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Recent Announcements & Releases

DOOM II. Macintosh users rejoice! DOOM(TM) II: Hell on Earth, the wildly successful combat/action game for IBM PC-compatible computers, has been optimized for Macintosh computers.   DOOM II for Macintosh, originally developed by id Software, published and distributed by GT Interactive Software and ported to the Macintosh by Lion Entertainment Inc., will be available at retail stores in June.   Shortly thereafter, a Macintosh version of DOOM shareware will be spread over private BBSs, commercial online services and internet sites.

DOOM II for Macintosh offers Mac users the same stultifying thrills with its amazingly realistic 3-D graphics, spine-chilling sound effects, pulse-pounding musical score and dozens of death-wielding demons.   This version gives Mac users the same intense, hyper-realistic action that made DOOM II a smash hit with millions of fans worldwide, with the addition of even higher-resolution graphics.

DOOM II for Macintosh has single-player and multi-player modes.   Multi-player mode allows up to four players to either join forces for cooperative play, or go head-to-head in "Deathmatch" mode.   Players can even "talk" to each other during combat, by typing comments or sending preset messages like "Look out behind you," "Follow me," or "I've got you in my sight."

DOOM II for Macintosh offers flexible network support for Mac/Mac and Mac/PC play over modem and network connections.   Apple's Communication Toolbox supports such protocols as TCP (Transmission Control Protocol),   AppleTalk (both LocalTalk and Ethernet) for play between up to four Macintosh computers, and MacIPX for use on IPX or Novell networks. This version also enables the use of all home-made WAD levels such as those that have been uploaded to online services. These files can be downloaded and played on the Macintosh.

The Macintosh version also offers improved 320 x 200, 640 x 200 and 640 x 400 resolution. All modes are displayed on screen at 640 x 400 at 256 colors (a smaller, 320 x 200 on screen mode is available as an option).   While the original functionality of DOOM II has been retained, this version conforms to the standard
Macintosh interface.   Customizable keys, the ability to kill the Finder (frees memory and

allows DOOM II to run faster), as well as support for the standard Macintosh menu commands, mouse and Macintosh-compatible joystick are all included.

DOOM II for Macintosh is available on CD-ROM or 3.5-inch floppy disk.   The expected street price for the title will be between $45 - $55.   DOOM II is targeted at players 17 years of age and older.   Each box is voluntarily rated in accordance with the RSAC's rating system.

DOOM II for Macintosh requires a Macintosh computer with 8 MB of RAM and 17.2 MB of free hard disk space and a 68040, 68LC040 or PowerPC CPU.   The Power Macintosh version has been optimized and takes advantage of the incredible speed of the PowerPC RISC processor. The PowerPC and 68040 versions are shipped as a single application.   DOOM II for Macintosh requires system 7.1 or higher.

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