

Gamers love to play god. From building and running cities, to actually managing the Pearly Gates themselves, these sims seem to excite our entertainment senses. iNSCAPE plans to help feed our desire to rule all with the release this September of Creatures for PC CD-ROM, with a Macintosh version to follow shortly thereafter. The game was developed by Millennium Interactive in England and uses digital DNA, a CyberLife technology that enables silicon life forms to react and behave just like real life. You'll have the chance to care for and play with your critters. You'll teach them how to survive, as well. You get six eggs and 40 objects within this environment. The creatures will gradually learn what each object can be used for and how it can help them survive. These critters exhibit a wide range of human expressions and respond to your "touch." In pre-adolescence, they learn rudimentary language skills and, as they pass through adolescence, their thoughts (naturally) turn to the opposite sex. You can monitor their metabolism, hormonal states, emotional well-being, health and diet. You must raise these critters and have them learn behavior as well as language and, eventually, lead them to procreation. Thankfully, the creatures learn on their own how to accomplish the latter. These creatures grow, learn, and eventually die, with a typical lifespan of about 40 computer playing hours. Successive generations evolve, with digital DNA strings passed on as their traits. No two creatures are alike. There is a genuine neural network that simulates the human brain at the core of each creature. This network is composed of 1,000 neurons, which helps them form concepts and learn. They also have their own internal biochemistry, in which glucose levels decrease over time. You'll notice that some creatures have a higher intelligence than others, some are better at socialization, some with stronger adaptability skills. As all can interact with you, your coaching can make a real difference in these creatures' lives.

MacPlay: ALONE IN THE DARK WITH YOUR MAC

Lovecraft-inspired stories are the base elements for MacPlay's Alone in the Dark: The Trilogy. These titles, developed by I*Motion, is available only for the Macintosh. Yes, developed exclusively for the Mac--the fluid animation, tense atmosphere, bizarre camera angles and horror are conveyed artistically on the Mac. You embark on your adventures as a private eye and must face horrible, evil creatures comprised of thousands of animations in real-time 3D. Hundreds of settings, objects and weapons make it possible for the player to interact with his or her surroundings. Each sequel has faster animation speeds than its predecessor and you can adjust the difficulty level for customized challenges. And, around each creepy corner, are grotesque nasties that really make your heart beat faster. The surprises in these games are fast and furious and confront you when you least expect them. System requirements are: 256-color Mac with 68040 or Power Pc microprocessor, 3500 K free memory, 13 MB free hard disk space, System 7.0 or later, and double speed CD-ROM drive.

Merit Studios: POWER PLAY

The Fourth of July is a grand day to enjoy barbecues, fireworks, lemonade, swimming, volleyball, family and friends. This national holiday might also be a grand day, if you're not going to the theater to see Independence Day, to take a look at the just-released CyberJudas from Merit Studios. This CD-ROM will find you engaged as the President of the United States and is the sequel to the 1993 game entitled Shadow President. You must find and eliminate a traitor within your cabinet, otherwise the world will erupt into total chaos in the CyberJudas Gambit component of the game. Two other components include You Are the President which is a political sim that lets you solve a variety of global problems with a loyal cabinet and Cabinet Wars which finds the cabinet fighting for political power while you attempt to run the world. Each action you take affects the entire world, whether you are invading another country or assassinating an advisor. Movie sfx technology, digital sound, voices and music are all part of this offering with realistic 3D graphics.

Microsoft: JAVA NOW INCLUDED

Glom onto the latest version of Microsoft's(R) Internet Explorer version 3.0, available from <http://microsoft.com/ie/>, and you'll get full support for Java. This releases brings to you performance that includes a replaceable, just-in-time (JIT) compiler that'll be optimized for speed and will run interpreted Java Applets faster than any other browser to date. Plus, there's interactivity between Applets and ActiveX(TM) Controls which means apps created with Java can now be integrated with other Java Applets. Not only that, but Microsoft is also working hard to include Java support for their Windows 3.1 and Macintosh(R) version of their browser in the not-too-distant-future.

Microsoft & Nintendo: BUSTIN' THE MONOPOLY

Gather three megaliths who plan to offer an alternative to another huge monopoly and you're going to obtain a great deal of interest, from consumers and the press. That's exactly what Nintendo, Microsoft Corporation and Nomura Research Institute have just done. They have formed a group that will provide online info via spare satellite broadcast channels so that onliners in Japan can avoid the absurdly ridiculous telephone system from Nippon Telegraph and Telephone Corporation. Offerings will include Internet access, video games, animation programs and the ability to send data. Service is planned to start in mid-1997 in Japan, with the venture to be totally set-up late this year. Datafeeds will be via St. Giga, which happens to be an affiliate company of Nintendo. However, interested customers will need a satellite dish and a modem, but the bandwidth will be much higher than that of the landwire. And, naturally, subscribers will automatically have access to the Microsoft Network. The three companies will ante up some \$9 million to get this puppy rolling.

Midwest Productions: HEART-THROB LUKE HAS A NEW COMPANY

A first look TV and development association has been established between

Midwest Productions Inc. and Alliance Communications Corp. This may not sound exciting, but to those who follow all of the moves of hunky heart-throb, Luke Perry, Midwest Productions Inc. is a new company that is a partnership of Luke and his manager, Cyd Levin. Named as vice president for Midwest Productions is Tom Fortuna, who joins the new company from Michael Filerman Productions at Warner Brothers Television. The agreement covers all areas of television, including series, movies and mini-series for network, cable and first run syndication, and represents a first such association for actor-producer Perry.

Nintendo: THE ATTACK OF THE 64-BIT CONSOLE

June 23rd was a big day in Japan. Especially for Nintendo. The company's 64-bit video console raced into sales mode as the unit sold out 90 minutes after the number four store in Osaka's Nihombashi of Sofmap Company opened. The Nintendo 64 also sold well in Tokyo and the Laox Company in Akihabara had to open one hour early due to crowds lining up at the store. Nintendo claims they will sell 1/2 million units this month in Japan, with over 3-1/2 million domestic unit sales projected by March of 1997. Aiding in the N64 cause are the new Nintendo Entertainment Shop fronts that'll appear in Spice Corporation's Magmart entertainment software stores. They are located in Nagoya, Aichi Prefecture, as well as eight additional outlets that are planned to open during this fiscal year.

Ocean America: TONS O' STUFF

The waves resultant of the huge splash companies made at E3 continue to rush ashore. Here is Ocean America's lineup of new products enroute to your PCs and your console systems.

A CHEESY GAME: Enroute for the Sony PlayStation is Ocean's 3D platformer entitled Cheesy. With a classic, comic, central character (what are known as the four Cs), you become Cheesy the mouse. He's been captured by a crazed scientist with the most appropriate name of Dr. Chem. You must liberate the mouse who has been imprisoned within a dark, gothic castle. Oh, yes, there are plenty of mischievous critters that you must defeat. Plus, you've got to gather all of the ingredients to make a teleportation spell effective. You'll find bungee jumping spider levels, banana skin surfing sequences and even a UFO flying section in the game. There are 30 levels of play, a lively soundtrack, classic sound effects, and 3D modeled characters.

DELIVER US FROM DARKNESS: Seems as though world, and especially the village of Nightfall, is threatened by darkness, an eternity of the black stuff. Dawn of Darkness is coming for PC machines and this is an original, 3D blaster game, a true, first-person shooter. You must blast, slash and smash your way through ghoulish, 3D environments. With 360 degree viewing features, this title also packs multiplayer options so you can go head-to-head against your friends. Expect some stunning sfx.

DIGGING DOGFIGHTS: Already a hit for PC CD-ROM, Ocean of America will be

releasing an expanded, upgraded version of this hit for Windows 95 platforms. This new title is Super EF2000 and is a flight sim that'll now take full advantage of Windows 95 multitasking capabilities. Other improvements in this updated version include artificial intelligence and an enhanced look. There are new and more colorful intermissions and transition scenes. You'll be able to run multiple user air combats across an IPX network, such as Novell NetWare, as well as across standard phone lines, or through the use of serial cables. This new version can also offer you opposing squadrons now composed of as many as 16 total aircraft. There's a Tactical Mission Planner that you can use to create original missions. This flight sim also offers first-time mission planning tools to help you choose the best sorties and targets. Plus, there's a more powerful aircraft payload, including short range, heat-seeking, air-to-air missiles.

And for those who own the original EF2000, the game's developer (Digital Image Design of England) has released EF2000 Tactical Communications which is a network-ready update offering. This update software lets you participate in head-to-head dogfights and includes major improvements to aircraft control and artificial intelligence as well as enhancement of battlefields and backgrounds.

Ocean of America, a leading publisher of home entertainment software, has strafed the competition with the release of "EF2000" Tactical Communications (TACTCOM), a network-ready update to its acclaimed air combat multimedia flight sim. This upgrade, created by British-based developers Digital Image Design (DID), now allows gamers to participate in head-to-head dogfights. It also includes major improvements to aircraft control and artificial intelligence and the backgrounds and battlefields have been enhanced. You can glom onto more info at this title's WWW site at <http://www.ef2000.com/>.

FRED, SCOOBY, ET AL: There are sooo many truly cool Hanna-Barbera characters. Ocean, thanks to their in-house development team named Tribe, is preparing to intro the first PC CD-ROM offering that's based on the Hanna-Barbera stars. This new title stars such fine folk at Fred Flintstone, Huckleberry Hound, Penelope Pitstop, Scooby-Doo, Shaggy, and (exit, stage left) Snagglepuss. The plots surrounds diabolical Dick Dastardly. He has used a sound machine to rob the Hanna-Barbera world of the sounds that bring it to life. Through the most cunning detection techniques, Fred Flintstone must trace this dastardly one and end his mischief. Sound plays an important role in this game as you'll learn, through trial and error, how certain sounds affect objects and characters. Sounds will give you the clues you'll need to track down the nasty Dastardly.

NO SINKING SHIP HERE: Piracy and the life of such vagabonds usually makes for good film . . . well, perhaps not all such films are so well-done . . . I continually think of Gina Davis with a monkey on her back! Regardless, to get back on track, Ocean has released Sea Legends for PC CD-ROM. This title will challenge you to endure the dangers of ship-to-ship battles and hand-to-hand combat. Plus, you'll have to "reason" with deceptive merchants for crew provisions and that all-important ammunition. In a 17th Century setting, this title packs 3D tactical maps that are texture-mapped and a Global Menu that also serves as a quick ref guide for you to evaluate each situation you encounter throughout this pirate adventure. There are several modes of arcade-style combat from at-sea, on enemy ships, and on tropical

islands. You must be able to command your crew and keep track of your ammo before entering into your sea battles. There's nothing worse than your cannon pooping out without enough cannonballs. Plus, you've got to keep your men fed as well as paid.

16-BITTER IS SUPER BETTER: Take a hot character, such as DC Comics' Lobo, and render graphics using Alias Software on Silicon Graphics workstations, and get ready for an action game for Super Nintendo Entertainment System (SNES) and Sega Genesis consoles. Lobo, equipped with chains, steel hooks, semi-automatic weapons, and a monster spacehog motorcycle, this dude is a savage bounty hunter in a futuristic setting who confronts hard-core criminals as he tries to control the universe. The adventure starts when Lobo and his boss, Vril Dox, have a fight. Lobo is then off to shred his enemies, including the meanest fighter of all, a clone of Lobo himself. There are more than 27 moves per character with battles ranging from Kringle's fortress to the sewer. Six other story characters (Dox, Loo, Nitro, Kringle and Shaola--plus their clones) are included in the game, and each one has been clay modeled and digitized. Lobo's favorite moves include shooting bayonets from guns, holding his victims in his hands while he shoots them, and then blowing them apart. And HE'S the good guy! There are solo, practice and two-player play options as well as a free-for-all tournament mode.

NOTHING'S TOO IMPOSSIBLE: The hit movie, Mission: Impossible, is coming to the Nintendo 64 (N64) and PC CD-ROM during Q4 of this year. This title will offer arcade style and 3D action and will contain all of the psychological twists and turns that the series offered viewers and movie goers. This spy sim offers artificial intelligence in an environment that is filled with intrigue and deception. You become CIA agent Ethan Hunt and every character and room you encounter will provide an infinite number of scenarios, depending upon your moves. Each character has the programmed competency to react as a human being would move in any given situation. There's a realistic player point-of-view with every environment, and the characters are rendered in real-time for true, cinematic effect. Thanks to enhanced overhead views and optimal floating camera angles, you'll get more time to plot your moves, devise tactics and deal with deceptions, double-crosses, and change identities with unsuspecting opponents. There are a number of complex missions and you must solve before you can move on to the next mission. You'll find yourself trying to save a sub transporting illegal nuclear weapons, hold secret meetings at train stations with enemy agents, and try to stay alive during a rendezvous in a government building. You'll use a wide variety of ingenious electronic devices and gadgets to infiltrate and deceive your adversaries, such as fountain pen dart guns and explosive bubble gum. Plus you'll be able to mask your true identity by using a mask maker!

BRINGING WAR HOME: There's a new war sim coming from Ocean called Offensive. This title features 20 historic World War II battles and brings you to the frontline of action from the landing at Normandy to the capture of Berlin. This sim will be available for PC CD-ROM. You arm yourself for battle by using 3D isometric viewpoints from four-angle positions and three-level zoom in-and-out capability. You may play either the Allied or the Nazi side. You command the troops' route and distance. The speed of the military advance is directly affected by enemy attacks, weather, casualties, troop morale and supplies. Period film footage and news clips

add authenticity to the product. You'll need sound strategy, a prepared army, tons of weapons and ammo, and a lot of luck. Each scenario is comprised of individual battles that lead to the capture of Berlin.

PINBALL PERFECTION: Coming for the Sega Saturn and the Sony PlayStation is True Pinball. This pinball sim features four tables, multiple balls, video modes, hi-res 2D and 3D views comprised of more than 32,000 colors. You can choose from uniquely detailed scrolling tables: Babewatch, Sports, Law & Justice and Vikings. Each table may be viewed from different angles. As many as 10 balls can be juggled with the table flippers--trying to keep them all in play requires talent. This pinball sim for video consoles offers realistic ball gravity and is faithful to every aspect of mathematical precision.

TUNNEL TERROR: There's little that's worse than a subterranean tunnel, even when you're not being chased by an enemy. Tunnel B1 gets even worse as this is a new, sub-terrain arcade game for the Sony PlayStation and PC machines. The game is set in a futuristic Earth. Tunnel B1 breaks into chaos when a foreign country's crazed dictator creates an explosive weapon with catastrophic potential. You become a secret service agent with just one mission: overthrow the dictator and stop that weapon development. You travel in a vehicle armed with bombs and rockets and you encounter complex tunnel scenarios that increase with difficulty with each new level. This game is also available for the Sega Saturn console system.

CHIP OFF THE CHOPPER: Helicopter sims are quite popular. Science-fiction titles are also quite popular. Blend the two and you obtain a product somewhat akin to Ocean's release of Viper. Your task is to save the planet from an evil, alien race. However, no one seems to know that this is occurring, and you are believed to be a delusive paranoid. That makes the task of saving the world even more difficult! The title features 3D graphics and an extensive degree of control--add hundreds of explosions and smoke effects and a dramatic soundtrack and you have a dynamic game. This title is for Sony PlayStation and Sega Saturn.

WORMS AWAY: One of Ocean's most popular titles of recent months was Worms, developed by Team 17. Now the company is releasing Worms Reinforcements, a network upgrade for the game that lets you play a larger audience over any IPX network. There are 20 new gameplay options and enhanced weapons, including air strike delays, homing missiles and booby traps. Nightcrawler troops now carry unused weapons into new levels of play, trigger unexploded mines with a time delay option, reconfigure the number of weapon drops and flameblow the slime off the enemy. New weaponry includes cluster and mole bombs, throwable dynamite, blow torches, directable Kamikazes and the ultimate genetic enhancement--unsuspecting, explodable Super Sheep. Difficulty is increased due to changing wind, water and soil landscapes. So those bungee jumping worms must build bridges across chasms or evade the enemy by drilling into the ground. Added are enhanced audio facilities that include a new title track, a worm song dance mix, and game music combined with speech tracks that let you play with your own team voices, or use four "silly" worm voices. There's even more info about this game available on the WWW at <http://www.team17.com>.

RIGHTEOUS RACING: From those fine folk who brought us Worms, Team 17, a new

racing sim is fueled up and heading your way. Entitled World Rally Fever, you race in 3D isometric environments with 16 racing tracks set over four stages. You'll race on the streets of Tokyo, past the golden beaches of Hawaii, and through 10 other locations. You select one of eight drivers, with each driver possessing different characteristics and driving skills. You can also choose between eight rally cars, all with accurate model specs. Power ups and weapons abound as you try to avoid rocks, chasms, barrels, walls and other drivers in this accelerating sim.

MULTIPLATFORM WETNESS: Although the feature film performed less than expectation, millions of theatre goers enjoyed Kevin Costner's Waterworld. The Ocean game Waterworld finds you attempting to survive in a futuristic world believed to be totally covered in water. The game follows the movie plot to the desolate, floating cities known as Atolls where inhabitants are on a quest for dry land. Once the evil Deacon discovers that the young girl, Enola, has a tattoo on her back which delineates a map that leads to dry land, it's up to you to rescue Enola, fellow Atollers, and to destroy the Deacon and his water-vehicle riding vigilantes. You become Mariner and engage in this action adventure with a full 360 degree perspective. There are a number of enemies in this game, ranging from Smokers and Berserkers to PT Boats and Sharks. As each round ends, stats are displayed that describe your performance. At this time, you can continue to rescue Atollers and weapons to prepare for upcoming battles. Should you earn 100,000 points, an extra life is earned. Your selection of the right weapon in any situation is the only way to survive Waterworld. You can switch weapon types by maneuvering your trimaran over weapon icons that float in the water. This scheme forces you to continually look for new, more powerful weapons. As you advance through the game, an additional selection of weaponry appears in the water, changing game conditions. The game will be available during Q3 for Nintendo's Virtual Boy, SNES, Genesis, and Nintendo's Game Boy.

Paramount: HARRIET THE SPY

Spy Clinics will be conducted in 20 cities across the United States and Canada by Pinkerton's Inc., one of the world's largest and best known suppliers of security and investigation services. Why spy clinics? This is in anticipation of the movie premier Harriet the Spy from Paramount Pictures and Nickelodeon Movies presentation of a Rastar production. Harriet the Spy Spy Clinics and special advance screenings of the motion picture will be held beginning on Saturday, June 29 in 18 U.S. cities and on July 6 in Toronto and Vancouver. Harriet the Spy stars Michelle Trachtenberg and Rosie O'Donnell, and is based on Louise Fitzhugh's best-selling young people's novel about an 11-year-old girl who spies on her parents, neighbors and friends, keenly detailing their comings and goings in her secret journal.

Philips: STAND-UP ON THE INTERNET

Stand-up comedians are in competition to become winners in the first online talent search. The contest, based on Philips Media's new CD-ROM comedy adventure game, The Improv Presents: Don't Quit Your Day Job, will

officially kick off on July 18 and will run through September. The grand prize includes a trip to Los Angeles and the opportunity to meet Budd Friedman and Mark Lonow.

An open casting call will be held from June 21 to July 9, 1996. To enter, aspiring comedians merely submit a headshot (GIF format) and a 60-second sample of comedy material (WAV file format) to a panel of independent comedy judges. 36 of the best comedians will be selected by the panel to advance to the second round and, starting July 18, six new comedian's will be presented each week in a virtual nightclub on Comedy Central's web site (<http://www.comcentral.com>) and on CompuServe (GO STANDUP). Online users will be able to rate each performance. The comedian with the best response each week will advance to the finals held from August 29 - September 5. The live event will be broadcast simultaneously on eDrive's web site (www.edrive.com) the week of September 2.

Psygnosis: A BROADER GAME DEVELOPMENT

As most of you are aware, Sony knew they had a hit with their PlayStation. But in order to diversify their product line and broaden their customer base in the digital entertainment industry, they knew they had to also develop goodies for personal computer gamers. This resulted in the acquisition of Psygnosis as a subsidiary to become their in-house development unit. But Psygnosis goes beyond the expected task of developing titles for the PlayStation. Psygnosis is now producing titles for PCs, as well. Here is some insight into their upcoming title line.

LEMME AT THE LEMMINGS: A hugely popular title from Psygnosis on a variety of platforms has been their Lemmings brand name. Now the company's first, native Windows 95 title has been released entitled Lemmings Paintball, a networkable, capture-the-flag style paintball party. This is an all-new Lemmings adventure with your old favorites, and now you can go head-to-head with other lemmings. However, you not only get this new title, but also the two classics: Lemmings and Oh, No, More Lemmings. In the new game, you become the head of a tribe of lemmings. And these fine folk are all armed with pump-action paint guns. And they're on a mission. You must complete 100 levels all replete with puzzles, traps, catapults and other obstacles. You must battle opposing lemmings teams and try to capture their flags. There's an isometric view and an improved user-interface and this is the first Lemmings title to support two-player network play.

KNIGHT RISK: Psygnosis is also releasing a graphic adventure that's set in the era of Camelot and the Knights of the Round Table. Entitled Chronicles of the Sword(TM), this game is for PC CD-ROM and Sony PlayStation machines. You become Sir Gawain, a heroic Knight of the Round Table, at the time King Arthur's half-sister, Morgana, is trying to undermine your plans to unite the Kingdom. You have to aid the court in its defeat of evil and you'll be interacting with folk such as Merlin, Guinevere and Lancelot, as well as other Round Table Knights. The game was developed by Synthentic Dimensions. You'll find yourself adventuring through 100 different environments (all drawn on archeological info about ancient Britain) as you take your sword against human and non-human foes. Various mystery locations will provide you with challenges in identifying which clues you've found are real, and

those that may be false.

RACING RELISH: Just recently, Sony acquired the official FOCA/FIA Formula 1 World Championship racing license for their PlayStation. Psygnosis is now developing Formula 1 for the PlayStation and is expected to release this puppy this summer. An arcade/sim that's based on the actual 1995 Formula 1 racing season, the game has been developed by Bizarre Creations of England and includes all 13 Constructor teams and all 35 drivers from the '95 season. You'll race at legendary locations like Silverstone in the United Kingdom, Adelaide in Australia, and Monaco in Monte Carlo. There are 14 other tracks, ranging from 3.3 to 7km. These tracks vary dramatically and races are run in both wet and dry conditions. In the Arcade Mode, you can simply race as fast as you can around the track. In Grand Prix Mode, you have the opportunity to race on all 17 tracks in a full Formula 1 season. You can also opt for steering and braking assistance, manual or automatic transmission, random and statistically correct weather conditions, multiple viewpoints and a comprehensive replay feature. Audio options include Dolby Surround and Q-Sound support, plus a rock soundtrack by Joe Satriani and Steve Vai.

GOING GREEK: Enroute for PCs and PlayStation is a new adventure game based on the mythology of Greece. You are in the pit city of Byzance and the only escape its citizens have is through virtual sports and entertainment. Competitors must battle with beasts like the Gorgon Medusa, Hydra, and Minotaur. The survivors become city heroes. You must join these heroes and solve a series of mysterious disappearances. The title of the game is Athanor and the game possesses more than 200 scenes with real-time 3D backgrounds and characters in hi-res gouraud shaded SVGA graphics. This title will be available during Winter of this year.

DARK AND DANGEROUS: Another new title, The City of Lost Children(TM) is a dark, surreal adventure that features an unusual cast of orphans, a circus strongman and Siamese twins. The design of the game was guided and directed by cinematic author Marc Caro and developed by the Paris development studio of Psygnosis. Extensive use of motion capture technology and fully rendered movie sets combine to present a distinctive artistic vision of this adventure game.

DRIVING DIRTY: One of our favorite games on the PlayStation has been Destruction Derby. Now, the sequel is enroute and should be available for PC CD-ROM and PlayStation this fall. Yep, Destruction Derby 2(TM) will feature longer, more intense race tracks, an improved racing model, banking sections on the open arena "Bowl" track, and a more advanced 3D engine. There are 3D crash sequences, where cars will now actually flip, roll and cartwheel in real-time before biting the dirt. And car-versus-car impact will reveal new special effects, including shooting flames and flying sparks. You can also use a pit area to attempt repair of your vehicle and get it back into the competition. There will be four racing styles and you can battle it out over a full racing season, or go for Team Pairs or Tag Racing.

IDLE HANDS ARE GOOD HANDS: Take the leading English fantasy humorist, Terry Pratchett, the voice of Monty Python star Eric Idle, and a sequel to one of the best-loved fantasy novel-based digital entertainments, and you have

Discworld(TM) II: Missing Presumed...? Developed by Perfect Entertainment, the bizarre adventures of Rincewind, the hopelessly inept wizard from Pratchett's Discworld series, is back, this time with Death. What you have is a totally humorous, puzzle-packed graphic adventure and super-smooth animation. The gameplay will be intense, and the punchlines constantly side-splitting. The game should see the light of day this winter.

HELL HUNT: This next game, Island of Dr. Moreau(TM), will find the hunter becoming the hunted. You seem to be running, but getting nowhere, as manbeasts yearn for your fresh blood. You'll receive real-time 3D characters and hi-res 3D pre-rendered FMV backgrounds in this new action adventure game for PCs and PlayStation, expected this winter. Cinematic sequences have real actors performing within 3D scenes for added realism.

We'll cover the company's new PlayStation-only titles next week.

Random House: SCREEN WRITER'S FIRST NOVEL

Karen Hall, the writer behind Emmy-award nominated TV shows such as Hill Street Blues, M*A*S*H and Moonlighting, has written her first novel, which will be published by Random House. Entitled Dark Debts, the book will reach bookstores in August and Paramount has now purchased the film rights to the novel for some \$800,000. Paramount has also assigned David Brown to be the producer of the movie. His credits include A Few Good Men, Driving Miss Daisy, and Jaws. The plot? Think murder and demonic possession and insanity.

Reuters: TOP 10 BOX OFFICE MOVIES & MORE . . .

Here are the top 10 movies at the box office for the weekend of June 21-23 according to the Reuters European Business Report.

1. Eraser \$25.0 million
2. The Hunchback of Notre Dame \$21.3 million
3. The Rock \$14.2 million
4. The Cable Guy \$10.3 million
5. Mission: Impossible \$6.6 million
6. Twister \$6.4 million
7. Dragonheart \$3.0 million
8. Eddie \$2.1 million
9. The Phantom \$1.6 million
10. Moll Flanders \$659,000

Eraser, the new Arnold Schwarzenegger movie, debuted this past weekend and took control of first place, pushing Jim Carrey's The Cable Guy to fourth place. Carey's movie not only slipped--it also broke records and was recorded as the largest percentage drop of any movie in the top 10--falling 48 percent from its opening total. Time Warner Inc.'s Warner Bros. Eraser, grossed \$25 million while Carey's movie totaled a 10-day gross of \$49.5 million. Walt Disney Co.'s latest animated dark movie, The Hunchback of

Notre Dame, opened this weekend and came in second with \$21.3 million, while The Rock slipped a notch, to third place, with \$14.2 million and has grossed \$80.5 million in 17 days.

Sanctuary Woods: NEW CHAIRPERSON INSTALLED

With the new focus on educational software products and curriculum-based titles, Sanctuary Woods has already sold its entertainment studio. Elected