

by Chris McVeigh

catalyst for a lot  
and the Mac press.

While Apple  
actual growth in  
Macintosh game  
are  
market.

beast to others, the  
quality consumer  
a device is

looks will only go  
champion, it's got to

force

Atlanta's Electronic Entertainment Exposition was a much-needed breath of fresh air for the Macintosh gaming market. In particular, it was Thursday evening's MacHome/Apple party that served as a of good will and cautious optimism among Mac developers

That's not to say there isn't lingering concern about the future. may have stemmed its financial free-fall, the potential for market share remains unclear. And since the total sales of a is a subset of the total number of Macintosh owners, developers obviously anxious to see real, lucrative expansion of the

Apple is hedging its bets on the iMac. A beauty to some, a iMac represents an aggressive push by Apple to deliver a product at a remarkable price. Whether the market wants such another question.

To sell the iMac, Apple needs to create a demand for it. The so far. And although the iMac beats with the heart of a run with the competition, too.

Steve Jobs knows this. He fully realizes that games are a driving behind PC sales. And quality gaming is what should drive iMac

sales, too.  
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Voodoo2 acceleration

important?  
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But can the iMac keep up? In terms of raw processing power, Expandability is a whole other can of worms. Although the iMac with ATI's modestly capable RAGE IIc 3D acceleration chipset, it crucial PCI expansion slot needed for a 3Dfx Voodoo or card.

Why is the ability to add a high-powered 3D card so damned Well, if I were a salivating 16-year old nagging Dad for a new be pointing out the one with cool games and jaw-dropping that's not the iMac. Riven may look pristine, but Unreal will anything but its 320x240 graphics mode.

I recently asked a developer if he thought accelerated 3D become the new standard for Macintosh games. His reply was and to the point—"Not until advanced 3D acceleration is built board. Games cannot be overly hardware dependent." He's But while Unreal is certainly playable with ATI 3D acceleration, rocks with 3Dfx acceleration—higher resolution, higher frame higher realism.

Let's face it—PCs are often sold on what they have the capacity what they are equipped to do out of the box. What the iMac stop it in its tracks.