

y Bart Farkas

Just about every Macintosh gamer has heard of Iron Helix. When it came out about two years ago it was highly praised for its fun gameplay and outstanding graphics. But instead of releasing a cheesy sequel, Drew and company went back into their cave for two years and worked on new technology, gameplay, sound, music, you name it. Now, as part of Pulse Entertainment, Drew Hoffman is...well...back.

IMG: Despite the fact that Bad Mojo was released first on the PC, do you still remain a "Mac" shop? Will you continue to support the Mac in future projects?

Hoffman:

MG: Bad Mojo is an example of a great concept, beautifully implemented. Who came up with the concept and were there many difficulties in developing Mojo?

Hoffman:

MG: If you could sum up the direction of Pulse Entertainment in a few sentences, what would you say?

Hoffman:

MG: What are the advantages/disadvantages to developing games on the Mac?

Hoffman:

MG: Tell us about how Drew Pictures has evolved into Pulse.

Hoffman: