

# WE SEE FARTHER



## SOFTWARE ARTISTS?

It is a name these people are uncomfortable with.

"I'm not so sure there are any software artists yet," says Bill Budge. "Maybe we've got to earn that title."

Pictured here are a few people who have come as close to earning it as anyone we know. They are people who expect—even presume—a deeper involvement of your imagination. They envision programs that will teach you by experience rather than memorization. They want to blur the traditional distinctions between art and entertainment and education and fantasy.

In short, they are people who may, over the next decade or so, change your life. And for that reason, you should know them.

**MIKE ABBOT** and **MATT ALEXANDER** (far left, front and back row) are from San Diego. They know a thing or two about gravity.

They know about the work ethic and how people like vandals and OSHA Inspectors can get in its way. And they used this knowledge, along with a large measure of charm, to devise a surprisingly funny, habit-forming game known as **HARD HAT MACK**. Bet you can't play it just once.



**ELECTRONIC ARTS™**



Bet you can't play it just once.

## BILL BUDGE

(top row, far right) is something of a hero within the burgeoning software movement. He's done things with code that cause veteran designers to blink in disbelief. Maybe his accomplishments are the result of his nearly poetic talents in the arcane algebra of machine language, or maybe they're the outgrowths of things he thinks about—like software friends, whole universe inventions and the emotional values of computerdom. Whatever the causes, there is general agreement that his **PINBALL CONSTRUCTION SET** is the most powerful program ever written for an 8-bit machine. If you're the least bit skeptical of what these computers are really worth, you ought to watch **PINBALL** in action. You'll see.



## ANNE WESTFALL

(second from right, back row) is something of a sorceress. Her raw materials are the ambitious and idealistic gaming concepts that proliferate at Free Fall Associates. Her magic takes place in a thunderclap of code. Her most recent creation is **ARCHON**, a program that combines the strategy of chess with the white-hot action of arcade combat. Oh, by the way, one of the key characters in **ARCHON** is a sorceress. Imagine that.



## DAN BUNTEN

(second from left, top row) is but one part of Ozark Softscape, the guys who created **M.U.L.E.** What they've made here is a race to settle a distant planet, full of opportunities to fleece and sandbag the people dear to you. *Creative Computing* said "the graphics, sound, and humor are superlative." But that's little comfort when your Dad's got all the food and he's starving you into oblivion.



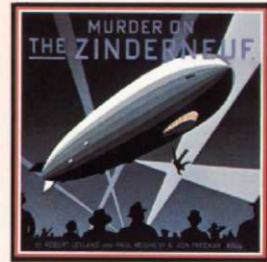
## JOHN FIELD

(bottom row, second from the left) is not afraid of relentlessly attacking hunters and spores. He's not afraid of bats or fire lizards or robots and their nutty death beams. He's not afraid of them because he made them all. They're part of **AXIS ASSASSIN** and **THE LAST GLADIATOR**—things that came out of his own head as he lived his teenage life in Palo Alto, California, and drove the rim of the continent in his real fast, red car.



## JON FREEMAN

(third from left, top row) dreamed of a computerized who-done-it that wouldn't wear out after thousands of plays. He wanted it to have complex, shifting motives, characters with elements of personality, and he wanted it to happen on a dirigible. With the help of his friends at Free Fall Associates, he got it. The name is **MURDER ON THE ZINDERNEUF** and it never happens the same way twice.



## DAVID MAYNARD

(arms folded) never intended that his innocently entitled **WORMS?** should become the Air Force's secret I.Q. test for alien species. He does not endorse the wanton gambling cult that has sprung up around this product. And he deeply regrets the inhumane uses it has been put to by the Bulgarian Secret Police. "WORMS?" he says, "was only meant as a lighthearted exploration of limited artificial intelligence using pretty light and simple music." Right, David.



# ELECTRONIC ARTS

Available for Apple, Atari, and Commodore computers.