Compiled by Rafi Guroian

Myth II: Soulblighter

Bungie has announced that Myth II is well into development. "Myth II: Soulblighter", became a reality when Bungie decided to forego a planned scenario pack and devote time to a full fledged Sequel. Bungie tells us that the game is well underway and is scheduled to ship sometime in 1998. The game's plot continues where Myth: The Fallen Lords left off:

"Though the land of Myth is rid of Balor and his fearsome legions, all is not right in the new order. As foretold in the first game, King Alric's peace is threatened by an unexpected enemy with a boundless appetite for destruction and this time it will take more than throwing a head in a hole to stop them."

Bungie has also given us a few new features that the sequel will boast:

Game engine:
• Animating 3D models, like drawbridges and windmills
• A lighting model supporting colored light sources and shadows
• Four-times finer terrain mesh, for smoother, more detailed terrain

Special effects:
• 3D fire, that burns the landscape and damages troops
• Ambient life, like chickens and other livestock (that explode!)
• Frighteningly powerful new magic spells

Gameplay:

- Indoor environments and fortifications
- Simplified controls and interface, gradual ramping of difficulty

- Improved pathfinding and AI
- New units and terrain types

Content:
- Twice as many frames of unit animation, and multiple attack

- CD-quality, context-sensitive, in-game music
- True 3D surround sound

Multiplayer:
- Team rankings and a Leader Board for Orders
- Map actions, like reinforcements, in multiplayer games
- Make and break alliances during multiplayer games
- Worldwide player rankings across languages and versions

The game will be a cross-platform, simultaneous release for

Windows 95 platforms, and as we stated above, is planned for

the end of this year.   We will be sure to keep you updated on

developments and will bring you any news we can dig up at E3.

animations

both Mac and

release before

any new

Interplay Producer Comments on Mac Gaming

Interplay, the parent company of MacPlay, has taken many

Macintosh game enthusiasts over the past year or more for

limited involvement with the Mac game industry. Once the

Macintosh game publishing arena, Interplay redirected its

late 1996. Since then, only two titles (compared with dozens on

been released for the Mac: Starfleet Academy and Fallout.

Militant Mac gamers have filled MacPlay's online message

past several months with dozens of messages taking Interplay

their efforts, or lack thereof. Up until now, those efforts have

ears: responses have been made by MacPlay tech support, but

contained any substantive reply. At last, the barrage has

from an Interplay producer, and it's no one less that Bill Dugan.

as the "Mac High Priest" of MacPlay, Dugan was long ago

complaints from

their extremely

pinnacle of the

efforts to PC in

the PC) have

boards over the

to task for

fallen on deaf

haven't

elicited a response

Once known

reassigned to PC of the

projects at Interplay. Dugan gives his perspective on the state Macintosh game market.

Editors from Tikkabik, Inside Mac Games and Mac Gamer's posted responses to Dugan's comments in the thread entitled, Macintosh Game Development"

Ledge have all "MacPlay: http://www.macplay.com/wwwboard/ message board to encourage you

messages/5902.html. We urge you to visit the MacPlay read the comments made on both sides of this debate and we to contribute to the comments made, as well.

Warcraft Adventures CANCELED

development of Blizzard's first expectations. this would not event, to bring in project. statement:

Blizzard announced late Friday afternoon that all further Warcraft: Lords of the Clan will cease.   The adventure game, foray into the genre, was apparently not living up to Blizzard's When Blizzard first announced the title, it was made clear that be just another adventure game.   Blizzard wanted this to be an redefining the adventure game genre.   Blizzard went to far as adventure game veteran Steve Meretzky as a consultant on the Blizzard announced the cancelling of the title with the following

determined that technology of the the game

"Following an intensive review of the game, the company given the game's current status and the rapidly changing industry, it would not be possible to complete development of within a reasonable time frame.

believe that high standards

"While this has been an extremely difficult decision, we firmly we cannot release a title that does not meet the exceptionally that both we and our customers expect from the Blizzard label."

for fear of

This marks the second title Blizzard has ceased development on

cancelled

releasing an inferior project; Pax Imeria: Eminent Domain was
earlier this year and sold to THQ.

UMAX Ceases Mac Production

more MacOS-

in July.

and dwindling

refused to

Mac clone

UMAX announced late on Friday that they will not be building
compatible clones after their current license with Apple expires
UMAX cited aggregate estimated losses of more than $1 billion
sales of its products as reasons for the strategy change, but
divulge how much of its losses were coming specifically from its
manufacturing efforts.

speculated by

most of the Mac

UMAX has been

build

G3 line,

Mac clone

UMAX's decision is hardly a surprise: it has been widely
industry analysts and insiders since last year's dissolution of
clone market that UMAX departure was only a matter of time.
unable to compete effectively with Apple's renewed efforts to
marketshare and profitability with the popular Power Macintosh
and Apple has been unsupportive of the efforts of remaining
makers to build niches for their own product lines.

and network

UMAX will continue to build PC-compatible systems, scanners
computers.

Apple Modifies Quicktime 3.0 Software Distribution Agreements

system--

uproar by

agreement

the inclusion

convenience to their

Apple's release of their landmark multimedia content delivery
QuickTime 3.0--was shortly followed by nothing short of an
software developers worldwide. The new software distribution
(SDA) put what some developers felt was unfair restrictions on
of QuickTime installers with third-party products. Many software
developers prefer to include QuickTime installers as a
users.

coincide with the

revised SDA

developer

distribute the

3 Pro"

the movie to be

visit the

Apple published a revised QuickTime SDA, no doubt timed to

opening day of Apple's World Wide Developer's Conference. The

makes several critical changes which should help to assuage

concerns. Among the changes are the ability for the licensee to

basic QuickTime 3 installer with a one-time only "Get QuickTime

graphic ad and interactive movie. The previous SDA required

persistent.

There are several other changes, too. Interested readers can

QuickTime Web site for more information.

Help Bring Red Baron II to the Mac

Red Baron II

requesting the game,

(sandy.muller@dynamix.com)

Dynamix has told us that there are currently no plans to bring

to the Mac.   We know a lot of you out there have been

and encourage you to send Dynamix an email

to them if Red Baron II is a game you would like to see.

Berkeley Systems on Acrophobia: July for Sure

will definitely

told reader

and it WILL

Netshows at

Berkeley Systems indicates that a Mac version of Acrophobia

be released. Here's what Berkeley's Online Marketing Manager

Allen Petlock in a recent email:

"Actually, it's been pushed back to July, but that date is final

happen then. Thanks for your patience!"

That shouldn't stop you from visiting the You Don't Know Jack

Berkeley's Web site, however!

Director. He

Newsbriefs is maintained by Rafi Guroian, Inside Mac Games News

welcomes your comments at rafi@imgmagazine.com

Special Thanks:

Special thanks simply must go out to four friends in particular who have

made

our web news what it is:

Mike Dixon, curator of Mac Gamers' Ledge: Mike has allowed us to share

news

get a bit

with him and vice versa.   This greatly helps us out, as well as lets Mike

of a leg up with our news also being available to him as well.

Peter Cohen, curator of Tikkabik: Like Mike, Peter has the same agreement
with IMG that allows each web site to share eachother's information.   If it

were

not for some pf Peter's excellent detective work, we wouldn't be able to

bring

all of the news to you as quickly as we do.

Rick Vanderveer, curator of Networkable Mac Games: Rick, a man of the

industry

is a valuable assett to the IMG web site as he also offten provides us with

some

great news stories that we may miss.

Greg Kramer, former IMG News Director: Greg began it all on the web.

He has

lifted IMG News to what it is, and deserves a world of credit for it.

Although he

has now gone on to work for NGO, he still writes for the magazine and will

not

be long forgotten.