

art G. Farkas

### Trivia Contest

Since taking over here at IMG, I've been wanting to give something back to you, the reader. So, it is with great pleasure that I introduce the IMG Trivia Contest with over 70 of today's hottest games available to be won! All you need is a little trivia knowledge and a subscription to IMG. We've gone out of our way to ensure that only the hottest games from the best companies in the Mac gaming business were included in this contest. Here's a breakdown of the companies and some of the prizes involved.

LucasArts - Afterlife, Rebel Assault II and The Dig.

MacPlay - Descent II, Alone in the Dark Trilogy.

StarPlay - ShadowWraith, Alley 19, Souls in the System.

Reality Bytes - Havoc, Sensory Overload.

Bungie - Marathon, Marathon II, Marathon Infinity.

Pulse Entertainment - Bad Mojo.

Ambrosia Software - Barrack, Escape Velocity.

IMG - Subscriptions to IMG.

But that's not all! There will also be t-shirts and other gaming paraphernalia given away to contest winners. In all there's almost 100 prizes to be won!

The details of this contest will be announced next month. The contest will run over 3 months and you will have more than one chance to win. So start racking your brain about Mac gaming trivia, because it could get you some of today's hottest games for free! Look for the Trivia contest ad in this issue.

### [Hear the Slideshow](#)

This issue of IMG marks the first time we've incorporated sound into some of the slideshows. Only some of the reviews will have sound-bathed slideshows, but the numbers of slideshows with this feature will continue to grow in the following months. There are a few other tricks we here at IMG have up our sleeves, so stay tuned.

### [New QuickTime!](#)

QuickTime 2.5 has just been released. You'll find it in the Essentials folder on the IMG CD-ROM.

### [MacWorld Approaches](#)

Look for complete coverage of MacWorld Expo Boston in the next (September) issue of IMG. Although the Boston show is traditionally smaller than its sibling in San Francisco, we're expecting to hear some major announcements from the Mac gaming community. Despite Apple's profit troubles, game companies are still sticking with the Mac surprisingly well.