

19 March 2008

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Enemy Territory:
Quake Wars for Mac
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[Mac Owners, Prepare to Enter Enemy Territory](#)

Aspyr Media rolls out Enemy Territory: Quake Wars for Mac

Who says **Mac** owners don't benefit from the most popular games out there? Oh wait, **that's us**. Nevertheless, Aspyr Media, the same company behind The Sims Castaway Stories recently released for Mac, has also released the Mac installment of one of the most popular FPS games ever developed: **Enemy Territory: QUAKE Wars**.

According to the official report from Aspyr, the game is already available for purchase at their [web site](#), but only for the North American gamer. Speaking of which, as the game begins, players choose to battle as one of five classes in either the human Global Defense Force (GDF), or the barbaric Strogg armies. Each is packed full with specialist weapons and combat hardware, while the troops themselves sport 40+ conventional and futuristic vehicles, deployable structures, and defense systems like quad-bikes, tanks, and alien walkers for intense ground assaults; or helicopters and anti-gravity ships to lend firepower from the air, according to the developer's page.

Each fight will have teams establishing bases, deploying defense structures, artillery, radar, and advanced forward-command systems into (guess what) enemy territory, all this while having to focus on constructing and demolishing obstacles to be able to move out as soon as you're done with one or more objectives. The key is to gain a tactical advantage over the enemy.

System requirements (minimum) call for Mac OS X 10.5.1 (Leopard), Intel Core 2 Duo 2 Ghz, 1GB memory, HDD 5.5 GB + 1 GB Swap File, (ATI): Radeon X1600 / (NVidia): Geforce 7300 / (VRam): 128 MB, DVD-ROM and Mac-specific mouse and keyboard.

Mac owners should note that Intel integrated video chipsets are not supported.

Enemy Territory: QUAKE Wars is licensed by Activision and was developed by Aspyr Studios for Mac. Enemy Territory: QUAKE Wars is available now through Aspyr's website. It costs \$49,99.