard has officially announced that BOTH Diablo and Starcraft will be shipped on the Mac, and Starcraft is slated as a simultaneous release. Diablo is going to be a ground-breaking multi-player role-playing title that should help Blizzard top the charts. Starcraft is the next progression in the Warcraft line of games, although Blizzard insists that Starcraft will be very different than it's older sibling.

[ntennaWho?](#)

The winner in the best-new-game-I-had-never-heard-about-before category is Sanctity from AntennaHead Industries, Inc. This is a multi-player 3D shoot-em-up with over 60 different vehicles to choose from. The demo I saw had a player flying in a helicopter launching heat-seeking missiles at ground vehicles. The helicopter then got destroyed and the player fell to Earth in a parachute, only to run over to a beach-buggy ground vehicle to continue the fight. Very cool. Antennahead also had the best one-liner at the show: Sanctity: Because everyone needs a Go-Kart with a Howitzer.

[MacSoft Keeps on Rolling](#)

A few years ago it seemed like MacSoft was a small company destined to produce fringe games for the Mac. However, MacSoft has quietly become a force in Mac gaming and with its

recent release of Terminal Velocity it has become entrenched as a major player in the industry. One of the most interesting new titles coming from MacSoft is our own Richard Rouse's Damage, Inc. Based on the Marathon 2 engine it promises to be a cross between Close Combat and Marathon 2.

[Bungie](#)

Bungie was showing the usual demos of Abuse and Marathon Infinity, but the title that was really causing a stir was Weekend Warrior (A.K.A. Pillow Fighter). This is a multi-player polygon-based texture-mapped game that ranked among the most impressive. The drawback? Weekend Warrior is probably going to require 3D hardware acceleration, whether on the Mac or PC. Expect to see Weekend Warrior before Christmas.

[ThrustMaster](#)

Steve Carter, Mac Guru at ThrustMaster was carting around a prototype of the new Macintosh T2 wheel. The solid feel and great construction of this wheel will make all the driving games that much better! Expect to see a review of the new Mac ThrustMaster wheel in the next issue.

[Graphic Simulations](#)

Graphic Simulations has officially announced F/A-18 Hornet 3.0. However, I won't get into any details on this one, check out the sneak peek later in this issue.

[StarPlay](#)

StarPlay keeps rolling along with new Mac announcements. The most anticipated title is Souls in the System, a sequel to ShadowWraith that will include network play, a new soundtrack and a bunch of new exciting features. The other title that looks to break new ground is Alley 19, a new bowling game circa 1950s. If they pull it off, this will be the first and only great bowling game for our beloved Mac. Both Souls in the System and Alley 19 will definitely be out before Christmas.

[arsoft](#)

Parsoft was showing off the virtues of its new A-10 Cuba! networking feature while another machine was running a demo for their 'next' title called Dogfight!. This was a fully texture mapped game and looked like it had potential, but Parsoft was reluctant to discuss a timeline for Dogfight!. I guess we'll have to wait and see.