[he Forgotten-It Begins Updated](#)
ansom Interactive has found and addressed
two errors that game players were finding
while playing the The Forgotten Web-based
game. One error was returning to the
Apothecary from the tunnels and the other
error was accessing the Wine Cellar door
in the basement before visiting the prison
cell. Getting an error only means that the
addressed Web page was not found and there
is nothing wrong with your software.

Also, a line of code was still in the Forgotten Satchel Installer that checked your system for
at least 30 MB of RAM and would refuse to install if it didn't find it. This code was put in just
for testing but was not removed before uploading. This has been removed and will be up this
morning as well. Ransom Interactive does strongly suggest that you give Netscape as much
RAM as you can if you can't give it, 25-30 MB. The game will run with less than 30 MB, but
the chances for errors greatly increase as well. We apologize for this RAM demand, but that
is why it's free! The CD-ROM version will not require these demands.

Ransom Interactive has received numerous e-mails from players wanting a CD-ROM version.
There is a CD-ROM version in the works entitled, "The Forgotten-It Begins Expanded Edition."
The title is getting reformatted into higher resolution and more interactivity and levels and
will hopefully be available for purchase by mid-December. The CD-ROM version will not
require the extensive RAM demands that the Netscape version does.

What is The Forgotten? The Forgotten Web site is the first of its kind offering all of the
interactivity and graphics normally found only on CD-ROM or cartridge-based games straight
off of a Web page. The game utilizes such cutting-edge technology as high-resolution 360-
degree panoramic environments that allows the player to look all around him or herself in
real-time in a photorealistic setting, complete with panning stereo sounds and music, so
sounds will move away from you if you turn your head or move away-and full interactivity.
This site will improve over time and incorporate the latest and greatest technology as it
becomes available so the site will never be outdated.

http://www.ransomgroup.com/
http://www.forgotten.com/

Shoqwave Posts Results On Vote

Recently, we posted news regarding ShoqWave's request for people to vote on their project, Midnight, and whether it should be shareware or commercial. Check out the results.

http://members.aol.com/shoqwave/
http://members.aol.com/shoqwave/other/vote.html

Macline (The Popular Hotline Server) Is Back Up

Although we were told by the administrators that it wasn't coming back online until next year, the same folks have just indicated that Macline is back up, under the same management and at the same address... macline.net. Unfortunately, for the time being, their maximum download count is fairly low, but everything else is okay.

More On Lords Of The Realm II

Sierra Online's tech support offered up this information on the Macintosh contents of "The Royal Collection":

"(It) does have a CD for Mac users. The Mac CD (Disc #4) includes both the LOTRII and the Siege Pack. The only real major difference is that it does not allow you to play over SIGS (our online gaming service) like the PC version does. It does allow you to play head to head with another person."

Currently, there is no way to purchase LOTRII separately, you must buy it with the 3 other Windows CD-ROMs. The price of this collection averages around $55.

http://www.sierra.com/

Tempus Irae, By The Nardo Group, Updated To Version 1.1

This Marathon scenario contains 37 solo levels, 16 net maps, and combines over twenty-two thousand polygons of solo maps with literally hundreds of new textures. New sounds, scenery items, and shapes are combined with nice terminal pictures and chapter screens, as well as a first-rate script. Tempus Irae requires a PowerPC Mac 6100/60 with 24 MB RAM and 256 Level 2 Cache. The full download is 30 MB (updater is 575k) (also offered in smaller segments), but the developers are working to get it on several publication CD-ROMs. Visit the Tempus Irae Web site for all the info, screenshots and downloading.

http://pinky.wtower.com/tempusirae/

Best Buy Shoppers: Homework Assignment

People who have shopped at Best Buy may have seen their 'Idea Box' advertising promotion. MGL reader Tim Benning offered up the following idea over the past weekend:

"Place a large sign in the Macintosh software section stating that many games have both the

Macintosh and Windows versions on the same disc, but are located in the Windows software section. These games include:

"WarCraft Battle Chest, Creatures, and the Disney education titles.

"The sign can further say, 'if you don't see what you are looking for, check the Windows section for more dual-platform titles.'"

Tim also suggested that Best Buy work with software publishers to provide more dual-platform software. The publisher saves on packaging and Macintosh users get a larger selection. If you live near a Best Buy store, place this (or your own) idea into the "Idea Box". In fact, suggest this at all software stores that carry Mac titles.

Net Gridz Coming Soon; Gridz Going Retail

Green Dragon Creations is finishing up on its beta testing of Net Gridz, the networkable version of their popular game, Gridz. This new version will a few bug fixes and include network (AppleTalk and IP) capabilities. Bookmark the Net Gridz web page for future reference, as the files will be available at that page.

In related news, Power Media, in an effort to promote Mac games in the retail environment, is publishing and distributing Gridz. "We think it is an excellent game and want to give everyone an opportunity to play it," says Jim Lattanzio of Power Media. The full size version will be shipping on the November 20th. They have designed a nice box and hope to have it in many retail stores for Christmas. To date, Power Media is the world's largest distributor and publisher of software for the Newton MessagePad.

http://www2.greendragon.com/
http://www2.greendragon.com/gz/gridz.html
http://www2.greendragon.com/gz/netgridz.html
http://www.powermedia.com/

Golgotha for Rhapsody?

According to Dave Taylor, president of Crack Dot Com, they are considering a Rhapsody version of their 3D action/strategy title, Golgotha. No other Mac version was indicated, nor was there a timetable for such a version to be released. You can visit the Golgotha web page at Crack Dot Com for more screenshots and other info (mostly PC version oriented).

http://crack.com
http://crack.com/games/golgotha/index.html

Quake 1.08.4 Updaters

MacSoft has posted the Quake 1.08.4 updaters on their Tech Support page. File sizes are around 450KB:

You can download the patches for basic, 3Dfx, or RAVE versions.

Two notable new features in this update include activation of Modem/Serial games, and direct entering of domain name of a Quake server rather than the numeric IP address. [McQuillan]

MacSoft: http://www.wizworks.com/macsoft/
Quake: http://www.wizworks.com/macsoft/quake.htm
Tech Support page: http://www.wizworks.com/macsoft/mactech/quake.htm
ftp://ftp.wizworks.com/macpatch/Quake1084_U.sea.hqx
Patch for Full Version - 3Dfx
ftp://ftp.wizworks.com/macpatch/Quake3Dfx1084_U.sea.hqx
Patch for Full Version - Rave
ftp://ftp.wizworks.com/macpatch/QuakeRave1084_U.sea.hqx

Harry Gets Much More Handsome

As reported earlier by Tikkabik, Ambrosia has released an update for their newest game, Harry the Handsome Executive.   Changes in version 1.0.1 include:

- •	Fixed music-related crashes.
- •	Fixed things-happening-twice bug in Reduce Frame Rate mode.
- •	Improved opening/saving dialogs.
- •	Improved robustness of file handling
- •	Fixed graphic glitches with Line-Skipping/Interlacing on.
- •	Fixed incorrect behavior of rolling boulders on some levels.
- •	Fixed "object of kind 0" dialog which would appear randomly on higher levels.
- •	Fixed missing door in level 13.
- •	Fixed a potential dialog-box crashing bug.
- •	Game no longer requires System 7.1.2 or higher, just 7.0.
- •	Faulty check for the latest version of QuickTime fixed.

Stop by Ambrosia's Web and FTP sites to get the update.   [Guroian]

http://www.tikkabik.com
http://www.ambrosiasw.com
ftp://ftp.ambrosiasw.com
http://www.ambrosiasw.com/cgi-bin/mirror-url.pl?Harry_Update.bin
ftp://ftp.ambrosiasw.com/cgi-bin/mirror-url.pl?Harry_Update.bin

Voodoo 2 for the Mac?   Looks Good

According to Tikkabik, Craig Fryer of Techworks (the exclusive provider of 3Dfx cards for the Mac) announced that plans are underway to release a new Mac 3D card using the just-announced Voodoo   2 chip.

The Voodoo 2 represents the next generation of 3D technology from 3Dfx. The specs and advertised performance numbers are eyebrow-raising.

According to Fryer, Techworks will be announcing their Voodoo 2 plans at this year's Comdex convention. Stay tuned for more details.

http://www.techworks.com
http://www.3dfx.com
voodoo2: http://www.3dfx.com/news/press/971103a.html
http://www.tikkabik.com

Carmageddon Pre-Orders Being Taken...Again

Tikkabik reports that pre-orders are now being accepted by Aspyr Media, the new publisher of "Carmageddon."   This ultra-violent racing game was originally set to be published by MacPlay but circumstances landed it in the hands of up-and-coming Aspyr.

Aspyr has pledged to ship all pre-orders within 15 days of the date of order.

The road from Mac developer to Mac publisher has been rocky so far for Aspyr.   Logicware tapped Aspyr to publish its port of "Shattered Steel" and even released a demo through Aspyr before announcing that the deal had fallen apart and Logicware would self-publish the title.   We have heard no such rumblings behind this agreement.

http://www.aspyr.com/
http://www.tikkabik.com

Mac Kali Upgraded to 1.0b8e

KaliMac 1.0b8e has been released:
Download Kali 1.0b8e (317k)

Version history:
•   Kali: fixes problems with 68K Kali driver. This fixes general instability problems people have experienced. This should also fix the kChat quit problem.
•   Kali: fixed several kProxy support issues.
•   Kali: added an option to the control panel to prevent auto update of
server list. By default auto update of the server list is disabled.

ftp://ftp.vitalsoft.com/pub/MacKali/Beta/KaliMac10b8e.sit.hqx

Further Info Discovered Considering Lords of the Realms

As you may already know, it has been discovered that Sierra is currently distributing the Mac port (on a hybrid CD) of "Lords of the Realm 2" in "The Lords of the Realm Collection". IMG is currently in the process of speaking to Impressions Software (creators of LOTR and Caesar II) and we can report what we have found out thus far:

1) The Macintosh version contains both Lords of the Realm 2 and the Siege Pack in one solid product

2) The current version does not allow you to play over SIGS (Sierra's online gaming service) like the PC version does.

3) Head to Head competition with another person is supported.

4) A Macintosh demo of Lords II is well underway, and is planned for release within the next three weeks.

As for the reasons why Mac customers cannot currently purchase the game's CD as an independent product (they have no use for the other CD's in the collection), we are still in the process of investigating that matter with Impressions. Some of our sources speculate that it could simply be a matter of selling out of the current stock of Lords of the Realm 2 boxes (for Windows), and when there is a demand for more, it will be released as a hybrid product. This same tactic was applied to Lighthouse earlier this year. We will bring you up to

date on any other pertinent information as it becomes available.

http://www.sierra.com
http://www.sierra.com/titles/lords2/cindex.html
http://www.sierra.com/studios/impressions/

More QFG 5 Demo Information

Frank Kane of Sierra's Mac development team tells us that the Mac demo for "Quest for Glory 5" is almost completed, and should be finished within the next few days. He's currently waiting for the combat AI to be finalized, so in the meantime he's implementing Apple's Input Sprocket technology to enable joystick support (the PC version will have none!).

In speaking with Monika Moulin of Sierra's marketing department, we have learned that officially, Sierra is planning to release the demo for both Mac and PC on or around the 15th of January. Currently, plans for distribution of the demo include shipping it on a hybrid CD that will be included in the upcoming Quest for Glory Anthology (just as the Mac version of Lords of the Realm is). As a (cheaper) alternative, IMG is currently looking into the possibility of providing our customers with an exclusive 100 MB demo of Quest for Glory 5 in a future issue, as well. We'll let you know more on that as we are able to.

In any case, this game is shaping up to be perhaps one of the better games of the year for the Mac and everyone is waiting in anticipation.

http://www.sierra.com

Imperialism Updated, Demo Available

SSI has updated Imperialism to 1.1.7 and has also made a demo available for download.

Imperialism is a multi-faceted resource management strategy game set in a fictional 19th century, Earth-like world. In order to achieve victory, you must develop your country's infrastructure and, by clever manipulation of economic, diplomatic, and military resources, maneuver your country to a position of dominance in the Council of Ministers, thereby unifying the world under your leadership.

Stop by SSI's Web site for all pertinent information.

http://www.ssionline.com
http://www.ssionline.com/support/patches/update84.html
ftp://ftp.ssionline.com/pub/updates/imperialism/mac/macimp11.hqx
http://www.imperialism.com/demo_mac.html

RampZamp Needs Beta Testers For "Jump Zampoli"

RampZamp is a German startup company with a sense of humor that creates games for "big, small and adult children." Their speciality is violence-free games that require the player to utilize wit, dexterity, and humor to succeed.

"Jump Zampoli", RampZamp's first game for the MacOS, is on target for release in December. Every summer "the funny little Zampolis travel across the country to display their famous balloon jumping stunts at the parish fairs of their world." The player must help the Zampoli acrobats catapult themselves into the air to burst balloons by moving the seesaw

and avoiding traps.

Game Features:

Face over 50 levels of stunning gameplay with over 50 types of balloons, extras and bosses. Jump Zampoli will run on every Apple Power Macintosh, Apple Power Performas and some clones and takes advantage of Apples Game Sprockets technologies.

Jump to their Web site and apply to participate in the beta.

http://www.RampZamp.com for more information or go direct to the beta test application at:
http://www.RampZamp.com/Beta.html

Impressions Software fills blanks concerning Lords of the Realm 2

IMG spoke to Peter Haffenreffer of Impressions Software (subsidiary of Sierra and creators of the Lords of the Realm series) yesterday and we can now report that all blanks surrounding this issue have now been filled in.

Said Haffenreffer: "One thing to keep in mind about the Mac version of the game in the Royal Collection; it is a combination of both the original Lords of the Realm II and the Siege Pack (a later expansion pack for Lords of the Realm 2).   The Siege Pack includes a battle map editor as well as a great many more maps and castles that were not in the original.

"At its least expensive, that is probably $68 worth of games, had you bought the two separately as a Windows user.   As it is, Mac users get this for somewhere between $49 - $52 retail.

"Not to be silly about it, but the Mac buyer can always give the Windows game away to a friend!"

Haffenreffer later added, "The box is marked top right corner with a block reading "WIN 95 CD/MS DOS & MAC". Equal billing for all platforms.

"Retailers should certainly see this and place a few copies in their Mac section."

Of course, as we know, not all retailers do this.   So, if you're out looking for the game and don't see it, head over to the PC shelf and see if a copy has been placed there.

In any case, we now know that the game is certainly available.   In addition, IMG is in discussion with Impressions to provide our subscribers with the demo on a future issue's CD. Keep yours eyes focused here for any new developments concerning the game and news of the demo's availability.

http://www.sierra.com
http://www.sierra.com/studios/impressions/
http://www.sierra.com/titles/lords2/cindex.html

Greebles Released!

What do bulldozers, cockroaches, and fish have in common?   If you really want to know you'll have to download "Greebles", Stairways Software's newly released shareware game, to find out.   This arcade-action greeble-fest features one hundred unique player levels and multi-player play with four people on a single computer and up to nine computers over a network.

Additional Specs:

• Friendly computer players (for when your friends can't visit)
• Nasty computer players (for that added challenge)
• Rich graphics, neat sound effects, great music.
• Custom game options (like infinite lives, so you don't have to hack)
• Multipack discounts: as low as $8/copy for five or more copies.

Greebles is a $15 shareware game that runs on 68040 and PowerPC Macs runnings System 7.0 or higher.   Get your Greebles fix here.

http://www.stairways.com/greebles/

Ed Note: All updaters, demos, and add-ons mentioned in this section can be found in the folders on your IMG CD.   All links found in this section were valid at the time of their publi- ation on the IMG Web site; any that do not work now have been changed or eliminated by the link's creator.   All references to relative dates (ie. "next Wednesday") were valid when the news piece originally ran on the Web site and bear no reference to the date you receive this CD (duh!).   We have made an effort to eliminate these references, but hey, nobody's perfect.