## ew Products

## Recent Announcements & Releases

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Rebel Assault Mac CD-ROM. With sales of Rebel Assault PC CD-ROM forecasted to hit 1,000,000 copies by the end of 1994, LucasArts Entertainment Company now is bringing its blockbuster hit to the Macintosh CD.

Rebel Assault, with more than 400 megabytes of intense action, will mount an assault on the Mac CD-ROM marketplace. The game's ammunition: a riveting story; detailed 3D graphics; dramatic voice-overs; the "Star Wars" score as performed by the London Symphony Orchestra; and movie footage from the "Star Wars" films, plus original full-screen video footage. Its goal: To set a new industry standard for Mac CD-ROM entertainment by combining a compelling story with enhanced interactivity and technical achievement.

Rebel Assault takes full advantage of the CD-ROM platform. "The game art is rendered in camera-perfect perspective using advanced 3D modeling techniques. The result is astoundingly realistic game visuals," said Vince Lee, Rebel Assault project leader. "Past games have used 3D art sporadically, but in Rebel we use it throughout the entire game. We immerse the player in a believable 'Star Wars' universe. Even human figures — one of the most challenging subjects to capture — are rendered realistically in 3D."

The ultra-realistic graphics are featured in both the cinematic cut scenes, which move the story along, and the first-person interactive sequences. Additional scenes include the smooth integration of digitized, full-screen video. The result is a visually consistent world that deftly moves between first- and third-person 3D perspectives and live action, and between interactive and non-interactive components. An innovative, proprietary streaming mechanism allows Rebel Assault to be accessed directly from the CD without compromising game-play speed. Features added to the Macintosh version include variable window sizes and save game capability, as well as passcodes which allow players access to previously completed levels.

Complementing Rebel Assault's stunning visuals is composer John Williams' original "Star Wars" score as performed by the London Symphony Orchestra. Additionally, professional actors provide voices and "Star Wars" sound effects from Lucas Digital's Skywalker Sound are used liberally. Rebel Assault features an internally developed, four channel sounds system that can play music, speech, sound effects, and ambient sound simultaneously.

In Rebel Assault players step into the boots of Rookie One, an aspiring Rebel fighter pilot. Before the action starts, players have the option of making Rookie One male or female the program will alter the character's physique and voice accordingly. Fifteen extensive and varied levels take Rookie One from training runs through Beggar's Canyon in a T-16 skyhopper to the game's climax — the trench run on the Death Star in an X-wing starfighter. In between, Rookie One chases TIE fighters through an asteroid storm, takes out a Star Destroyer, blows away Imperial walkers and blasts through a Rebel base overtaken by stormtroopers. Three levels of difficulty adjust Rebel Assault to players' skill levels.

Rebel Assault Macintosh CD requires an LCIII or higher and System 7.0 or higher. In addition to the PC CD-ROM and Macintosh CD-ROM versions, Rebel Assault is available for Sega CD from JVC Musical Industries. Estimated selling price of the Mac CD version is \$63.95.

LucasArts Entertainment Company PO Box 10307 • San Rafael, CA 91912

Glider Pro. Casady & Greene, Inc., the publishers of both the first color game (Crystal Quest) and the first Power Mac Native game on the Macintosh (Spaceway 2000), have announced the release of Glider Pro by fantasy game designer John Calhoun. The versatile Calhoun has developed a powerful new game editor, enhanced Glider-flying environments, and simultaneous two-player support for this Power Macintosh Native sequel to his awardwinning Macintosh classic, Glider 4.0.

Glider Pro, promises to be an online hit with its new editor which offers users greater options for self-styled houses and creative environments. The tips, tricks and personalized houses posted by Glider fans world-wide via online services have contributed to the Glider mystique and helped to make it a cult classic. Glider Pro lets the players' imaginations run wild as they invent their own backgrounds and environments, thereby posing new levels of challenge and surprise without the use of gratuitous violence.

In Glider Pro, the Glider, formerly confined to an eerie old mansion, can now escape out windows and fly over meadows and rooftops. It can pop in and out of mailboxes and even venture underground. The new objective is to find and possess the Magic Star Wand and then meet the final surprise at game's end.

Glider Pro offers two-player support without the need of either a network or two machines. Designated keys at opposite ends of the keyboard allow simultaneous flights as "Glider buddies" or 2 player competition for the collectibles in each room or outdoor scene.

Glider Pro has a retail price of \$49.95

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PegLeg. Changeling Software announces the release of "PegLeg", an action/arcade game for Macintosh and Power Macintosh.

PegLeg is an action game in the grandest tradition, giving you control of a Mach Z Battalion Blaster, a space craft designed to help you prevent the earth from being consumed by an attack from alien invaders. The trick, however, is to stay alive long enough to succeed. The game is designed to appeal to all players from arcade neophytes to veteran joystick jockeys. There are three speeds in which to play: slow, medium, and fast. A word of warning – fast is very fast, particularly on a Power Macintosh. The speed, however, can be mitigated even in fast mode by playing PegLeg on an extra large monitor (if you happen to have one, that is). PegLeg will play full screen in 256 colors on any size monitor making for a thoroughly adrenaline-pumping experience.

PegLeg requires System 6.0.7 or later, 12" or larger monitor (capable of 256 colors or grays), 1.9 MB of free RAM, and a hard disk. PegLeg runs native on Power Macintosh. PegLeg is the ultimate lunch-break game for people who don't mind spilling soda into their Mac. But when you think about it, after a workout like this, your Mac will probably be thirsty anyway. PegLeg is currently shipping with a suggested retail price of US \$39.95.

Changeling Software, Inc. • (203) 292-5087

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