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[-----File Name-----] [--Size--] [-File Type-] [-Review-]

Alley Bowling	17.1 mb	Commercial	No
Actua Soccer	35.0 mb	Commercial	No
ChesMaster 4000 PPC	10.3 mb	Commercial	No
Command & Conquer	67.0 mb	Commercial	Yes
Command & Conquer Money Cheat1.1	388 kb		No
Monopoly CD	20.0 mb	Commercial	Yes
Prime Target	49.0 mb	Commercial	No
Prime Target [k]	118 kb		No
Souls in the System	17.9 mb	Commercial	Yes
SN# = 4886SSM100186-R1			
Souls in the System 1.0.1 [k]	108 kb		No

• Command & Conquer •

Game: Command & Conquer

Publisher: Westwood

Game Type: Commercial

Play: Network Head to Head and Single player

Cost: SRP of \$69/street is \$59.95

Size: 67.5Mb with music/32.7Mb without music

This game is perhaps the BEST game i have ever played for my Macintosh. This game brings back the old time of playing with my GI Joes. I have always wanted to bring my GI Joes to life and finally I get to !! The game is intense, you are either the NOD or GDI and your mission is to take out the other. You get set in each mission with a different amount of men and tanks, and your objective differs from taking out one building in the enemies base to taking out the whole enemy army. You get various troops from Machine Gunners, to Commandos, which are awesome. You take charge of your whole army(at once if you wanted to) and try to complete the mission objective. You also have different types of vehicles, ranging from Hum-vees to Rocket Launching Tanks, the game has a ton of depth to it, you can hide your troops in trees and lure the enemy past and then launch a deadly surprise attack on them, hll you can even do it to a friend, with network play. I have heard it can be played over the internet, but im not sure, I hear the network games can get really intense because you have two human opponents launcing attack from various styles, verry cool. The only other thing I can say about this game is to GET IT NOW !!!! This is the best game I have yet to play on the Mac, and hell it is even worth buying. The music in it is soo cool, it heightens the game play. The

way the troops die is spectacular, when they get hit with rockets they fly backwards and blood flies, when a grenade hits them, they fly into the air, and blood goes, it's intense. There are two versions of this game, one is 67 megs and the other is like 37 megs, the 67 meg version has music, and that's definitely the one you want to get. Also many people have had trouble playing it, telling me it has been giving them errors when it tries to go onto the second mission of GDI, well, here is a Primer I wrote to help you get started on Command & Conquer. (You may see this in the "Articles" section of EMC).

- Plugs

• Monopoly •

Game: Monopoly CD

Publisher: Westwood

Game Type: Commercial

Play: Network/Internet Head to Head and Single player

Cost: SRP of \$59/street is \$49.95

Size: 23.2Mb with Westwood Studio Chat

We're you one of those people who used to love to play monopoly with all of your friends ?? We'll in the case that you were this game is for you. Even if you just enjoyed it, and didn't love it, you will love this game. The game is not that big, about 20 megs stuffed, and well worth the download. The version I got has no movies, so in order for it to be playable you must go into the preferences and turn off the movies, after that there is tons o' fun ahead. The game is really cool, you can configure it to almost anything you can do in the real game. You can make cheating enabled, i'm not sure ohw you cheat but you can. You can turn on the money in free parking, auctions, everything. Another cool feature I noticed is that when you trade you can even trade free landings, you know, like you say I'll give you these 2 in return for 5 free landings on your monopoly. It's really pretty cool. Now to tell you about the best of the game. Many of you must be thinking how boring it would be to play a computer in monopoly, well it is, that's why Westwood Software put in Internet play, yes that's right, INTERNET play. It rox, you can play with up to 6 people in internet play, it is really a wicked game over the internet because you can send messages to certain people and ally with them, or do whatever you want. The only thing I can say about this game is to "Get It", even if you don't like Monopoly get it to try it, it's great.

- Plugs

• Souls in the System •

Game: Souls in the System

Publisher: StarPlay

Game Type: Commercial

Play: Network Head to Head and Single player

Cost: SRP of \$65/street is \$39.95

Size: 8.2MB App download/9.2MB WraithEdit

This ware is cracked.

Excellent follow up to ShadowWraith. This ware uses the new sprocket technology from Apple. The also use a 60 frame per second animation engine. This makes for some photoreal explosion effects and sprites. The game also uses a very accurate physics engine that models craft movement, friction, weapons kickback, concussions and gravity.

There are 25 single and multi-player levels. Wraithedit gives you wide-open editing and control of level attributes. (This is what Starplay uses to build the levels....fyi: they have a level building contest). This baby plays over localtalk/ethertalk, modem, direct serial, classic Networking, and Open Transport connections with up to 6 players.

Gameplay is pretty good. I tested this on a Mac 8100/80 and it worked quite well. Action moves along, you can save between levels. Be nice when the cheat list comes out to get your butt out of a tight spot. Because of the realistic physics control, you'll find yourself bouncing off walls more, so practice your flying. Also as in Marathon, it's easy to get caught in weapons splashback from being too close and lobbing a missile or grenade into an approaching enemy. Oh, the sound is pretty good, it's stereo with panning audio...nice. All in all...I have to give it a rating of 3 mice.

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