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[Neverwinter Nights 2 Arrives on Mac](#)

The game's famous development toolset however is not included

It's official, [Mac](#) gamers, [Neverwinter Nights 2](#), Mac version, is set to ship next week. [Aspyr Media's](#) role-playing game is one of the few in its genre to hit Macs. While the Mask of the Betrayer expansion pack is something worth looking forward to even more, Mac owners must settle with the standalone for now. Most [Neverwinter Nights](#) fans love the title for its Aurora-powered toolset that enables players to create their own adventure "modules." Unfortunately, just like with the first title in the RPG series, the Mac version of [Neverwinter Nights 2](#) doesn't sport the respective toolset. Electron, as the toolset's name goes, is however included with the Windows version of [Neverwinter Nights 2](#). Still, Mac users can use player-created modules. [Neverwinter Nights 2](#) features an extensive single-player game with deep character development, unique items and exclusive extras for the fans, such as a powerful new feat called Blessed of Waukeen, collectible Dungeons and Dragons figurine, an antique forged Lawful Good or Chaotic Evil ring, art book, exclusive DVD of music and artwork, a map of the [Neverwinter Nights 2](#) game world, and much more. System requirements say that an Intel-based Mac running at 2.0GHz or faster is required, using Mac OS X v10.4.11 or 10.5.1 or later, 1GB RAM, 6.5GB hard disk space, ATI Radeon X1600 or Nvidia GeForce 7600 or better (with at least 128MB VRAM) and, of course, a DVD drive. [Neverwinter Nights 2](#) will be priced at \$49.99. Not a fan of RPGs but still like games? Why don't you try out this [free stunt driving game](#) recently ported to Macs? It's not exactly next-gen, but it still offers long hours of fun which you can even record and show to your friends at a later time. It's worth at least checking out!