

ne of the new and exciting new features at the new IMG web site is our daily news update. The following is a sample of some of the news stories that have recently appeared at the IMG web site (for the benefit of our readers who don't surf the net). If you'd like to keep up on the day-to-day in Mac game news, make it a point to visit the IMG web site daily.

["The Last Express" Pulling into the Station Soon](#)

The newest game from Prince of Persia creator Jordan Mechner is coming soon from Broderbund, though it is somewhat of a departure from the games that made him famous. Taking place on a train from Paris to Constantinople on the eve of World War I, The Last Express is an adventure game of cinematic proportions. A throwback to the classic suspense films of the past, Mechner has packed the game with mystery, danger, romance, international intrigue, and historically accurate settings. The animation too is unusual, the art nouveau style harkens back to the style of the early part of the century and allows for more depth on fewer disks than digital video. Most intriguing, the game is nonlinear and has multiple outcomes.

If anyone can breathe new life into the CD ROM adventure game genre it is Mechner. Look for this one soon.

[Big Red Racing Coming for the Mac](#)

Eidos Interactive recently announced that they are porting "Big Red Racing" to the Mac. Although the company has not set an official ship date, it is expected to be early next year.

In Big Red Racing, you thrash around in twelve different vehicles, race through deserts, snow, rivers, lakes and quarries on eighteen increasingly difficult circuits, featuring chicanes, ramps and heart-stopping, suspension shearing jumps.

With multi-player action for up to six players Big Red Racing will be a welcome addition to the Mac games family.

[Duke Nukem For President--Not Yet for Mac](#)

To boost excitement about the impending release of the new expansion pack for PC action

game of the year "Duke Nukem 3D" and to continue the war of the new generation shoot-em-ups with id's "Quake", GT Interactive has announced that Duke Nukem is running for President.

Check out the election site at <http://www.gtinteractive.com/duke> and check out news, platforms, free downloads, and register to view hidden areas of the Web site (in exchange for a little demographic info of course). Downloads, however, are for the PC only as GT has not yet indicated when the Macintosh version of this blistering, eye-popping game will be released (our guess is sometime in the first half of 1997).

Set in the future Los Angeles, Duke Nukem must battle the forces of the alien invasion force that has attempted to conquer the earth. With a withering array of weaponry (including the freeze and shrink rays), a boatload of attitude, and his patented catch phrase ("Come and get some!"), Duke shoots 'em up in the most realistic, detailed, and technologically advanced 3-D environment ever produced (though Quake fans will take exception). Full of hilarious satire, sickening realism, and thrilling Death Matches, Duke Nukem 3D is a game to be anticipated. See what all the fuss is about now.

[Random Warcraft II Scenario Generator On the Way for Mac](#)

SpiderweBB has announced that it will shortly release a Mac version of CraftGen, a shareware utility creates randomly generated Warcraft II scenarios. With it, you can play a nonstandard multi-player game and none of the participants knows what the map will look like (isn't it funny how often the person who designed the scenario wins?). All you do is set the number of players and CraftGen does the rest. You can also use CraftGen in solo player games to play brand new, never-the-same scenarios.

Other features include "Black Maps" where you never know what lay in your next step, secret mountain passages, and reversed physics (can you handle boats attacking by land?). In addition to expanding the number of possible scenarios into the infinite, CraftGen has a bevy of new features to make Warcraft II even more challenging than it already is.

<http://www.cris.com/~Jimware/>

[New Power Mac Shareware Company Born](#)

Another promising upstart has announced itself to the world of Mac shareware. Stone Entertainment, a company dedicated to 3-D action and adventure games for the Power Mac, has announced the December Internet release of "Scrap Metal".

Billed as a "3-D texture-mapped, space combat, sim/arcade game with BIG emphasis on Action!", Scrap Metal is the first product of the game engine designed by twins Brian and Kevin Stone. In the already healthy Mac shareware industry, this dedicated 3-D action shop is a welcome addition.

Stone Entertainment can be reached on the Web at <http://www.rapidnet.com/~metals/stone-entertainment.html> and by email at metals@rapidnet.com.

You can also look forward to the Stone's follow-up project "Artillery 2000". Check out screen shots of Stone's game engine at work (no shots from Scrap Metal were available at press time) and you will get a fine idea of what to expect.

[Phantasmagoria II Mac-Bound](#)

Sierra recently released the PC version of "Phantasmagoria II: A Puzzle of the Flesh", the much-anticipated sequel to last year's smash horror hit, Phantasmagoria. Renown for its very disturbing horrific and erotic content, Phantasmagoria arguably started the horror game genre that is all the rage lately.

While not a literal sequel (there are no common characters), Puzzle continues the feel and tone of the original with its long dark night of the soul story and wrenchingly real photorealistic graphics. The game takes you inside the mind of Curtis Craig who's grip on reality may (or may not) be slipping once again into insanity. The line keeps fading as he slips into madness, terrified of the dark world that is closing in around him and of the sadistic mental hospital he all-too-recently left. Is it a delusion or is it all really happening?

Puzzle features a number of improvements over the visual look of the original. While not a quantum leap forward in technology, it does deliver quality performances, a strong story, and a parental control switch to toggle of the games more graphic elements. Many Mac critics complained that the original was a little behind the times technologically when it debuted on the Mac. This time, the lag will be somewhat shorter; the Macintosh port is due out in February 1997.

<http://www.sierra.com/entertainment/phantas2/>
quicktime movie preview: <http://www.sierra.com/archive/video/phantas2.mov>
(must have QT browser plug-in)

[New Mac-Made Doom II Wad Released](#)

Even though id has ended its telling of the Doom II story, fans can take heart that the DIY computer game culture created by Doom has yielded a brand new, 32-level WAD created entirely on the Mac by the self-dubbed "The Macintosh Team".

"Realms of Chaos" is the first full-size WAD ever created on the Macintosh (though, out of the goodness of their hearts, TMT has done a PC version). It includes new skies, textures, and splash screens. The look is different but the action is pure Doom; the levels are complex and multiple difficulties are supported (TMT claims that its "Ultraviolence" setting is significantly harder than id's). Realms supports single, team, and deathmatch play.

Take a look at this new world of Doom II at <http://www.smartlink.net/~sid/Main.html> and download it now.

[Quake not Doing so Great](#)

In a recent press release, GT Interactive announced that the retail version of Quake for the PC will be released on November 21st. This was an unexpected move because prior accounts had the retail version of Quake 2 coming out in mid-1997 (the full shareware version was never planned to be released to retail). The buzz around the industry is that the shareware version of Quake has not done so well. How bad has it done? Our sources say under 7 figures.

How will this impact the Mac version? Does this mean Carmack has to give up his Ferrari? Is id's incredible run over? Only time will tell.

[Catalyst Takes Another Step Forward](#)

At long last Mac gamers can get a look at what may be the next generation of first person shooters: "Catalyst" from Devolution. The Catalyst Web site is up and running complete with screen shots, news updates, and a story summary (and soon, movies).

Featuring a state of the art 3D engine and a story line of unprecedented interactivity, Devolution promises a deep, addictive virtual world. Catalyst sports a unique heads up display and map overlay, full custom recorded soundtrack, a simple plug-in architecture to allow insertion of customized music, maps, sounds, and graphics, and over thirty levels. What makes Catalyst really unusual, however, is its interface with non-player characters: you must actually speak with many of them yielding clues and new story paths. The AI allows for intelligent opponents who pick up objects, retreat, or lay ambushes.

The networking feature, too, is intriguing. Unlike many games, Catalyst is optimized for play at 14.4 kbps or higher. No matter the speed, players will appreciate the multi player features including the ability to import characters from single player game with their full complement of weaponry and items.

While not yet available, Catalyst is a hotly anticipated title. Keep an eye on Devolution's Web site or just look right here for the latest and a demo, as soon as it is available.

Devolution: <http://138.86.6.82/cat/index.html>

[Yes, Ultima Online Coming for Mac](#)

We thought this was common knowledge, but it seems to be one of our most frequently asked questions. For all of us Ultima fans, there is finally another Ultima game coming for the Mac and it is a doozie!

For those who have never experienced the world of Lord British's Ultima adventures, they are complex, highly interactive, top-down role playing games that incorporate state-of-the-art graphics, fluid gameplay, humor, and creative stories. Origin has not released any of these wonderful games for the Mac since the third installment (the recent color Mac version of Ultima III was a shareware labor of love) and most had lost hope that we would ever see another. Shows how much we know.

arger than all past Ultima's put together, Ultima Online is a fully real time self-perpetuating world in which up to 2000 players can roam at once. Options are limitless: you can be a bandit, form a local government, be a baker, or just take up the life of a roaming adventurer. Plus, since the game functions on a real time clock, you have to be aware that the world may be moving without you; go to have dinner and someone else gets the chance to kill the dragon. The gameplay implications are staggering and potentially revolutionary.

No word yet on when Ultima Online will be open to the public (it is currently in beta testing) or when Macintosh access will be possible, but suffice it to say that it will be worth any wait. Ultima Online will definitely give Blizzard's multi-player RPG "Diablo" a run for its money.

[Founding Member of id Software Moves On](#)

What is going on at id? The gonzo creators of Wolfenstein 3D, Doom, and Quake have seen another major departure in their top management. Just a few months after head designer John Romero resigned to form his own game company, CEO and co-founder Jay Wilbur announced that he is retiring.

Wilbur is being replaced by international tax manager, Todd Hollenshead, who had worked as a tax consultant with id in the past.

Combined with news of id's change in strategy for Quake due to reportedly less than expected sales, this second departure of a founding father has led many to wonder what the future holds for the re-animators of the modern action game. Stay tuned.

[Ambrosia Releases Avara Level Package](#)

Ambrosia Software, makers of shareware hits Escape Velocity, Maelstrom, and Bubble Trouble, announced the first in a series of level collections for their networkable game, Avara.

"Avara Collection 1" is an official release from the game's manufacturer but most of the level maps were designed and contributed by users. The collection contains four sets of level files: miscellaneous network levels, moving parts levels, architectural creations for net play, and solo missions.

Avara Collection 1 can be obtained from AOL and CompuServe, at Avara's ftp server (at <ftp://ftp.Avara.com/pub/Avara/AvaraCollection1.sea.bin>) or right here from your good H.E.C.T.O.R. ridin' friends at IMG.

[Myst II Gets a Name and a Grand Debut](#)

One of the biggest events of the COMDEX trade show in Las Vegas this week concerned a game called "Riven". Nothing real noteworthy except that Riven is the long-awaited sequel to Myst, one of the biggest selling computer games of all time. Riven has been the subject of much rumor about its so-called "delays" and has been dubbed "vaporware" by many in the industry, but this grand unveiling shows that it is well on its way and will likely make its scheduled summer 1997 release.

With a larger staff and a massive budget, developer Cyan is promising "the most immersive experience possible on a computer". Judging from the first screen shots released, that may not be an exaggeration. The visuals are richer and more realistic, and the artwork is just as striking if not more so.

e will keep you updated on the very latest on Riven, as it will surely be one of if not the most anticipated title for the Mac next year.

Unofficial Myst2 home page: <http://members.aol.com/mystsequel>
<http://www.broderbund.com>
<http://sirrus.cyan.com/online/AllThingsMyst/Sequel/SequelHome>

[Tom Clancy Gets Virtual](#)

November saw the formation of Red Storm Entertainment, a partnership between renowned author Tom Clancy ("The Hunt for Red October", "Patriot Games", and "Red Storm Rising") and 3-D multimedia giant Virtus Corp. Emphasizing the online multi-player gaming market, the new company plans to release its first title in the Fall of 1997.

Clancy will serve as Chairman of the Board of Directors of Red Storm, but there is no word on whether he will contribute creatively to any of the company's products. "This is a whole

new world for storytellers -- better than that, a way for readers to help do the telling," said Clancy, "Our goal is to define the state of the art in computer games, and take it further on from there."

<http://www.virtus.com>
<http://www.redstorm.com>

[Get An Early Look At Bungie's "Weekend Warrior"](#)

Bungie has unveiled a new page to show off their next release, "Weekend Warrior" (<http://www.bungie.com/products/weekendwarrior/weekendwarrior.html>). The game's co-developer, Pangea Software (creators of "Power Pete"), has some real screenshots up on their page as well (<http://members.aol.com/pangeasoft/index.html>).

All animation in WW is real-time 3D; Pangea boasts that no sprites were used (or presumably, hurt) in the creation of WW. Weekend Warrior is a bizarre game show in which ordinary folks duke it out to win big prizes. While some Bungie-jumpers may be disappointed with the lack of "carnage for the rest of us" in WW, Bungie promises that the action and comedy will more than make up for the loss of spattering blood.

Special features of WW include the ability to map your own face onto characters and some nifty exploitation of 3D hardware (if you are lucky enough to have the necessary card). Games are played in a fully-rendered 3D environment and can be networked for up to 6 players.

While there is no definite release date for this new title, it seems likely that it will provoke a run on the much coveted (at least around here) 3D cards for the Mac.

Good News for Sports Game Fans...Maybe

Mac Gamer's Ledge has reported that VR Soccer will be released in the US by MacPlay in February of 1997. It is now in release in the United Kingdom as "Actua Soccer". We've been burned before, but this is starting to look good.

The Ledge also reports that the arcade classic NBA Jam has been delayed until Spring 1997. MacPlay had scheduled the release for November, but undisclosed delays forced the change. Never give up hope.

[Sierra Launches Holiday Lineup](#)

Today, Sierra released three titles for its end-of-year blitz. Only one is available immediately for the Mac, but one is planned for a spring release, and the third is yet undetermined.

The one you can get your hands on now is "The Timewarp of Dr. Brain", the fourth in the Dr. Brain series. Featuring unique claymation style animation and ten different puzzle areas (each representing a different era in human history), this title promises to continue the Dr. Brain tradition of mindbending puzzles and sly humor. The game is almost entirely non-linear (eras can be played in any order) and there are three levels of puzzling difficulty. In more ways than one, this is a title for the whole family.

Not so much for the whole family is the seventh in the ribald Leisure Suit Larry series from Al Lowe. "Love for Sail!" places Larry, the hapless mid-life-crisis-personified lounge loser on a swanky cruise ship. Complete with the ability to post your very own face on Larry's Bryl

Creamed head, insert your voice into the game, and experience new heights of realism with a (shudder) Scratch-and-Sniff card, Larry 7 shouldn't disappoint anyone craving Lowe's trademark bad taste. This title is now available for PC, but will be released for the Mac in March of 97.

The third title has no date set for a Mac release...but we are hoping. "Lords of the Realm II" is set in 13th century England. One of the kingdom's powerful lords, you begin your struggle to become King by conquering all who oppose you. With incredible graphics, historically accurate weaponry, and of course multiplayer capabilities, LOTR is a title worth waiting for.

http://www.sierra.com/new_releases/

[F/A-18 Hornet Mission Set Available for Download](#)

Strike Software has made available a new set of 40 missions for F/A-18 Hornet (versions 2.0 or 2.0.1). Sporting a souped up artificial intelligence (for both enemies and wingmen), this collection includes 28 Kuwati missions and 6 training missions each in Hawaii and Arizona.

The download is about 5.9 MB and the shareware fee is a laughably reasonable \$10. Go get 'em fly boys!

<http://www.umich.edu/~dimensio/STRIKE!/STRIKE!Home.HTML>

[Mac Game Zone Gets a Facelift](#)

Mac Game Zone (<http://www.wvu.edu/~n9145339/games.html>), one of the most comprehensive clearinghouses for Mac game information and links (a self-described "yellow pages" for Mac Game resources), has undergone a major overhaul and it looks great. Sporting Copland-style graphics and a seemingly endless array of useful stuff, the Zone should be a regular stop for anyone interested in Mac games.

[Links Upgrade On the Way](#)

While no release date has been announced, Mac Access has announced that it will be releasing a major upgrade for Links Pro for the Mac. Links LS will display courses in full-screen with millions of colors, deeply enhancing the richness and realism of the environment. The upgrade also features a new interface, multiple views, enhanced environmental realism, and virtual reality tours of major clubhouses. You will also be able to convert old courses to the new format.

<http://www.accesssoftware.com/golf/engines/linksls.html>

[Wizardry VII to be Ported to Mac](#)

SirTech has finally given in to persistent public pressure and decided to release "Wizardry VII: Crusaders of the Dark Savant" for the Macintosh. The Mac version, on an enhanced CD-ROM, has been renamed "Wizardry Gold" and features high res graphics, new animation, speech, and music, and many more features.

<http://www.sir-tech.com/>

[Bungie Offers Sneak Peak at its Next Title](#)

Even though "Weekend Warrior" has not yet hit the shelves, Bungie has been hard at work on its next ground breaking title. Code-named "Myth", this new game is a real-time strategy game in the spirit of the wildly popular Warcraft series.

There are notable differences, however. Myth's world is a fully rendered 3D environment with hills, slopes, rivers, and a variety of terrain features which add to the realism of the game. What's more, the terrain is not just for show—it plays a vital role in strategy. Myth also features changeable weather which affects the action on the ground (fire weapons' effectiveness is reduced in the rain and movement of all units is hindered in snow). The seasons actually change as the game progresses and realistic light sources cast shockingly real shadows across the battlefields. Myth's units are larger and more detailed than those in Warcraft and the game emphasizes strategy over resource collection.

Myth is being developed simultaneously for the Mac and Windows95 and should be available in the second quarter of 1997.

[Devil In a Blue Dress Upgraded for Marathon 2](#)

Experienced Marathon players will be quite familiar with "Devil in a Blue Dress", a 21-level scenario for the original Marathon engine. Now the Marathon Map Makers' Guild has released DiaBD version 2.0 which is entirely reprogrammed for the Marathon II engine. Featuring all the levels from the classic original, the new version takes advantages of the innovations of the Marathon sequel including complex lighting, underwater action, ambient panning sound effects, and more sophisticated sprite behavior.

While the levels are the same, they contain plenty of new secrets and surprises. Plus, with the enhanced visuals and raised level of difficulty, even grizzled old DiaBD veterans should find this scenario to be a brand new challenge. Also included are tons of new artwork and sound.

Version 2 can be played with Marathon Infinity, but MMMG advises that the textures may not display properly and the computer terminals will look quite wrong.

Devil in a Blue Dress v. 2.0 can be downloaded from (Warning: this is a BIG download—over 9 MB—so be prepared to wait):

<http://www.marathon.org/hyperarchive/Files/maps/m2/m2.blue.dressed.devil.20.hqx>
<ftp://ftp.marathon.org/pub/marathon/hyperarchive/maps/m2/m2.blue.dressed.devil.20.hqx>

If you want to download the scenario in floppy size parts you can get those from:

<http://www.marathon.org/hyperarchive/combo/m2.devilchunks.html>
<ftp://ftp.marathon.org/pub/marathon/hyperarchive/maps/m2/m2.devilchunks/>

[Warcraft II Updater Now Available](#)

Blizzard has just released a bug fix for Warcraft II that repairs a number of small problems with version 1.2. If you purchased the Warcraft II: Beyond the Dark Portal, however, don't bother with this download; you already got it when you installed the expansion pack. To see a list of bug fixes and to get the patch, point your browser to <http://www.blizzard.com/support/macwar2.htm>.