

DISMAL MAC MARKET

THE GAME

We all know that the Macintosh isn't supposed to be a game machine. The fact remains, however, that there are many Macs in the home, and many people wanting to play games on them. Many games have supposedly been released, but are nowhere to be found! The only place I personally have come across these games are on various pirate boards around the country. For instance, Test Drive II, has supposedly been out for the Mac for months. Yet I have yet to see it anywhere. What about Karnov, Mission Starlight, and SkyShadow? I've downloaded all release versions of these wonderful games yet dont even see them in mail-order houses.

And the software companies wonder why people pirate software. Some of these games I would be willing to pay 40 or 50 dollars for. When I heard

Test Drive II was available for the Mac, I rushed out to all the local software stores, but could find it nowhere, not even in mail-order. The only place I have seen Karnov is in Data East's Karnov, and to buy it you have to pay their full dealer price. Maybe people wouldn't be so inclined to pirate Mac games if we could actually buy some of the new games. And the two new Cassidy and Greene titles seem to be non-existent. Egghead clerks didn't know about them! (that doesn't surprise me however). Yet software vendors still complain that the pirate community steals millions of dollars from them every year.

On top of these horrible distribution

problems, there is the haunting reality of so-called vapor-ware. Sierra released Kings Quest IV for the MS-DOS lineover a year ago. They claimed KQ IV

would be out by winter 89. In the next issue of

Sierra magazine, the release date was spring 90. The current release date is winter 90. They're a full year behind schedule. Sierra claims that software release scheduling is an inexact science but just how inexact can one get? Will KQ IV ever see the light of day? If so, it will probably be when KQ VI is out for the IBM. The simple fact.