INSIDE GAMES & ENTERTAINMENT UPDATE Volume 3, Issue 4

3DO GOES NORTH

The 3DO Company (http://www.3do.com and on America Online keyword: 3DO), determined to move forward on delivery of products for Christmas 1997, has opened an office in Redmond, Washington. And, 3DO has hired Microsoft veteran, Tony Garcia, as vice president of this office which is expected to have more than 15 people on board by year's end. Garcia was responsible for developing and publishing some of the most popular products of all time on the PC platform, including Microsoft Flight Simulator and Secret Weapons of the Luftwaffe. At their new, north-west location, 3DO will focus on the development of next-generation PC products and on creating action products for PCs. 3DO is already working on a product that exploits the graphics advantages of new accelerated Pentium-class PCs.

ABC IS COMING UP ROSES

ABC Sports blocked CBS Sports out of the NCAA college football championship by using the Rose Bowl as a trump card. Details of an arrangement was announced last week by ABC, the Rose Bowl, the Big Ten and the Pacific-10 conferences, who agreed to join with the College Bowl Alliance to create an end-of-season bowl game that would match the No. 1 and No. 2 teams in the country, thereby producing an undisputed national champion--but not until 1999. ABC paid \$500 million for the rights to the games but CBS said they would have paid more to be included, and that their interest forced ABC to raise its original \$400 million offer for the package. To get a guaranteed championship team, demands from the Rose Bowl and ABC had to be met to create a new, seven-year arrangement that rotates the championship game among four Bowl games, with ABC broadcasting all four bowl games every year.

ABC: BOY MEETS WORLD, AGAIN

The number one television program for teens, Boy Meets World, will begin its fourth season in a new time period this fall, Fridays at 9:30 PM (ET/PT) on ABC. Ben Savage stars in this show that deals with coming-of-age issues. This season, Cory Matthews (Savage) is a junior in high school with an inflated ego. He and his best friend, Shawn (Rider Strong), and girlfriend, Topanga (as in Canyon--wonder if anyone's called Grand Canyon?--Danielle Fishel) thought that they had resolved all of the high school issues, but that proves to be incorrect. Topanga and Cory's relationship will go through some unusual tests when Topanga goes to drastic measures to prove that Cory loves her for more than just her beauty.

ABC WARNING: DANGEROUS MINDS AHEAD

Another movie, Dangerous Minds, has been made into an hour-long dramatic series for ABC (Touchstone Television) TV starring Annie Potts (Designing Women, Love & War, Ghost Busters). Michelle Pfiefer played the main character (a not-too-convincing ex-Marine) in the movie. Dangerous Minds is the story of LouAnne Johnson (Potts), a teacher determined to make a difference to a classroom of tough, troubled but bright students in a special high school program. Totally committed to her students, Johnson remains fiercely determined to support her kids, many of them confronted with seemingly insurmountable obstacles to their success.

Activision: BETTER WRESTLING AHEAD

Games that sell through over 100,000 units are looked upon with great admiration by most digital entertainment publishers. When a game sells more than 200,000 units, why, such is considered a hit. Such is the delegation given to Toukon Retsuden. This title is the number one wrestling game in Japan, having sold more than 220,000 units for the PlayStation for its publisher, Tomy Company. Activision has now signed an agreement with Tomy in which they acquire all worldwide rights, save for Japan, and they will enhance this game for various international markets. In Toukon Retsuden, you wrestle in one of four professional arenas. These arenas are complete with cheering crowds, ring art, an announcer whose voice booms across your PSX, and eye-catching backgrounds. There are 12 3D wrestlers, each one with a unique repertoire of authentic, motion-captured moves. Some of these actions include body slams, combos, pile drivers and reversals. There are hammers, neck breakers, rope flings and that ever-so-popular thumb breaker. You'll see the wrestlers choke, grimace and pant as they struggle in this hand-to-hand grappling. No date has been announced for a U.S. release of the this title.

America Online: GOBBLING GAMES

Sierra Online gave birth to ImagiNation Network. Then AT&T had a hand in the online company as its parent. Now America Online (AOL) has become the responsible party as they have purchased ImagiNation Network (INN) from AT&T. The amount of mega-bucks involved has not been disclosed. Watch for INN to become the lead partner for AOL's Games Channel. CyberPark(TM) is INN's 3D virtual community and that will premiere on AOL. Developers may glom onto a SDK for creating games that can handle multiple players and Internet playability. INN will operate as a wholly-owned subsidiary of AOL and will switch their current subscriber base to the AOL Games Channel.

Apple: A PERSONALIZED WEB

There's now a free site that lets you find and organize WWW sites according to your own personal interests. This is all accomplished when you electronically register at the site by entering your preferences--this service then launches a database that automatically searches thousands of Internet sites, providing you with a report of those that most nearly match your interests. The site is called the Personalized Internet Launcher and is from Apple Computer. You'll always find the newest and best sites that would be of interest to you, and all of the database links are updated automatically each day. These sites are also categorized, rated and reviewed by Excite Corp. who created the Excite Internet search engine. The Personalized Internet Launcher is integrated with Apple's Performa 6400 computer. However, any WWW user can become a member of this free service simply by heading to http://www.myhome.apple.com.

Apple has also announced that the company is going to separate the GX graphics engine from its printing architecture and distribute it to developers as a static link library. This is, in part, due to the lobbying by third-party developers for such to occur with QuickDraw GX. And this move is good, for it will enable companies like Lari Software and PaceWorks Inc. to release a free WWW browser plug-in that'll put the GX library to use. You'll be able to publish highly detailed 24-bit vector graphics an animation files that are a great deal smaller than similar 8-bit GIFs. Called the Electrifier, it will be available from http://www.electrifier.com.

Atlas Entertainment: NO MONKEY BUSINESS HERE

12 Monkeys from Atlas Entertainment's has become the seventh film this year to gross \$100 million internationally. This Terry Gilliam's science-fiction thriller is currently playing in Japan, where distributor Shochiku has grossed \$10.9 million after four weeks in release. This results in an international total of \$101 million for the movie.

BERLITZ GOES NATURAL WITH SPEECH RECOGNITION

Berlitz(R) Think & Talk(TM) 2.0 has launched an update to their CD-ROM software for learning Spanish, French, German or Italian. From The Learning Company, a subsidiary of SoftKey International Inc., this update focuses on building introductory conversation skills by immersing users in the foreign language, making learning a language a more natural process. Available now for Windows and Macintosh this software actually understands and evaluates the user's pronunciation on a sliding scale from tourist to native. A record-and-playback feature enables users to record their voice, play it back, and learn from their mistakes. Other improvements include an easier-to-use interface, better graphics, and new audio, which has improved the quality of the sound and has enabled the program to fit on a single CD-ROM disc.

Broderbund: IMAGIMAKER SERIES FROM BRODERBUND
A new line of children's creativity software has been launched by Broderbund Software, Inc. Entitled ImagiMaker Series (http://www.broderbund.com), they that include creative painting, drawing, animating and creative writing programs. All are designed for kids ages three to 12 years. The Kid Pix series, for Windows or Macintosh and Windows/Mac hybrid CD-ROMS, were developed five years ago and have sold a record one million units in 10 different languages and 35 awards.

Kid Pix is a clever painting and drawing program that enables kids to combine sounds and graphics on screen. The kids choose one of three art projects; Kid Pix, SlideShow and Wacky TV. Kid Pix encourages wee ones as young as three to paint, draw and stamp using Wacky Brushes, multi-color fill patterns and over 300 stamps.

Kid Pix Studio takes Kid Pix one step further; it allows the child to animate their drawing and painting projects. Using one of the six art projects: Kid Pix, Moopies, SlideShow, Wacky TV, Stampimator and Digital Puppets, kids can be creative with their animated stories, photo essays or for a school presentation. Sounds from over 80 song clips and sound effects are the final touch for this project.

And for the authors in the audience, The Amazing Writing Machine is a program that enables kids aged six to 12 to develop their ideas, creative writing, and illustrating. There are five different writing projects: story, letter, journal, essay, and poem. There are hundreds of layouts for kids to choose from in order to illustrate their work using brushes, stamps and drawing tools. Kids get their story ideas from hundreds of Bright Ideas and then get to have their text read for them by one of the Reader Robots.

Then, in January 1997, Orly's Draw-A-Story will be available for Windows/Mac hybrid CD-ROM. Orly is a storybook writing and illustration program for kids aged five to nine set in tropical Jamaica. Orly is a Jamaican girl who has a frog friend Lancelot. Together Orly and Lancelot help kids enter their imaginary world and enhance this world with illustrations that go with the adventure stories that Orly dreams up. Orly also encourages kids to draw characters and scenery for her stories and then she brings them to life. Kids can write and draw their own stories independently as well.

Bullet-Proof: LUCAS-LUCK

One of the most successful digital entertainment companies today is Lucas Arts Entertainment. No wonder Bullet-Proof Software has signed a deal with that company to sell video game titles between November of this year and February of next year. These titles will, according to the company, sell at least 100,000 units each. Two will be based on Star Wars characters. Bullet-Proof will adapt these games for the Japanese market, to include translating the written graphics into Japanese. Four of the titles will be for the Sony PlayStation and one for the Sega Saturn.

Camelot: REACH OUT AND TOUCH SOMEONE IN CAMELOT Debuting at MacWorld in August will be DigiPhone for Mac and DigiPhone and DigiPhone Deluxe(TM) for the PC, from Camelot Corporation. These items enable callers to make phone calls across the Internet without paying long distance charges (yippee!). Shortly after the release of DigiPhone for Mac, a free, 30 day version of the software can be downloaded from the Internet at http://www.digiphone.com. Addressing critical business needs, this software has features such as encryption, Direct Dial Technology, and the Global DigiPhone Directory, all now available for Macintosh users. Additional DigiPhone for Mac features include full duplex sound, caller identification, call screening email messaging, call mute, personal phone book, and adjustable sound quality. DigiPhone for Mac is LAN/WAN compatible, serving as a secure company phone system across private area networks. It is also cross platform compatible so that Macintosh users can talk to PC users, and vice versa.

Country Music Hall of Fame: MEMORABLE INDUCTEES The Country Music Hall of Fame has selected Patsy Montana, Buck Owens and Ra y PRice as this year's inductees. They will be inducted during The 30th Annual CMA Awards, which will be telecast on October 2nd on CBS from the Grand Ole Opry House in Nashville. Starting this year, inductees are from one of three categories: Open, Career Achieved National Prominence During the 1950s, and Career Achieved National Prominence Prior to 1950. Additionally, a non-performer will be inducted into the Hall o Fame in 1998.

Macaulay Culkin: TRULY HOME ALONE

With approximately \$17 million in the bank, Macaulay Culkin has given up acting--at least until his parents resolve their current custody battle over him and his five siblings. The Culkins have been involved in this custody battle for some period of time and, financially, they are running out of money. Macaulay is seeking court permission to spend nearly \$2 million of his money to buy his parents a home in Manhattan, as the rent on their current apartment can only be paid for a few more months. The parents, who are not married. live in separate apartments, have seven children altogether and are fighting over the custody of the six that are minors.

DreamWorks: FILM IN BRATISLAVA?

Steven Spielberg's DreamWorks studio's first movie thriller, The Peacemaker, chose Bratislava and a nearby, former Soviet military base as locations. The Peacemaker, starring George Clooney and Nicole Kidman, is about the theft of

Russian nuclear material. Some of the benefits of living and filming in Bratislava, an old Austro-Hungarian city, are that the film costs a fraction of what a location in Vienna would cost, streets could be closed at will when necessary, the people are friendly--after all, they understand that the filming is very good for them, financially. ELectronic Arts: LONDON HAS BRIDGE FOR ELECTRONIC ARTS Electronic Arts Inc.(EA), (http://www.ea.com) announced that EA's European Studio (UK) found answers to their quest for the tools they need that will enable them to edit motion capture data. Nichimen Graphics (http://www.nichimen.com) offers those answers. With combined efforts these companies will share the ability to develop and provide pioneering tools for motion captured character animation and editing in N-World an environment that, until now, could not be bridged. Additionally, Nichimen's new Game Exchange product provides animation artists with a flexible method for transferring animation data to multiple 3D game platforms. NGI has integrated this technology with the 3D character engine technology acquired from Acclaim (this was announced in this last May).

ENGAGE: Better Web'ing With Billboard

Bringing unique content to sites is but one method of generating interest among those of us who cruise the WWW looking for cool stuff. ENGAGE has now signed a new agreement with Billboard Entertainment Marketing. The result of this deal will bring Billboard Live! Online to this online entertainment provider. The first Billboard Live! venue is going to open on August 4th directly from Sunset Strip in Los Angeles and is designed as a series of luxurious, yet intimately themed, night clubs. Each of these multimedia complexes will showcase new, as well as established, music acts. Then, at their tables, customers within Billboard Live! will be able to logon directly to ENGAGE and other high technology features via touch screens. Those online will feel as though they are also part of the action by clicking on cameras that are strategically placed throughout the nightclub. The VIP Board room will enable celebrity chat. There will also be online contests, music trivia games, tour info, and the ability to check out key Billboard music charts before the magazine hits the streets.

FOX IS FOXY--KIDS COMICS ON CD-ROM

Four new multimedia comic book titles starring characters from Fox Kids Network's Saturday morning animated lineup will spring to life as a result of the efforts of Inverse Ink, a Division of TAO Research Corporation. The award winning shows The Tick, Eek!Stravaganza, Life With Louie, and Bobby's World will ship this October including user activated animation, morphing, and new computer style art.

SMART LIKE-A-FOX, GOLF ROUND-THE-CLOCK

Fox continues to gobble up TV programming. Their latest acquisition is 33 percent of the stock of The Golf Channel (TGC). This is the second year of operation of the world's first 24-hour golf network that continues to gain in growth and strength, now boosted further by the Fox partnership. Fox was attracted to TGC because of the quality productions and existing resources of The Golf Channel. Likewise, TGC realized Fox will bring home cable companies across the country, as well as potential advertisers to The Golf

Channel. The Golf Channel was the nation's first fully digital network to launch, incorporating the latest in digital and fiber optic technologies and state of the art equipment such as robotic cameras. Fox Television is, as well, a perfect match with its progress in pushing the industry forward with their creative, technical, production and marketing efforts.

Gartner: YOU LOSE NEWS

Information that shouldn't surprise anyone has come from a report executed by Gartner's Digital Information Group called Winning the Digital News War. It's a fact that traditional news organizations are losing out and getting beaten up by electronic rivals such as America Online, Microsoft, and Pointcast. If news services don't get more aggressive in their tactics, they will continue to lose top-line revenue to media competitors who have the resources to outspend and out-manouver them. As an example, the recent divorce between Mercury News Center and America Online revealed that Mercury built a highly successful regional news service on America Online. AOL monitored it and others and saw sufficient interest to create its own news domain called Digital Cities. A year later, AOL announced plans to launch Digital Cities-San Francisco, specifically aimed at Mercury Center's turf. Web publishers are warned to expect to make no money for at least the first four years of their sites and to prepare themselves to lose some money as customized information sites vie for customers. However, the web is the future and publishers will regret any delay in committing themselves to it.

Golden Books: LIVE IT'S SATURDAY NIGHT AND RUDOLPH THE RED-NOSED REINDEER! Golden Books Family Entertainment Inc., the company that brought Rudolph the Red-Nosed Reindeer, Frosty the Snowman, Lassie, Felix the Cat, the Lone Ranger and Underdog, announced a \$91 million deal to buy the family entertainment library of Saturday Night Live. This is part of Golden Books effort to diversify into video, TV, film and multimedia. This deal gives Golden books, the largest publisher of children's books in North America, the copyrights and licenses to animated and live-action characters, motion pictures and TV programs.

IDG: THAT'S ENTERTAINMENT ZINE

IDG and its subsidiary, PC World Communications, Inc., is launching The Web Magazine on September 17th, targeted toward the millions of potential readers who are turning to the Web as a main entertainment and information source. This is the first entertainment-oriented magazine for the Internet that ventures into the consumer lifestyle genre. The magazine will cover the Web as a medium like television, film, theater or sports. Staff editors, recognized journalists and popular culture opinion makers will contribute to The Web Magazine. Included in the debut issue will be a piece defending cybersex by Dr. Ruth Westheimer, an article by film critic Roger Ebert on how his online browsing has made him a better film critic and a feature on Disneyland's renovation of the not-so-futuristic Tomorrowland. Other contributing editors will include National Public Radio's Ira Flatow and the controversial broadcast jock, Alex Bennett.

Immersion Corp: STICKIN' IT WHERE IT COUNTS

There have been numerous advances in high tech. Displays, CPUs, communications--all to the betterment of our working environments. Now joysticks are becoming more and more sophisticated. Immersion Corp. has debuted their I-FORCE force feedback technology. The unit packs motors anda microprocessor into game controllers that then emulate the feel of whatever is occurring on screen, such as skidding cars, crashing planes, bouncing balls, compressed springs, or other physical phenomenon. I-FORCE endorsements have been issued by folk like Advanced Gravis, CH Products, Interactive 10, and SC&T International. Expect this technology to appear in such I/O devices as joysticks, steering wheels and other computer peripherals. The first such device to reach market will be the FORCE-FX Joystick which will ship in time for the upcoming holiday season from CH Products.

Itochu Corp.: BUILDING BRIDGES LEADS TO GAMES

Computer game software that is currently under development at Itochu Corporation in Japan is due out this spring. The software, Nessa no Hoshi (Planet of Burning Sand), features battles between humans and aliens, and will be available on Sony Corp.'s PlayStation. An interesting fact is that planning and production of the software will be made by b-NET Inc., a Tokyo designer of bridges who possesses advanced 3-D computer graphics technology.

Just Systems: JUST STEVEN SPIELBERG

Japanese editions of multimedia video game software directed by Steven Spielberg will be produced by Just System Corp. and marketed under a contract with the U.S. company Knowledge Adventure Inc. This agreement provides the Japanese software developer with rights to produce Japanese versions of five games to be made by Spielberg over the next five years. Just System plans to begin sales of two game titles, an adventure and movie simulation, as early as the end of November.

Microsoft: VIRTUAL REALITY CONTROL

The popularity of 3D environments on the WWW as graphic interfaces continues to grow. The most efficient and most powerful way to bring virtual reality to the web is via the virtual reality modeling language, known as VRML. Microsoft now plans to license a part of Liquid Reality(TM) from Dimension X and incorporate VRML 2.0 support as part of its downloadable ActiveX(TM) Control for the company's WWW browser, Microsoft(R) Internet Explorer 3.0. Liquid Reality includes apps services, editors, plus a high-level VRML 2.0-compliant API which is called the

Liquid Reality Core. The Microsoft license will cover reading, viewing and writing VRML 2.0. Developers will be able to imbed behaviors into an object through Java and the Visual Basic(R) programming system. Additionally, Direct3D(TM) and DirectSound(TM) will be used in Microsoft's implementation of VRML for real-time rendering services. This means access to the wide variety of hardware acceleration and 3D graphics and audio hardware will be transparent.

MTM: SUPERMEN TAKE CHARGE OF THE CAPE

MTM Entertainment's new series for syndication, The Cape, now has two technical consultants: Former astronauts Buzz Aldrin and Bruce Melnick. This action-packed drama premiers the week of September 2, 1996 and delves into the lifestyles of American astronauts and astronaut candidates. The Cape is a compelling look at our space program and the professional lives of NASA's chosen few, as well as a chronicle of today's astronauts' private lives in the Central Florida beach community.

NBC: ATLANTA OLYMPICS GARNER MORE VIEWERS

The Olympics have been an extremely popular viewing option for television fans. This year, according to NBC, the Centennial Olympics in Atlanta overtook viewership of the 1992 Barcelona, Spain, games, by an average of 25 percent. In fact, the Sunday evening closing ceremony, drew a 21.8 rating and a 40 share, which is 54 percent more than Barcelona's closing ceremony. These Olympics became the most-watched event in TV history with 206.5 million viewers. Second in viewership were the 1994 Winter Olympics in Lillehammer, Norway, which drew some 204 million viewers.

NBC: CLUB TV

Another marketing effort to further expand recognition of TV networks has resulted in NBC starting a viewer affinity group called NBC Club. For a \$24.95 annual fee, members receive discounts on NBC merchandise as well as savings on products and services from advertising partners. ABC is considering starting a similar club, a move that would take the marketing efforts of two of the Big 3 broadcast networks into a new, brand-oriented dimension. Such programs offer more tie-in opportunities for local and national advertisers and permit the networks to get into the lucrative database marketing field by accumulating viewer names, phone numbers and addresses. Fox has been quite successful with its Fox Kids Club, but doesn't plan a similar program for adults. CBS said it has no plans for such a club.

National Football League: FOOTBALL REDESIGN If you enjoy football, you're going to probably love the new NFL.COM web site that'll debut on September 1st. An agreement between NFL Enterprises, ESPN Enterprises and Starwave Corporation is going to result in the new National Football League official WWW site, which will be accessible at http://www.nfl.com. The redesign will offer real-time game day coverage of games, league news that's up to the minute, team information, plus those all-important chat sessions. Solid advertising commitments to the site have already been made by Sprint and Gatorade(R) Thirst Quencher. Naturally, there'll also be an online products catalog so you can order your favorite NFL team branded goodie without leaving your computer.

NEC: THE POWER OF TWO

With competition fast and furious in the interactive entertainment world, NEC Electronics and Sega Entertainment have joined forces to create games for PCs. The PowerVR technology, which has been developed by NEC and VideoLogic Inc., will be adopted by both companies who will approach PC manufacturers to bring PowerVR technology into their product lines. The plan is for Sega Entertainment to work up titles in various languages, as well.

New Country: HOWWWWWDDDY!

This famous salute from the country-wise star Minnie Pearl would be an appropriate way to recognize folks that access New Country magazine. Designed to be the most comprehensive and timely source of information on country music available today, New Country magazine launched on August 1 at http://www.newcountrymag.com. A breaking story on one of the artists to be inducted into the Country Music Hall of Fame in October, a feature on Lyle Lovett, BR5-49 and songwriting legend Harlan Howard, plus interviews with Shania Twain and Mindy McCready. The site also contains an exhaustive alphabetical discography, with its own browser, of all 2,300 albums that New Country has rated since its first issue. The discography lists and rates all styles of country music recordings, as well as some that reach beyond country's boundaries.

Nintendo: HEEEER'S NINTENDO!

Finally, less than four weeks after the debut in Japan of the Nintendo 64 video game machine, the first true 64-bit system, Nintendo of America today announced the U.S. will recieve more than 800,000 units. Along with its flagship titles, Super Mario 64, created by video game inventor Shigeru Miyamoto, and Pilotwings 64, Nintendo will bring 14 more exclusive 64-bit titles to Japan's market over the next 16 weeks. The U.S. will see the lineup of games by the holiday season (we hope).

OT Sports: TAILGATE PARTIES AND MORE

One of the newest sports sims publishers on the block is OT Sports. They are going to be preparing a ROWDY FRIENDS TOUR. This is going to require a 40-foot bus that will visit each of the stadiums hosting Monday Night Football games. These tour stops will feature a Tailgate Party in the parking lot! Plus, OT Sports is going to play out the entire 1996 NFL schedule and playoffs to predict who the winner will be for ABC's Monday Night Football season. This information will be released in mid-August before the regular NFL season begins.

ParaGraph International: VRML FAMILY OF PRODUCTS

A group of VRML 2.0 products for Microsoft(R) Windows(TM) and Macintosh(R) 3D space authors have debuted from ParaGraph International. ParaGraph's Internet3D(TM) VRML 2.0 includes tools for 3D space, avatar and behavior authoring, as well as multi-user server technology. This product brings the first VRML 2.0 authoring tool to the consumer market: Virtual Home Space Builder(TM) 2.0 (VHSB 2.0). VHSB 2.0 is an upgrade to ParaGraph's VHSB 1.0 product, is distributed by Broderbund. VHSB 2.0 is a free download to all VHSB 1.0 customers from ParaGraph's web site at www.paragraph.com. Non-VHSB users can purchase VHSB 2.0 from ParaGraph's web site or by calling 800-810-0055. A Mac version is due in the fourth quarter of 96. ParaGraph also announced that it has started distribution of a beta version of its next generation VRML 2.0 authoring tool, code named Internet3D Space Builder(TM) (ISB), from its Web site.

PointCast: A NEWSY DUO

News will never be the same. Thanks to the news agencies that operate via the Internet, anyone can receive whatever news they wish, whenever they want, simply by logging on. The undisputed leader in broadcast news on the net is PointCast. One of the most popular navigation services is Infoseek Corporation. These two biggies have now come to an agreement wherein PointCast Network users will have a new option that will enable them to access additional and more detailed news and other information. What's great about this combo is that the co-branded technology is going to be available at no charge to existing PointCast viewers. You can download the technology from the company's WWW site at http://www.pointcast.com. Simply by clicking on the Tell Me More from Infoseek icon, you'll be hyperllinked to the co-branded page where you can select from other, similar stories that will be automatically displayed for you.

Also important to PointCast's growth is the fact that, at Macworld Boston this week, the company will be demo'ing their Macintosh client for the PointCast Network. Early fall is the time period within which a PowerMac beta version is expected, with late fall for delivery of both PowerMac and 680x0 apps. PointCast develops its news from a variety of sources, ranging from Reuters, SportsTicker, PR Newswire, Business Wire, and AccuWeather. Content is also featured from Pathfinder, The Los Angeles Times and the Boston Globe. CNN and other regional newspapers will be added later this year.

Macromedia: ACING APPLETS

There's a new Java app that gives you a graphical user interface for customizing those oh-so-cool Java applets. AppletAce is its name, and its from Macromedia. The benefit is that you really don't need to know or use HTML or Java programming with this beauty. In fact, you can download this app from Macromedia's WWW site at

http://www.macromedia.com/software/powerapplets. You only have to enter info into pop-up menus, or in text fields, to customize applets to bring