[afecracker Wins Award](#)
ne of the worlds most eminent awards—
Macromedia People's Choice Awards—
went to Safecracker on October 10th for
best Entertainment product. Daydream
Software's Safecracker won the prize in
tough competition with more than 1,500
nominees.

Safecracker is a puzzle-adventure game.
It's one of the first games using Apple's
QuickTime VR as a basis for navigation.
All 3D environments have been created using state-of-the-art Silicon Graphics workstations.
Everything was put together on Macintosh computers using Macromedia Director as the
main authoring tool. All sounds were recorded on DAT and compressed using SoundEdit.
Safecracker won the 1997 Macromedia European User Award for "best game" and for "best
overall production". It was also selected "best Scandinavian CD-ROM production of 1997" by
the Swedish magazine PC Aktiv.

http://www.daydream.se/games/sc/sc.html
http://www.daydream.se/

[Safecracker Gets New Publisher](#)
Dissatisfied with GT Interactive's work on their behalf, Daydream Software has bought back
worldwide distribution rights and signed a new representation agreement with Octagon
Entertainment Inc.

According to a recent press release, a Macintosh version of Safecracker will be released soon
in Scandinavia and shortly thereafter across Europe. Octagon is currently "working on" the
North American release of both the Mac and Windows 95 versions of Safecracker. [Kramer]

http://www.daydream.se

http://www.octagon1.com

Riven Auction To Feed Hungry
Beginning December 1 and ending December 12, check out an online auction of valuable memorabilia for "Riven, The Sequel to Myst." Proceeds from this event will benefit Oxfam America.

http://www.npauction.com/riven
http://www.oxfamamerica.org

T2K Needs 16K
In our report last week on the progress of Tempest 2000, we accidently stated that the game will run under both 256 and thousands of colors.

We were mistaken in that the game actually REQUIRES thousands of colors, which most PowerMacs will support anyway.   Sorry for the error...

X-Plane Updated
The world's most realistic civilian flight simulator, "X-Plane," has been updated to version 3.6.1.

Only owners of version 3.0 may use this version (the updater will look for the original CD) and it is available (4.4 MB) from the X-Plane Web site.

http://www.x-plane.com/
ftp://ftp.netside.com/x-plane/xfullmac.sea.hqx

68k Games Site, New and Improved
"68k Games," the briefly deceased site for Mac gamers with 680X0-based processors is alive, kicking, and revamped. Check out the new look, address, and information.
http://www.pixi.com/~schizo/

Postal To Get A Little Holiday Spirit!
Running With Scissors, the developers of Postal, is making a hilarious "Santa patch" available on the Internet soon that will bring Santa and his sleigh-pullers into the game. New artwork & sounds make this popular seasonal icon fair game.

Although Postal is getting negative press by TV media and politicians, it continues to blow away the competition in sales. Postal, a game for mature (ages 17 up) audiences, is delivered on a hybrid CD-ROM for Macs and PCs with an average street price of $49.95.

The Postal "Santa patch" will premiere soon at www.kickass.com, a primarily PC gaming site. The "Santa patch" requires the complete retail version of Postal. It was developed in good fun by Running With Scissors. "We ain't out to kill Christmas for anyone," said Vince Desi, the "Sharp Scissor" at Running With Scissors. "We just wanted to say thank you to our friends for buying our game. It's our way of giving a little something back."

http://www.kickass.com/
http://www.gopostal.com/

Myth - Modem to Modem

A lot of people have e-mailed asking how would be the best way to play Myth modem to modem (a lot of people have questioned why Bungie didn't include built-in modem support. I don't know the reason why, but quite frankly I don't think it ever occurred to anyone. It was never brought up during the beta testing phase (and just about every aspect of the game was)).

Understandably, a lot of people who want to play one on one with someone locally doesn't want to play via TCP dial-up. A lot of unnecessary lag is introduced (inherent to the Internet). Well, because Myth supports AppleTalk, you could try using Netlink Remote 1.2 (go to the Connections page to learn more about Netlink). Netlink simulates an Appletalk connection between two computers via the modem. I personally have not tried this myself, so I cannot vouch for how well it works. If anyone does give it a go, please let me know how well it works!

Other people have asked what network connections the PC version supports; never fear, their only option is TCP (via Bungie.net, direct TCP, or via TEN). Whereas we Mac users at least get Appletalk support for easy LAN play (PC version doesn't support any local LAN protocols, such as IPX or NetBOUI). Don't worry about TEN (Total Entertainment Network), it's nothing to write home about, it just another gaming service that essentially provides the same thing bungie.net does. Everyone have a great Thanksgiving, and don't forget to e-mail if you try Netlink with Myth!!!

A Very Bonzo Christmas

Fantasoft Software, makers of the role-playing game "Realmz" have gotten into the holiday spirit sweepstakes early with "A Very Bonzo Christmas", the latest add-on world for their shareware game "Monkey Shines".

Monkey Shines is a critically acclaimed arcade-type platform game for the Mac. It features the fruit-grabbing, key-collecting escapades of a monkey (Bonzo) as he runs around screens trying to complete levels.

 "A Very Bonzo Christmas" is the result of a special collaboration between Philip Roy, winner of the Monkey Shines Level Design Contest and Alan Lau, Graphic Artist for the Monkey Shines game.

This special Christmas edition is available for download now, so swing on over!

monkey shines: http://www.fantasoft.com/HTML/MS_Page.html
http://www.fantasoft.com/HTML/MS_Files/MS_Levels.html

Your Mac Will be Deadlocked Very Soon....

MacSoft has just announced that they will be releasing Deadlock at the end of December, just in time for MacWorld.   Nate Birkholz of MacSoft tell us, they've been finishing up the manual for the Macintosh version.   Personally I think this port is much smoother and faster on the Mac than it was on the PC.

On a related note, MacPlay is planning to release Top Gun and Real Pool at the end of December as well.

http://www.wizworks.com/macsoft/

3Dfx Shadow Warrior In Doubt

Recent comments on Usenet from Westlake Interactive's Mark Adams have indicated that the hoped-for 3Dfx patch for MacSoft's "Shadow Warrior" may never come to pass.

According to Mark, he has received no support from the programmers of the original PC patch, making him unable to deliver an even acceptable product.

Stay tuned for any developments.

http://www.macsoft.com

Maverick Issues Second Shareware Game

Speaking of Mark Adams, his Maverick Software has just announced the release of its second shareware title "QuickTiles."   This Mah Jong-esque game adds the extra element of animated tile designs.

The trial version is available for download (with 4 of the full game's 11 tile sets and 5 of its 25 board layouts).

According to Mark, QuickTiles requires a PowerPC or 040 Mac, System 7 or later, and 3 MB free RAM.

http://members.aol.com/mavsftwre

Mac Version of Online World In Development

Hungering to be a part of the grand social experiment known as Ultima Online? For now, having a Mac means you are out in the cold as Origin Systems has no definite plans of porting UO to the Macintosh.

Recently, RyNet Computer Services, a Toronto-based firm that deals in consultant and technical work, set out to implement their own solution to some of the problems that users were complaining about in Ultima Online.

RyNet's solution was to create their own world, controlled by user idea's, for use with the UO client using a server emulation program called the Ultima Offline Experiment.   Just a few days before the server was put online for testing, the project was shut-down by Origin due to copyright issues.

After the plug was pulled on the first project, the idea was hatched to create their own online role playing game from scratch.   The great news is that RyNet Worlds Project 2 will be available for the Macintosh as well as having a PC version.

We'll be following the development of this project closely and will keep you informed.

Ultima Online - http://www.ultimaonline.com/
Ultima Offline Experiment - http://uox.warlords.com/
RyNet Worlds Project 2 - http://webhome.idirect.com/~rjo/rynet/world2/

Final Beta of Myth Update Available for Download
The latest beta (#4) of the patch bringing Myth to version 1.1 has been released by Bungie.
Download it here.

In related news Bungie has announced its second MacWorld Bungie Stampede. If you are
one of the first ten people wearing a Myth sticker to reach the Bungie booth at MacWorld
San Francisco next month, you get a free autographed copy of Myth.   Check out Bungie's
Macworld page for details.

ftp://ftp.bungie.com/pub/myth/mac/Myth1.1b4Updater.bin
http://www.bungie.com/macworld.html

Diablo Beta Underway
Mac Gamer's Ledge reports that the beta testing for the Mac version of Blizzard's "Diablo"
has begun.   You can follow the progress of this test at the Mac Diablo Web Site.

If all goes well, we could see the release of this hotly anticipated RPG sometime early next
year.   This release estimate, however, is pure speculation.

http://www.macledge.com
http://www.blizzard.com
http://www.intertex.net/users/tmart/diablo/main.html

Quake ATI Drivers Now Available
MacSoft has announced the release of a set of Quake-specific drivers for ATI's 3D cards.
These special drivers are specifically designed to improve the performance of Quake on
Rage-based 3D cards.

Download them here.

http://www.wizworks.com/macsoft
http://www.atitech.com
http://www.intertex.net/users/tmart/diablo/main.html

Fallout 2 Development Begins
Gamecenter has reported that, while half of the team responsible for MacPlay's hit RPG
"Fallout" works on updates and translating the game for foreign markets, the other has
begun to develop the game's sequel.

With development to take about a year (according to lead producer Tim Cain), we should
look for this release around the holidays 1998.   It is doubtful, however, that you will be able
to import your Fallout 1 characters into Fallout 2: "We've discussed this a lot," said Cain, "but
without seriously altering your   character (stripping inventory, skills, or perks) it's not
feasible. I   cannot design a game that lets someone start with a 21st-level character   and

someone else start with a 1st-level character, and both of them have   fun."

No specific comment on whether a Mac version of this game will be developed.

http://www.gamecenter.com
http://www.macplay.com

No Postal at CompUSA

CompUSA has pulled the controversial game "Postal" from its shelves citing its "inappropriate content."

Speaking for the game's developer, Running With Scissors, Vince Desi responded,   "That's some bullsh--," Desi stated. "We have an add-on pack and I might have to add a CompUSA level."

The game's publisher, Ripcord Games, however, was a tad more diplomatic: "CompUSA has decided," said spokesman Mark Shander, "that Postal is not one of the titles that they would like to make available to their customers. We completely respect that and support their decision."

Many observers consider this move by one of the nation's largest software retailers a bit odd.   Unlike many other violent titles, Postal has received much high-profile negative press. Perhaps this explains why the less-talked-about hit-and-run game "Carmageddon" remains on CompUSA shelves.

http://www.compusa.com
http://www.ripcordgames.com
http://www.runningwithscissors.com

Starcraft Delayed, Rumors True

Weeks of rumors have finally been confirmed, Blizzard's new space real time strategy game, "Starcraft" has been delayed until early 1998.

In a press release, Blizzard explained the impact (or lack thereof) of missing the Christmas shopping season: "While we understand that releasing games during the holiday-selling season is very important in our industry, Starcraft is a project that has been two years in the making. It would be an injustice to customers, retailers and our development team to ship the game before it is ready."

According to media reports, Blizzard has been trying to perfect the ins and outs of network play with the game's three distinct races.

While no specific mention was made of the Macintosh version of Starcraft, it should be released simultaneously or shortly after the game's PC release.

http://www.blizzard.com

It's Bubblomania!

"Bubblomania" version 1.5 -the brainchild of game designer Jochen De Schepper has just

been released.   The object of Bubblomania, a fast-paced, $10 action/arcade shareware game for PowerPC Macs, is to move a pin on the screen to catch colorful bubbles which are moving faster and faster.

Collect bonus points, lasers bombs and other stuff, but beware the dreaded "killer bubbles"!   Features new to version 1.5 include:

- Extreme Action Mode option : an easy way of cheating. Combined with the 'Difficult game', 'Always shaking' and 'Fast as lightning' options, this game will blow your mind!

- The maximum framerate is set to 32 frames per second.

- The score limit in the unregistered version is removed, so people can practice the complete game...

Also new to Bubblomania 1.5 is support for the Bubblomania Top score Contest.   All registered users are encouraged to enter. Prizes include free registration for De Schepper's upcoming game "Enigmatic Movements".

Bubblomaniacs will find the latest info at the Bubblomania Homepage.   [Kelly]

http:/www.student.kuleuven.ac.be~m9606000

Deadlock Due Released By Month's End, Demo Today
Nate Burkholtz has announced that MacSoft's next title, "Deadlock" will be released as scheduled at the end of December. This port was done by Phil Sulak and Kevin Anderson, formerly of Lion Entertainment.

Expect to see the demo of this game sometime today at MacSoft's FTP site. Check back here for the word as soon as the demo is posted. [Kramer]

http://www.wizworks.com/macsoft
ftp://ftp.wizworks.com/macdemo/

TechWorks Commits to Power 3D Control Panels
According to a Usenet post by our colleague at 3D Daily Levels Page, Craig Fryer, president of TechWorks has made an announcement regarding the much-requested control panel for the Power 3D card.

According to Mr. Fryer, "control panel for Power3D has been proposed and we're awaiting a bid from our software contractor." He also stated that TechWorks hoped to have at least a beta of the panel by the end of December. This is, of course, just a speculative target date and development may cause delays.

According to Daily Levels, Mr. Fryer also confirmed that TechWorks is working on a Power 3D card based on the next generation Voodoo 2 chip.

http://www.techworks.com
http://www.dailylevels.com/

Blue Byte Gives Something Back
In the spirit of the season, Blue Byte Software has announced that for every game ordered directly from Blue Byte, the company will donate US$2 to the US Marine Corps Toys for Tots campaign.

If you don't know what the annual Marine Corp drive is all about, Blue Byte has described it best:

"Who can forget the excitement and joy that Christmas brought us as a child? Seeing all those beautifully wrapped presents under the Christmas tree. After weeks of anticipation, finally ripping them open to find the bike, doll, Atari, etc. that we just had to have. Perhaps some of you are parents now, playing Santa Claus to your own children. Delighting in the joy you feel when see your kids' faces light-up with eyes as big as saucers when they see all the gifts Santa delivered.

Unfortunately, Christmas is quite a different experience for millions of families in America. For many parents it's the pain of having to say to their children, "I'm sorry, but Santa Claus isn't coming this year." And their children still hoping that this time they'll be wrong. This year Santa will come. They've been good all year, why wouldn't he come? They excitedly wake-up Christmas morning expecting a miracle only to find that Santa has forgotten them once again.

Help the Marines through the Toys For Tots program deliver a small Christmas miracle to needy families throughout America. Imagine the unexpected joy the parents and their children will feel when they receive the toys made possible by donations like yours. Distributing an average of 8,000,000 toys annually, Marines bring Christmas cheer to nearly 4,000,000 children each year."

Check out Blue Bytes slate of games at their Web site and do your part for this worthy cause.

http:// www.bluebyte.com
http://www.toysfortots.org/

Bungie Software Ships 350,000 Units Of Myth
A recent Bungie press release indicated that Bungie shipped nearly 350,000 copies of their new game "Myth: The Fallen Lords." As quoted from the press release: "Bungie's much-anticipated take on real-time strategy games has been hailed as a revolution for the genre, and gamers across the globe are consuming copies as fast as they can be produced. This game marks a bold step toward Bungie's goal of being a cross-platform, multinational entertainment software producer of the top rank." [Dixon, MGL]

http://www.bungie.com

New Shareware Game, Proximity, Available
"Proximity," a 2-player tank game, was originally written many years ago on a Macintosh LC but has now been released as a PowerPC Mac game (256 colors only) for 2 players. Download Proximity (182k, .sit file).

Sam Carr, author of Proximity, was the former editor of MAX -- a Mac game

Web site which recently went off-line due to lack of interest. [Dixon, MGL]

http://users.ox.ac.uk/~ball0377/Proximity.sit

Delta Tao News Update
The following info is from Delta Tao:

•

Eric's Ultimate Solitaire CD 1.3 update available:

"Eric just finished the latest upgrade to the Eric's Ultimate Solitaire CD.
We think we've finally eliminated the pesky "preferences file" bugs that
some users had, added Smart Auto-play for several games that didn't have
it, and improved the Smart Auto-play for a few others-especially Forty
Thieves and Casino Klondike."

•

Return to Dark Castle due in early 1998:

"Our newest guy, Zack Black (really!), is working hard on the third game in
the Dark Castle Trilogy: Return to Dark Castle. It's a lot like Dark Castle
and Beyond Dark Castle, except that it requires a larger screen and a
CD-ROM drive, and it has more awesome graphics and stereo sounds and music,
as well as more than twice as many levels as the first two games combined.
It looks like it'll be out in early 1998."

•

Eric's Cascade to ship January 6 at MacWorld Expo:

Eric is putting the finishing touches on one of the most unusual products
to hit the Mac in years: Eric's Cascade. It's kind of a waterfall
simulator. It's not quite a game, it's not quite a toy-lots of people call
it an "interactive screensaver." Basically, you move spigots and blocks
around the screen, and water pulses and bounces and flows everywhere. It's
impossible to describe, and it's way cool. It requires a PowerPC
Macintosh-the faster the better. Your PC-owning friends will flip when they
see it. We'll start taking orders on January 5, probably with some special
introductory price that we haven't decided yet."

http://www.deltatao.com/
http://www.tikkabik.com/

'Networkable Mac Games' Maintenance
Two important updates today:

•

Took the wraps off a new page called Accelerate System 8 (a sub-page of the Game
Performance Tuning page). After installing System 8 on several dozen computers (with
several dozen more computers to go), these are the tips I've learned that helps make
System 8 as efficiently as possible. Ckeck it out and let me know what you think!

-

Added link to a MacIPX update on the Connections page. I discovered the hard way that MacIPX is not compatible with System 8 when a group of us got together to play Warcraft II. A quick search of the net turned up this little update. It's linked on the Connections page, so hopefully others won't have as far to search... ;-)

I'm always looking for good fan pages to list under any of the games, so email me your favorites.

Accelerate System 8:
http://cafe.ambrosiasw.com/netgames/performance_Sys8.html
performance tuning: http://cafe.ambrosiasw.com/netgames/performance.html
connections page: http://cafe.ambrosiasw.com/netgames/connections.html
mailto:rickvan@AmbrosiaSW.com

Learn more about   online gaming at Rick VanDerveer's Networable Mac Games.

http://cafe.ambrosiasw.com/netgames

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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 publication 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.