

# Product Portfolio

## Games for the iPhone and iPod touch



# Arcade Bowling

by David Crane



*Throw the Laser Ball down the lane and tilt the screen. Accelerometer action turns this game into a highly skilled test of hand-eye coordination. In the Progressive game watch for lighted rings that score 5X!*

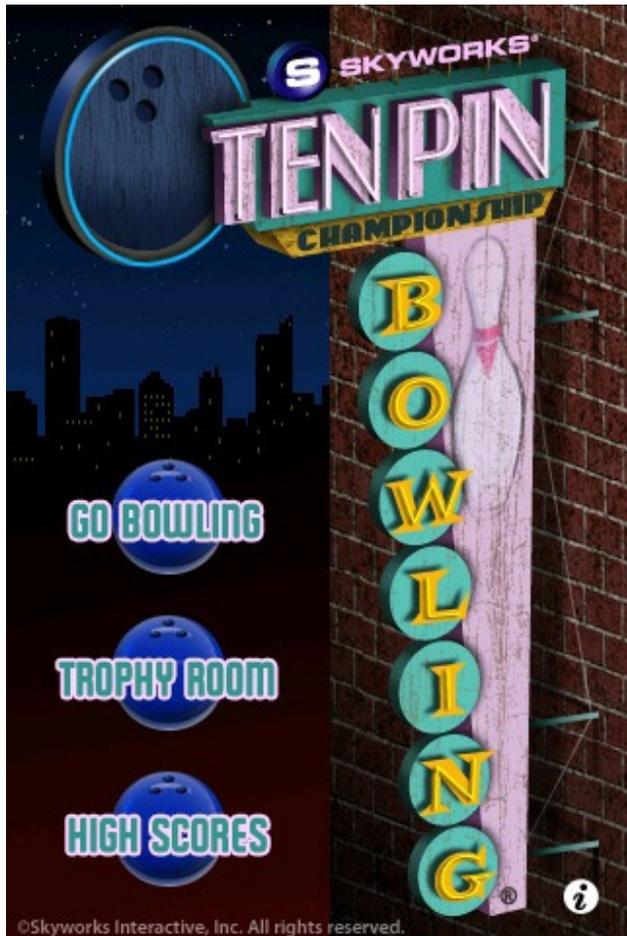
*Over 2,000,000 downloads!  
Over 200,000 sold!*

*Crane's first original title for the new iPhone platform looks like a simple game of Skee Ball. But from the first toss of a ball the player realizes that he can influence the flight of the ball with the iPhone's built-in accelerometer.*



# TEN PIN Championship Bowling

by David Crane



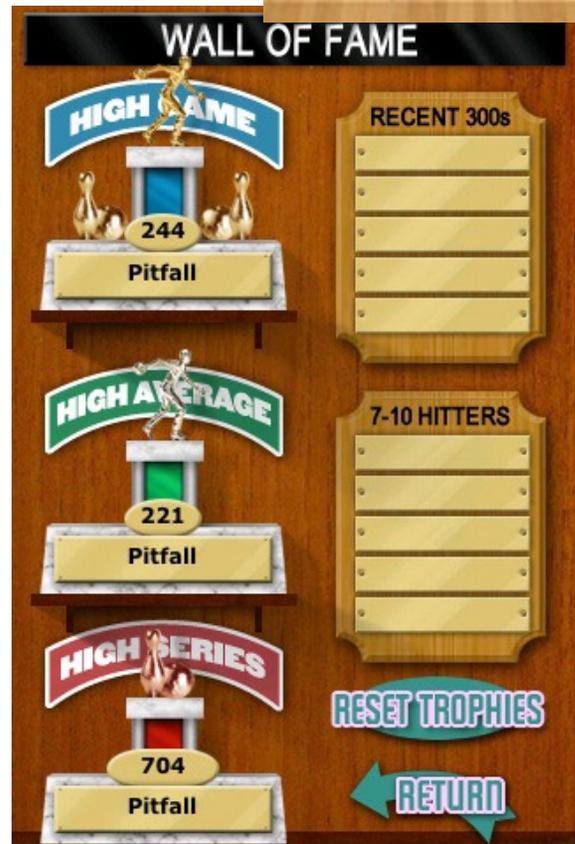
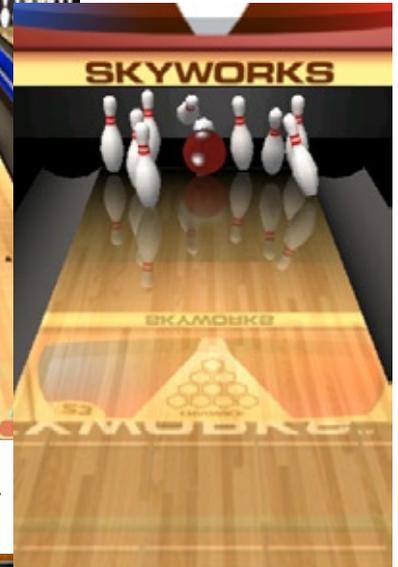
*Hyper-realistic bowling simulator, in 1950s style or on modern lane, complete with action on adjacent lanes and announcements over the PA. Aim and Fling the ball, then add body-english to curve the ball with the accelerometer.*

*Keep track of scores inside your built-in Trophy Case or with Global Tracking on the Skyworks server.*



*Multiple Bowling Alley venues, including Classic and Modern.*

*Enjoy realistic physics in the close-up 3D action view!*



# Boardwalk Games

by David Crane, Roger Booth, Scott Pugh



*Play all of your favorite games from the Boardwalk: Throw darts at balloons, knock down Tiki Dolls, and try to get all of the milk bottles to fall off the barrel. Play Classic game versions plus Progressive games with advancing levels.*



*Keep track of your scores both locally and globally. And with each great score win a prize.*

*Trade up small prizes for larger stuffed animals until you fill the Prize Booth shelves.*

# Arcade Hoops

Original game by David Crane, adapted by Garry Kitchen



*Arcade basketball machines have proven to offer great inspiration for easy-to-learn video games. Crane developed a number of games in this genre for play in a browser, including Foul Shot Shootout and Super Swish.*

*Legendary game designer Garry Kitchen took the game play action in the original Super Swish browser game to the iPhone. Like the original, this game features simultaneous four ball action, as well as a moving backboard for advancing skill challenge.*



# 3 Point Hoops

Original game by David Crane, adapted by Roger Booth



*Adapted to the iPhone by Roger Booth, this game has the exact same control and feel of the original browser game. The game programming was translated line by line into the iPhone's native language to preserve the original design.*

*Shoot 3 point hoops from different angles around the auditorium. Perfect your technique to get a clean swish from your angle and distance. Every 5th ball is a Bonus Ball. Sink the Bonus Ball for extra points.*



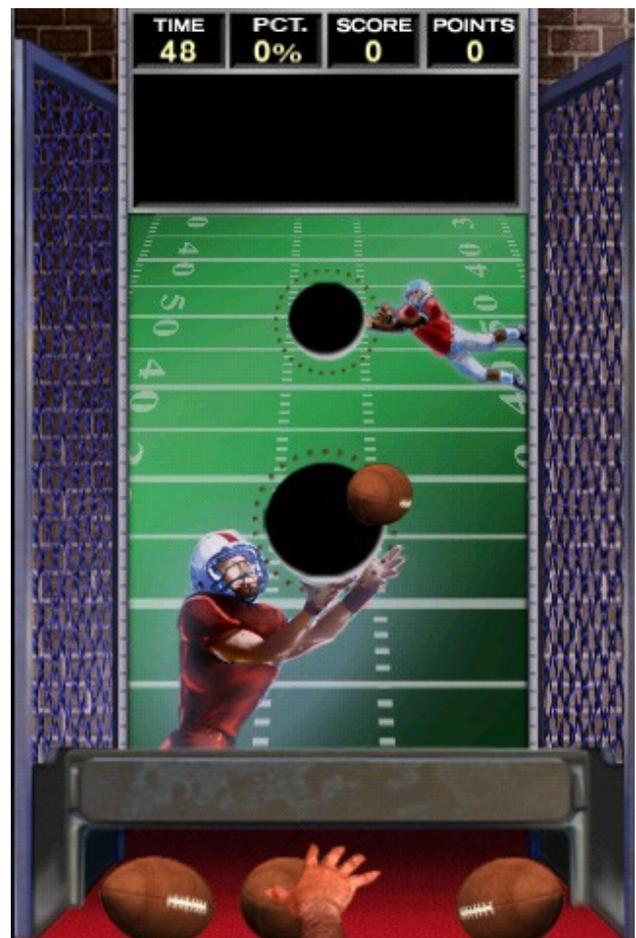
# QB Pass Attack

Original game by David Crane, adapted by Roger Booth



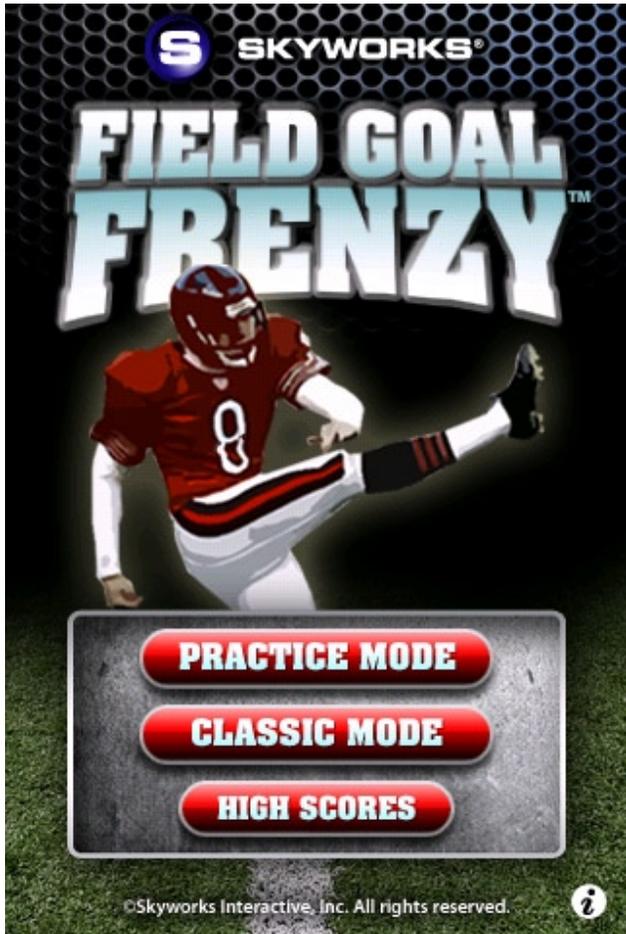
*Adapted to the iPhone by Roger Booth, this game has the exact same control and feel of the original browser game. The game programming was translated line by line into the iPhone's native language to preserve the original design.*

*Patterned after arcade and county fair sideshow games, the player advances his team toward the goal by completing short and long passes through holes in the back canvas. Realistic lights, sounds, canvas flex, and ball physics complete this simulation.*



# Field Goal Frenzy

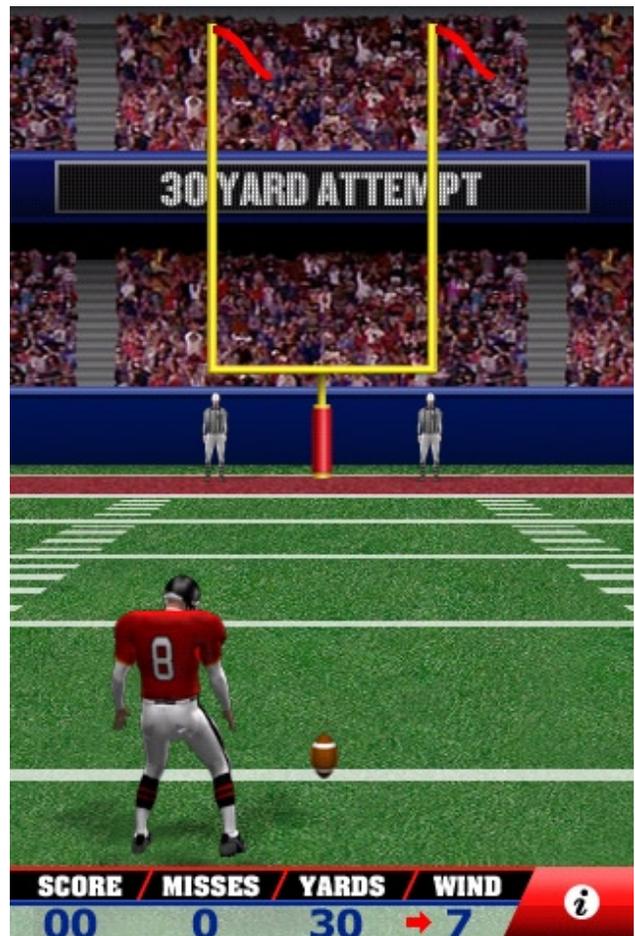
Original game by David Crane, adapted by Mike Crandall



*Try your foot at varying distances, beginning at a mere 30 yards, and working your way up to a 60 yard boomer! You will learn to adjust for differing field positions, angles, and windage as the crowd cheers you on.*

*This is another game on the iPhone that benefits from the built-in accelerometer.*

*Tilt the phone while the ball is in the air to make up for a slightly angled kick.*





# Product Portfolio: In-the-Browser Games

The internet has revolutionized the distribution of games to the casual game consumer. While console games are still sold over the counter at specialty retail shops, more people get their gaming through Casual Online Games.

Following is a portfolio of browser-based games, programmed in Shockwave and Flash, developed from 1995 to present. These Online Games by David Crane have been played more than one BILLION times by players around the world!

# Lotto Letters

by David Crane



*This highly addictive word game gives the player combinations of letters which they use to form as many words as they can in the time allotted. For each level there is at least one word that uses all of the letters given. The longer the word formed, the more points it is worth.*

*Successful players can compare scores against other players online, and win badges for scoring above a particular amount. Like many other successful games, this game focuses the players attention, causing them to play for hours without realizing any time has passed. Word manipulation is satisfyingly intuitive and smooth.*

# Super Swish

by David Crane



*Shoot balls as fast as you can pick them up in this arcade style game of hoops. Shoot faster and with more accuracy for more points. Four balls can be in the air at one time, bounding off the walls, rim, and each other. The Hoop moves further away to increase difficulty during gameplay.*

*Compete with other players online for highest score!*

**Now an iPhone game!**

*Adapted for the iPhone by Garry Kitchen*

# Stellar Blast

by David Crane



*Stellar Blast pays homage to all of the Space Games of the 1980s. If you can get past the swooping enemy ships reminiscent of Galaxian™, you will find yourself in an Asteroid field. Once safely through the asteroids you drop barrages of photon bombs on enemy fortifications to liberate your home system's moon.*



*Destroy the enemy fortress to win the game... then blink and return to the present.*



# Mariner Hybrid Infomercial

by David Crane

*Drive the Mercury Mariner Hybrid to complete various tasks around town. Navigate among other cars, avoid obstacles, and respond to traffic conditions.*



*The vehicle's on-dash displays are faithfully simulated. Use this real-time information to learn how to drive for maximum efficiency.*

# Lacrosse

by David Crane



*Fool the goalie and increase the speed and accuracy of your shots to make goals in this Lacrosse shootout.*

*Try drawing the goalie to the side or curving the shot away from your target to keep your shot from being blocked -- you'll have to be good to get past this guy.*

# Beach Volleyball

by David Crane

*Serve, set and spike your way to a winning game in the Cheesy Beach Volleyball Tournament Finals.*

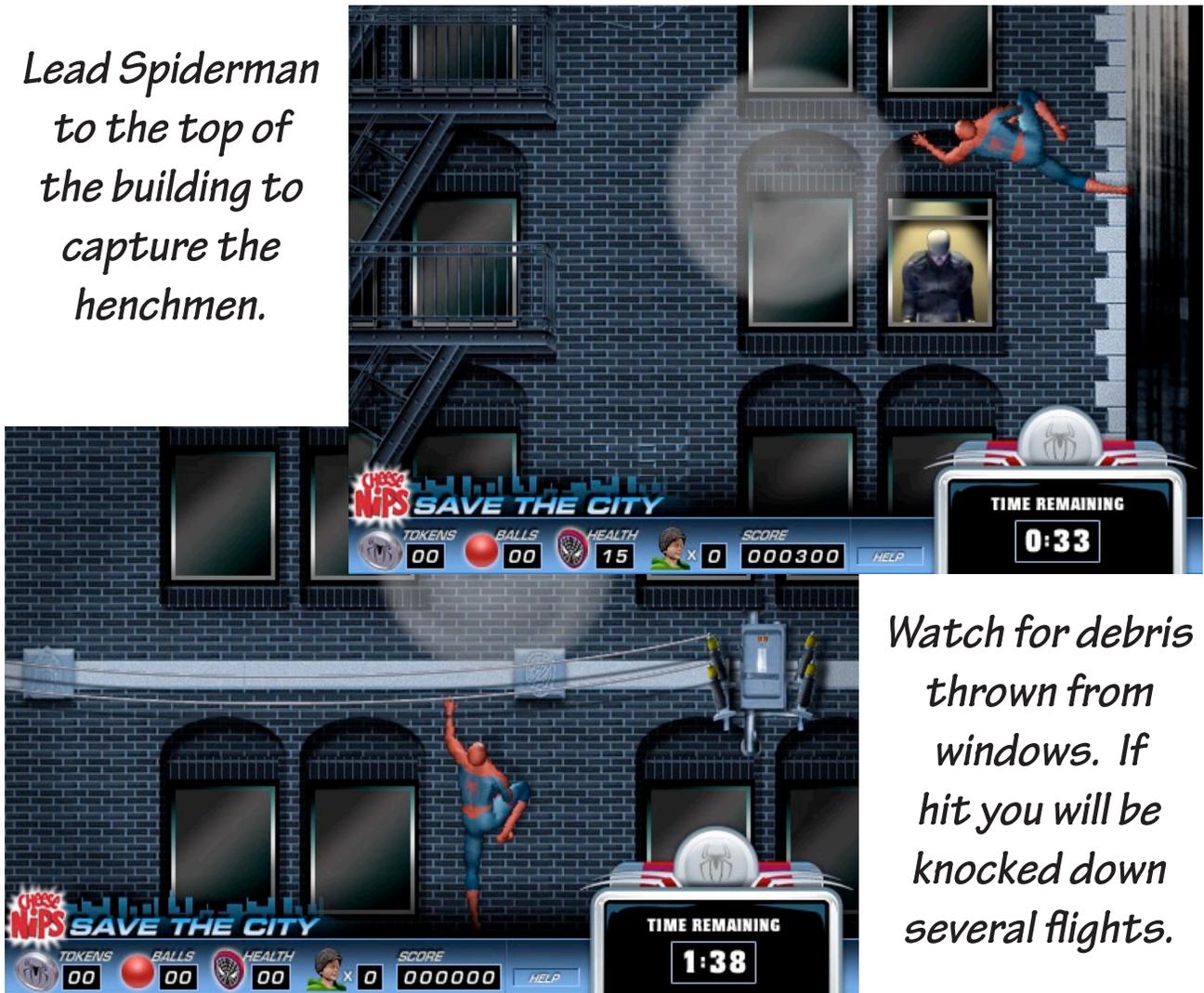


*Perfect your serves and spikes to lead your team to victory. Put spin on your spikes for that extra competitive edge. Watch CRex, (a Kraft Foods mascot), dive and set the ball before it hits the ground!*

# Spiderman

## Exterior climbing game by David Crane

*Lead Spiderman to the top of the building to capture the henchmen.*



*Watch for debris thrown from windows. If hit you will be knocked down several flights.*

*This climbing game within the Spiderman Advergame features extremely realistic and fluid character animation. Spiderman scales the walls, hands and feet clinging to the brick, while rotating perfectly to follow the searchlight.*

*One of the most visually stunning free games on the internet.*

# Miller Seat Salsa

by David Crane & Roger Booth



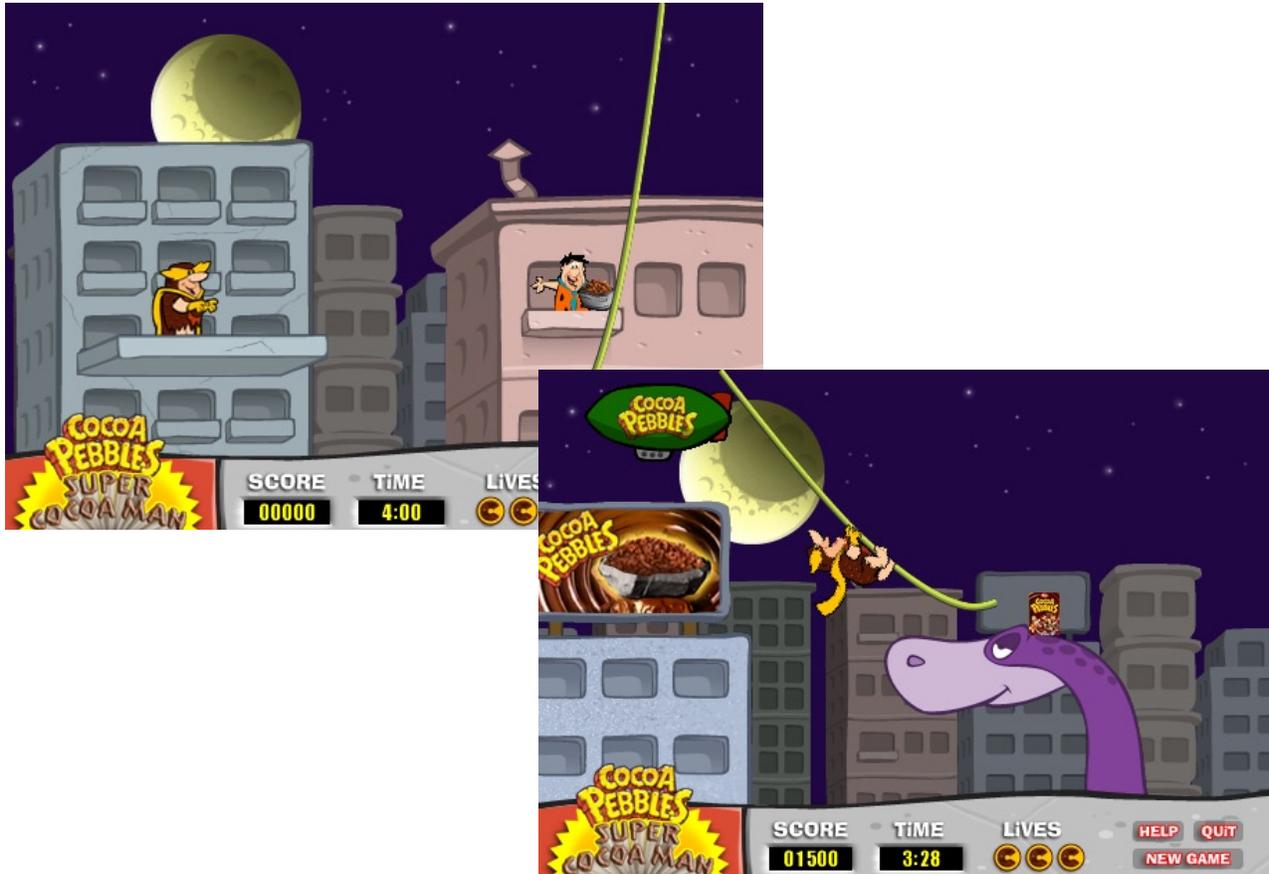
*While trying not to spill your beer, run through the concession area and up three levels of stadium flights to get to your seat. Pick up food, beer, and collectable gear on the way. Keep your jumping and jostling to a minimum - if you spill your beer you will have to start over.*

*A rare Spanish-language game made in the US, this game was featured on ESPN Deportes.*



# Super Cocoa Man

by David Crane



*Use Super Cocoa Man's awesome flying ability to help swing from vine to vine, teetering on precarious ledges through the city of Bedrock in pursuit of Cocoa Pebbles.  
(That's Barney behind that cape and mask.)*

*Time your jumps well in this high-flying game or you might fall quickly to your death! Get your rhythm going for a swinging adventure.*

# Break the Rules Hoops

by David Crane



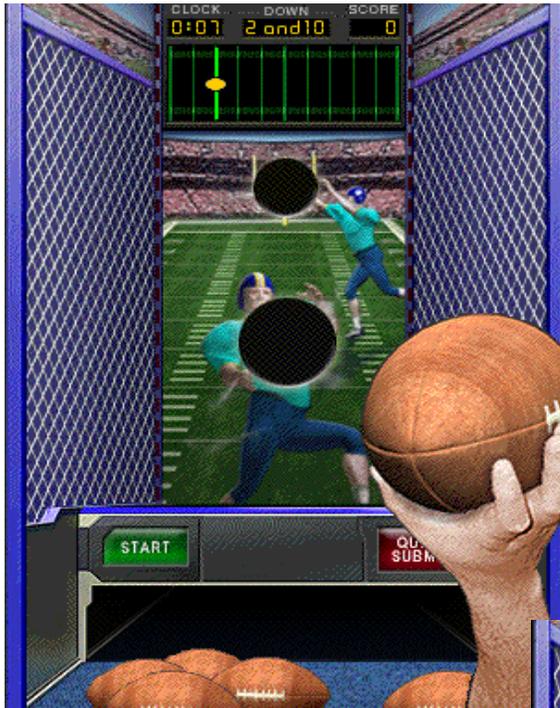
*Play basketball inside, and win points for destroying your bedroom! This game rewards you for doing what you were never supposed to -- making a mess and breaking things. Mom might yell up from downstairs once in a while, but no matter -- you're having fun!*

*Throw the ball at an airplane suspended in the air, a stereo, a cracker box, or a lava lamp among other items to win points while making baskets at the same time. (Every object allows for a perfect carom shot into the basket.)*

*Shoot Hoops in three different indoor environments, leaving smashed furniture and objects in your wake.*

# Downfield Strike

by David Crane

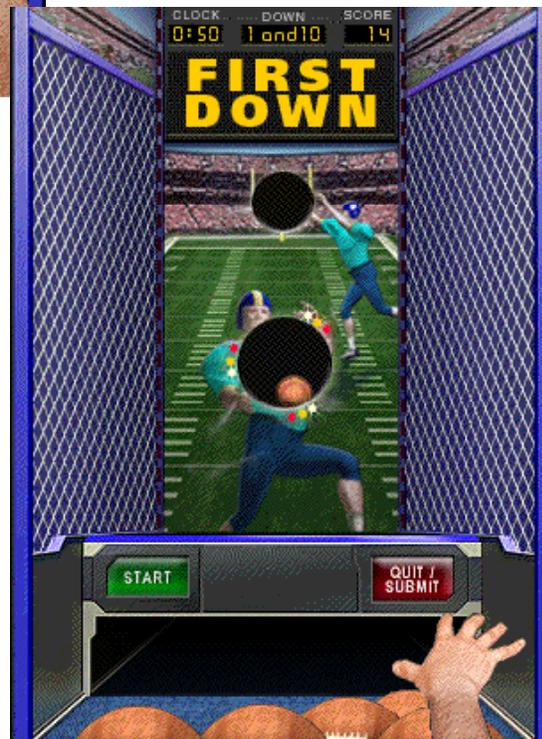


*You are the quarterback in this timed game, just like in the arcade.*

*Pick up one of the many footballs and aim for one of the targets.*

*Fling the mouse to direct and propel the ball. Complete short or long passes to advance your team downfield to the goal line.*

*The hard part is to aim carefully while passing as fast as you can!*



# Mini Motocross

by David Crane



*Choose the flavor of your player and enter the world of Mini Motocross. Drive an insect-sized motocross bike course through the lawn and sandbox. Avoid the childrens' toys and pets along the way while picking up dropped candies in your path.*

*Finish the course as quickly as possible, avoid obstacles and pick up items to obtain the highest score.*

# Robopup Run

by David Crane

*Barney disguises himself as Robo-pup to get away with stealing Fred's Pebbles Cereal.*



*Control Fred as he chases Barney around town, picking up food along the way to help you catch up with him. Time your jumps over obstacles, and ride Dino or drive a stone-mobile in your chase. Watch out for the tigers! Unlike cats, you have only 5 lives.*

# Toyota 4runner Challenge

by David Crane



*Drive timed segments of an off-road track to complete a course.*

*Complete 4 courses to win the game. Navigate around other drivers and take dips and jumps while picking up items along the way to give you gas, extra time to complete the course, or mods to your car to increase performance.*

*Practice the course to predict what will come next. Finish with optimum time and maximize points for your high score. Enjoy the feel of driving a 4x4 off-road, leaving your competitors in the dust!*

# Tyco RC Speed Wrench

by David Crane



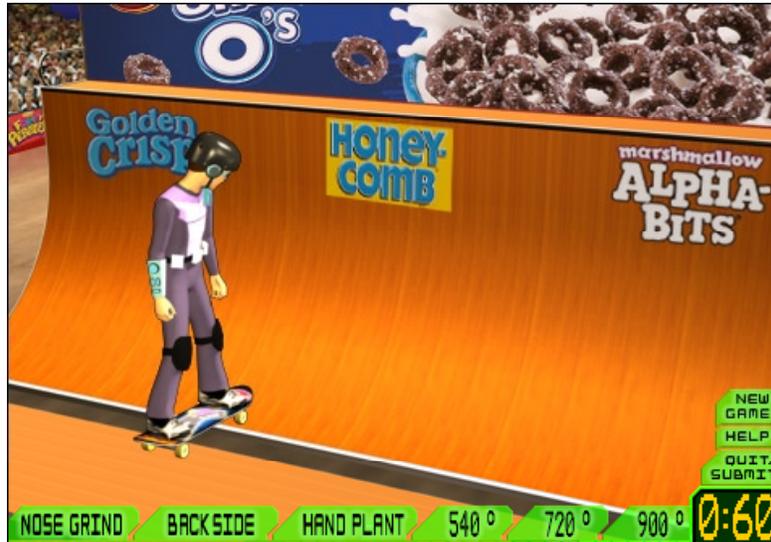
*Rev up your engines and get ready to floor it all the way down this maximum speed course. Shift and accelerate at the right times to avoid damage to your car while maximizing acceleration; hone your pit stop skills to minimize repair times.*

*Finish the course in minimum time for maximum points. Use the car's total power to pop a wheelie as you start!*

*Tied into a toy product by Tyco, this game represents an effective connection between an online game and a consumer product.*

# Vertical Jam

by David Crane



*Skate the half-pipe to a cheering crowd and perform as many of the six possible tricks as you can during two 60-second intervals.*

*Just get enough air, and the character will execute the trick with finesse making the crowd go wild.*



# E.T.'s Adventure

by David Crane

*Lead E.T. through the forest searching for parts to make an interstellar communicator. But beware -- the forest is crawling with government agents!*



*In this game commemorating the long-awaited release of E.T. to home video, you will use a radar screen to help avoid federal agents and locate pickups. Resurrect dead plants and eat cereal along the way for bonus points. Assemble the collected household junk into a communicator and "Phone Home".*

*Tech Note:*

*The game uses multiple independently-scrolling layers of depth for its 3D display, as well as a fog effect rarely seen in browser-based games.*

# Bubble Yum Home Run Derby

by David Crane



*You've got 20 swings to hit as many out of the park as possible. Watch for tricky pitches, and choose your swings carefully!*



*Earn a bonus swing for every ball hit off the scoreboard or out of the park!*

# Bubble Yum Bullpen Blast

by David Crane



*Pitch a Perfect Game!*

*You face a 12 man roster of Major League hitters who learn from your every pitch. Can you go three times through the order before your arm lets you down?*

*If you let a pitch slip, your team will back you up, but they are counting on you to outsmart the batters.*

# Gummi Savers Egg Hunt

by David Crane



*The clock is ticking... The Turtles are marching...  
In this variation on the Tortoise and the Hare you collect the  
eggs and deposit them in the baskets.*



*Bump into a turtle and any eggs in your wheelbarrow are  
knocked back onto the ground. Learn the patterns and find the  
quickest way through the maze for extra bonus points. It looks  
deceptively simple, but just wait until things are really humming  
in level 9!*

# Foul Shot Shootout

by David Crane

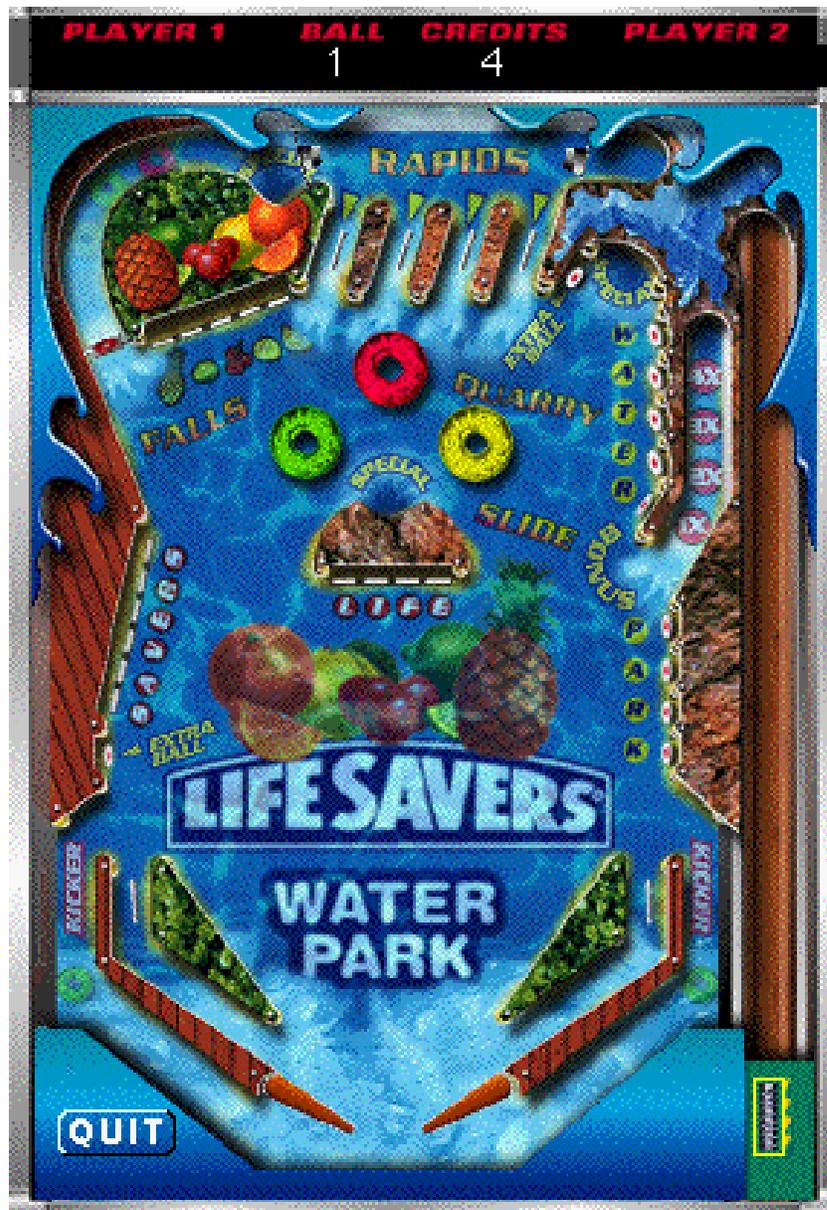


*Just like the Arcade game you have just 45 seconds to make as many baskets as you can. You get a bonus point for any shots made in the final 10 seconds. Take advantage of those 3 point shots.*

*The best players can sink every shot as fast as the ball returns!*

# LifeSavers Water Park Pinball

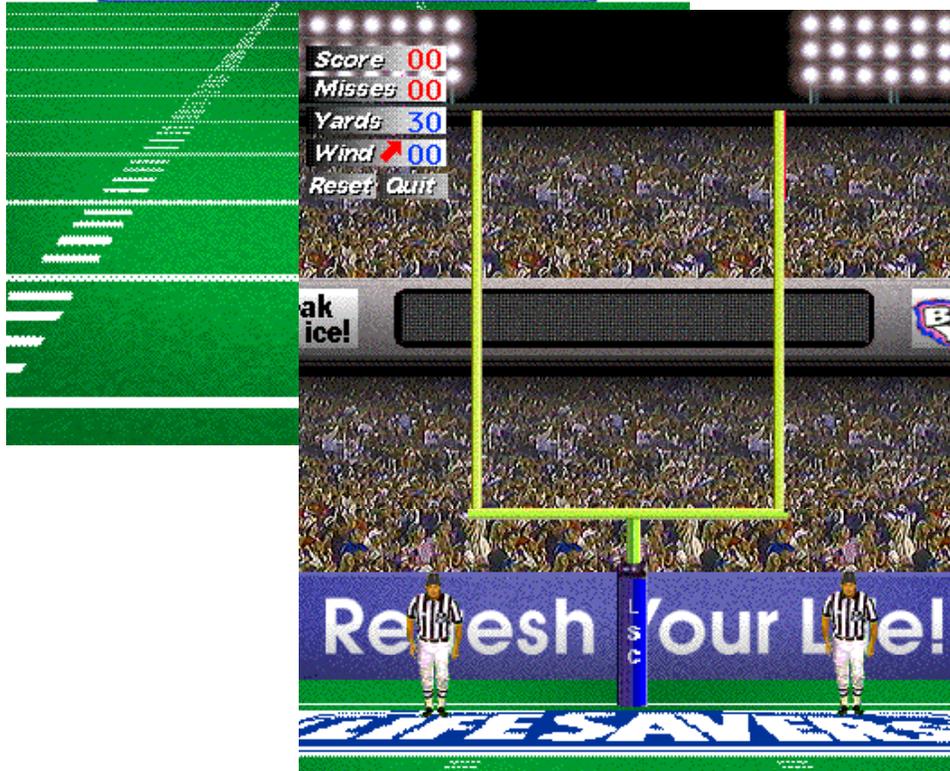
by David Crane



*Play a full Pinball simulation right in your browser! Drop Targets, Bumpers, Kickers, Flippers, Rollovers, Spinners, and Catch Holes all operate just like the real thing! Spell LIFESAVERS or WATER PARK, or light up the Five Fruit Flavors to earn bonus points.*

# Field Goal Challenge

by David Crane



*Try your foot at varying distances, beginning at a mere 20 yards, and working your way up to a 60 yard boomer! You will learn to adjust for differing field positions, angles, and windage. The crowd cheers you on, and the card section promotes your sponsors.*

# CremeSavers Bowling

by David Crane



*Bowl a line in this specially branded version of Bowling. You can even choose a candy-colored ball that matches the sponsor's product.*

*But don't be fooled by the pretty colors and flavors. This is as good a simulation of Bowling you will find in the browser.*

# Golf Solitaire

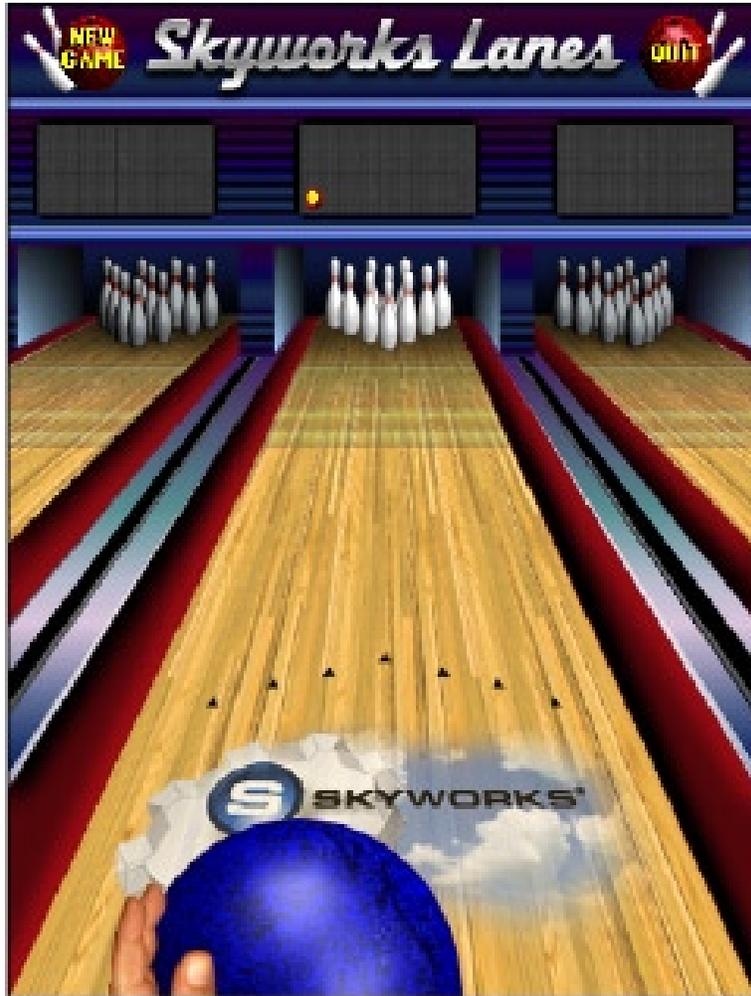
by David Crane



*When you tire of playing Klondike on your Windows™ computer, try a game of Golf Solitaire. It can be much more challenging, and thought provoking, and the soothing music will help you to relax.*

# Skyworks Lanes Bowling

by David Crane



*Bowl a line for a personal best or against a friend.  
You choose your line and fling the ball down the lane.  
Then apply body-english to hook the ball right into the  
1-3 pocket.*

*Enjoy the look, feel, and sound of the bowling alley  
without ever leaving home.*

# Carefree on Ice

by David Crane



*Perform a pre-set routine of spins, and single, double, and triple jumps. Carefully adjust the height of the jumps for Style points, and after a successful routine collect your scores from a team of international judges.*

# Gummi Savers Rock-N-Skate

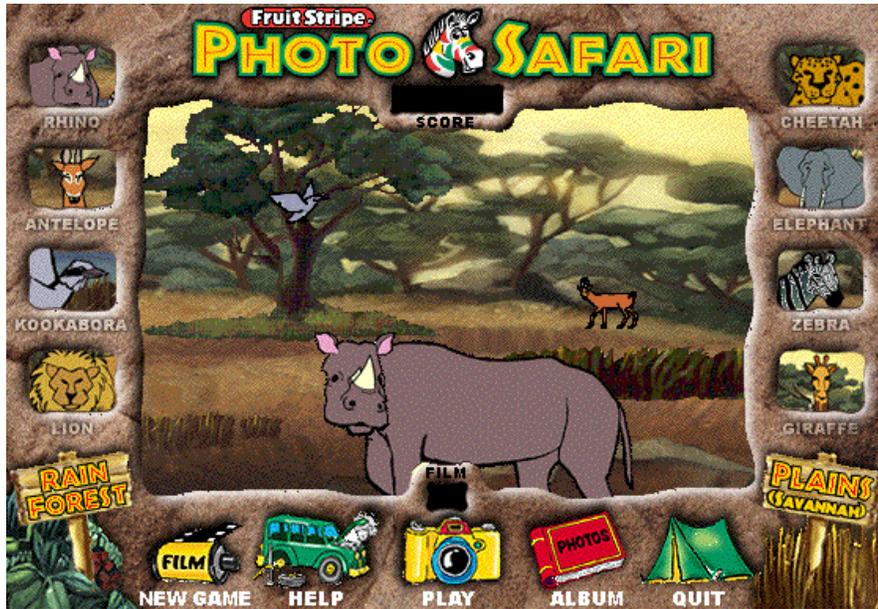
by David Crane



*Strap on your inline skates and ALL your pads 'cause you are about to really show off! You can execute all the popular airborne tricks on the half-pipe trick jumping course. Try not to fall or prepare to feel the pain!*

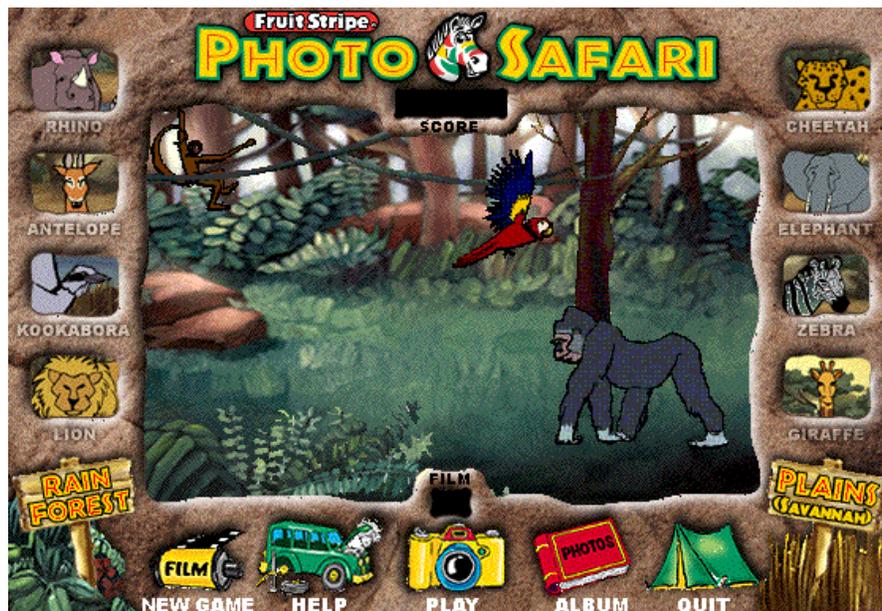
# YIPES! Photo Safari

by David Crane



*Grab your camera gear and your camouflage fatigues. You are going on a photo safari into the plains and jungles of Africa.*

*Get a shot of the animals looking right at you for bonus points!*



# Ice Breakers Slap Shot Shootout

by David Crane



*It's just you against the Goalie! How many shots can you get past him in three 60 second periods? If you don't do pretty well the scoreboard operator can be pretty insulting! But ya gotta be tough to play Slap Shot Shootout.*

# Southpark™ Pinball

by David Crane



*You are almost afraid to hit a target in this raunchy pinball game! All the targets, bumpers, and bonuses ring out with Southpark sound effects. For big points shoot the ball into the toilet with Mr. Hanky, or light the center target and electrocute Kenny!*

*The game play is loads of fun, and you will find yourself laughing at everything the Southpark gang say and do.*

# Breath Savers Road Rally

by David Crane



*Get ready for an endurance Road Rally through the countryside. Dodge other cars on the road, conserve fuel between gas stations, and try to finish each leg of the race in the time allotted.*

*In later stages of the race, you will contend with darkness and fog. Don't be distracted by the scenery because on the final leg the cars start swerving into you!*

# Ford Nascar Racing Challenge

by David Crane



*Drive the Nascar track on a 25 lap course. Your heads-up display tracks your car's condition, as well as your position in the race. To finish this race requires driving skill and good planning. Don't miss pit road or you will run out of gas on the track.*

*When you absolutely have to pit, you get fuel and minor repairs. But don't let the fresh supplies make you over confident... if you pit too often you will lose the race.*

# MTv Cranks Dirt Bike Game

by David Crane

*A “High Flying” Bike Game*

*Point your bike down the takeoff ramp and pedal as fast as you can. At the base of the launch ramp pull up **HARD** on your handlebars; you will fly into the air.*



*While sailing toward the landing ramp, take full advantage of your air time and pop one of seven tricks. The longer you hold the trick the better the score. You are scored on Air, Style, and Landing.*

*Finish the trick before you touch down or it gets messy.*

# Ice Breakers Ultimate Bobsled

by David Crane



*Pump as hard and as fast as you can. Every second on the takeoff will affect your final time dramatically.*



*Then steer the course with soft hands. Don't let your sled get too wide on the turns or when the course reverses you will go a-flying! But don't oversteer either or you will lose time. This game will give you new respect for those crazy guys in the Olympics!*

*Easter Egg: Fly off into space to hear the designer's voice!*

# BreathSavers Billiards

by David Crane



*Play Straight Pool, 8 Ball, 9 Ball, or a High Score Contest. Play alone, with a friend, or against a master computer opponent (who shows you bank shots you never imagined). Never before has a game as mathematically challenging been attempted using Shockwave inside a browser.*

# Snackwells Chocolate Factory Pinball by David Crane



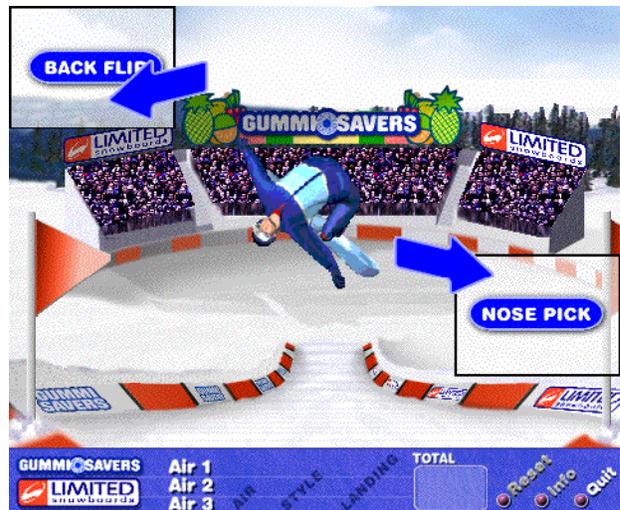
*Another great pinball simulation with real-world action. Shoot the ball past the 1000 point spinner into the Electric Mixer for a random bonus collection. Turn on the Magnets under the playing surface and watch the path of the ball be deflected away from the drain or into the specials. One or two players can enjoy this game for hours.*

# Snowboard Big Air by David Crane



*Sail down the takeoff ramp gathering as much speed as you can. Don't worry about what's over that next rise... it's only a 200 foot drop!*

*Launch yourself as hard as you can to get maximum Air. While in the air perform one or two (or if you are really good, three) tricks before making a controlled landing. You are scored on Air, Style, and Landing.*



# Skate Rage Inline Skating

by David Crane



*Race down the streets of San Francisco on an asphalt course dotted with puddles, oil slicks, and often other fallen skaters. Travel through the tree-lined streets toward the finish line in a residential neighborhood. Choose the best line for speed, but watch out! The other skaters might find that line ahead of you and jostle with you for the best position.*

# Candystand Miniature Golf

by David Crane



*Play a 9 hole or 18 hole round of miniature golf. Battle such obstacles as water hazards, a chocolate volcano, electric crystals, and moving ramps.*

*Each hole has unique elements and requires its own skills and training. You will learn on which holes you can “go for the green”, and on which holes you had better “lay up” for safety.*

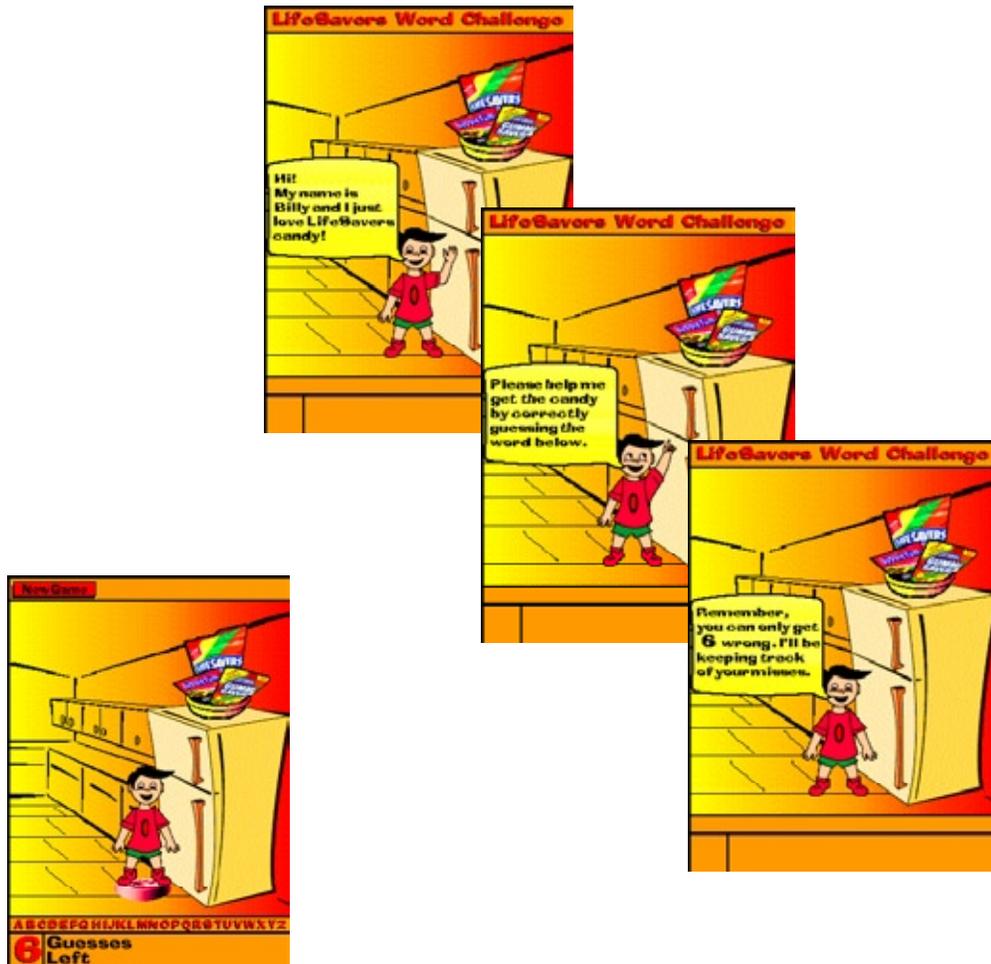


*Then when you really think you have it figured out, try to find the “hole in ones”. Many of the holes have a perfect shot that when hit with the precise strength, angle, and timing will give you the best score.*



# LifeSavers Word Challenge

by David Crane

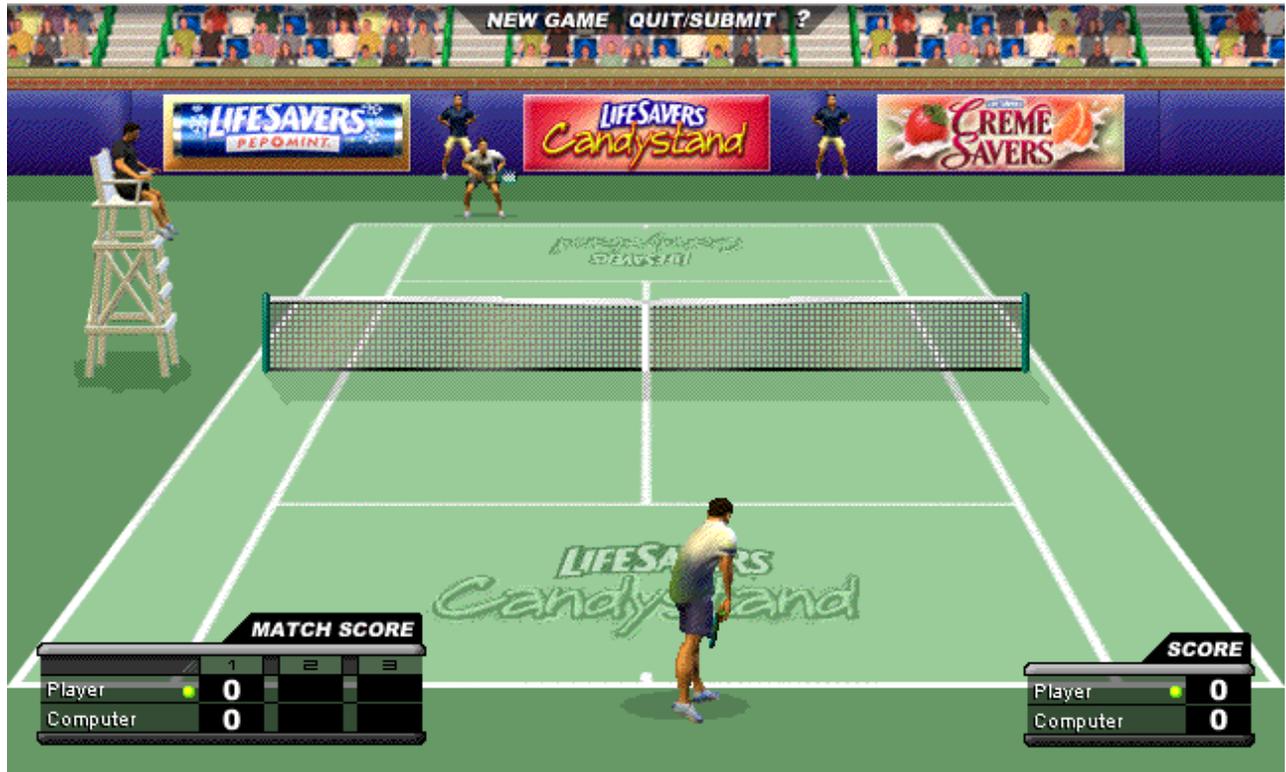


*In this cute variation on the classic game Hangman you help Billy get to the candy jar on the refrigerator when you correctly guess the word. You select letters with either the mouse or keyboard and the computer keeps track of all your guesses.*

*Like any word game this game is entertaining for all ages.*

# Candystand Tennis Open

by David Crane



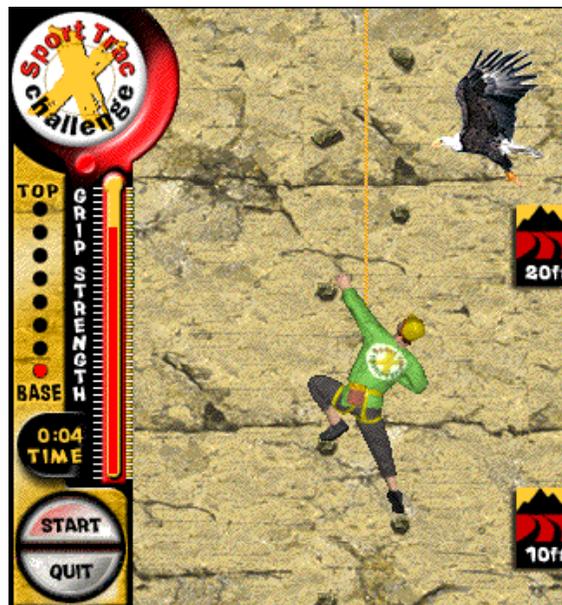
*Play a two-out-of-three set match against a computer opponent in this in-the-browser tennis simulation. Using a combination of mouse and keyboard controls, you control the movement of your player as well as the direction, strength, and type of shot.*

*This broadcast television-like experience is enhanced by Flash scoreboards and other graphic overlay elements.*

# Mountain Climbing

by David Crane

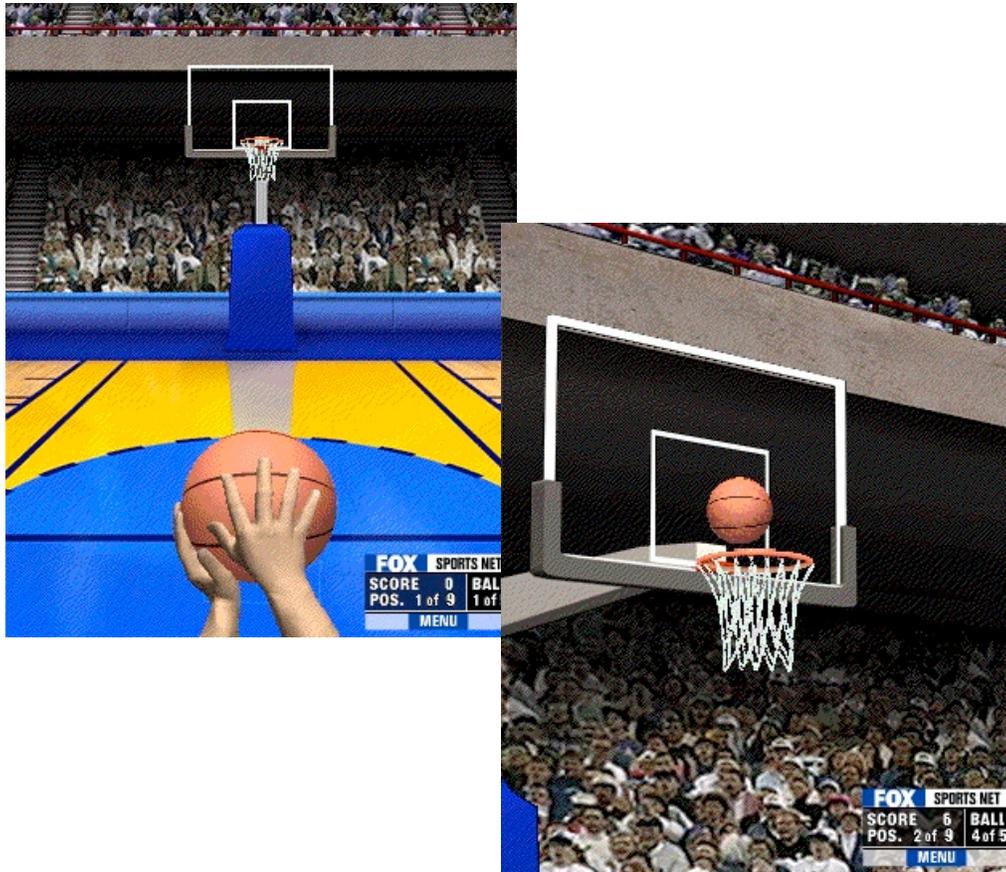
*Climb up a nearly sheer mountain face; find handholds, maneuver across gaps, and keep grip strength to keep from falling off.*



*Try to reach the top -- see if you can find the best route up.  
Beware the bald eagles flying by -- they will cause you to lose  
your grip and fall!*

# 3 Point Shootout

by David Crane



*Shoot 3 point hoops from different angles around the auditorium. Perfect your technique to get a clean swish from your angle and distance. Every 5th ball is a Bonus Ball. Sink the Bonus Ball for extra points.*

# Grand Slam Pinball

by David Crane

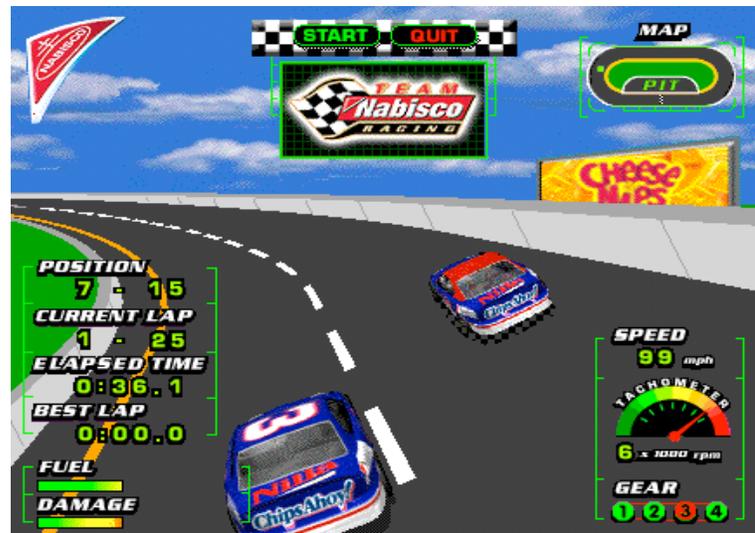


*In this baseball-themed pinball simulation, the player sends runners around the bases. The action is accompanied by pinball sounds, umpire calls, and baseball sound effects.*

*While enjoying a console-quality browser game, you will feel like you are at the ballpark.*

# Nabisco World Team Racing

by David Crane



*Win a race against other racers around a track. Shift and accelerate optimally for best time; also be efficient at pitstops. And don't hit too many other cars -- you could get flagged!*

# Soccer Shootout

by David Crane



*Attempt to make soccer goals against a talented goalie. Aim and feint to try to throw him off; kick hard and spin the ball to twist it past him and score.*

# LifeSavers Treasure Hunt

by David Crane

*Search the island for the seven pieces of a treasure map, then find the doorway to the treasure. If you can do this and succeed in surviving the perils of the jungle in the process, the treasure is yours!*



*Collect lifesavers and use them to make tools to get around obstacles and protect yourself from enemies. You can make ladders, cages, anvils, vortices and bridges to overcome all challenges that confront you.*

*Use your imagination and problem solving skills to uncover buried treasure!*

# Oreo Adventure

by David Crane

*Find your way through a treacherous jungle in your search for the golden key which will allow you to open the Temple of the Golden Oreo.*



*Collect oreos along the way which you can use to create tools to overcome obstacles and enemies. Use binoculars to see where you're going, and find golden cookie jars to restore health.*

*Bonus points are awarded at the end of the game for picked up keys, cookie jars, and unused cookies -- so use your resources wisely, and avoid danger.*

# LifeSavers Roll-A-Ball

by David Crane



*Roll your 9 balls for maximum score. You will be amazed by the realistic roll, flight, and bounce of the ball as it caroms around the targets. See if you can hit that angled shot to the 100 point target.*

*Then submit your score to our database to accumulate as many points as you can over the length of our contest.*

# Air Crisps Slam Dunk

by David Crane



*Choose from five slam dunk techniques to perform for judges; points are given for air time and distance traveled, as well as a clean “swish”.*

*Increase airtime, vary take-off point, and time your dunk to maximize points given by the judges.*

# Fruit Chews BMX

by David Crane

*Ride your BMX around the dirt course; use each jump to perform one of seven tricks.*



*You will be judged on the basis of AIR, STYLE, and LANDING.  
Time take-offs and perfect mouse technique to get maximum  
points from the judges.*

# Postopia Bowling

by David Crane



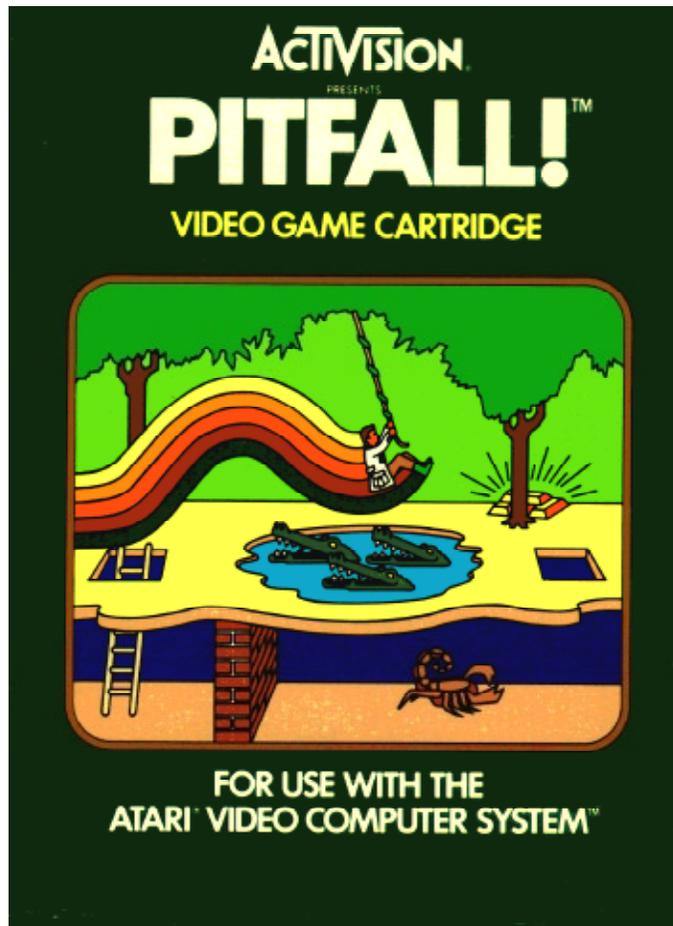
*Bowl a cereal ball into pins made of ice. You choose your line and fling the ball down the lane. Then apply body-english to hook the ball right into the 1-3 pocket. Post Cereal's Craver character watches and comments on your play.*



## Product Portfolio: Console Games

Following is a compilation of console games, programmed in Assembly Language, for various home video game consoles.

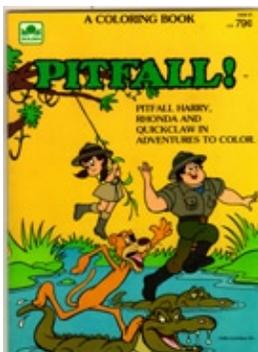
David Crane's Console Games have sold more than eight million copies worldwide, representing combined sales of over \$400 million!



# PITFALL!™

by David Crane

*Seek out the lost treasures of an ancient civilization hidden deep within the forbidden jungle. Swing through trees, jump over bottomless pits, and journey through underground passageways, avoiding the perils of the jungle -- crocodiles and cobras, scorpions and quicksand. All to find the treasure -- in Pitfall!™*



- Over 3,500,000 Sold
- Billboard Number One for 64 consecutive weeks
- First ever "platform" style game
- Video Game of the Year for 1982
- Licensed as a Saturday morning cartoon, board game, and coloring book series



*Here I am, Pitfall Harry, plummeting toward the dark thunder of rushing water below...and thinking of the night David Crane called.*

*"I hope you're well rested", he had said.*

*Too rested, I said. I was ready for action.*

*He asked if I'd heard tales of the legendary lost caverns of Machu Picchu in Peru. Or of a roaring, uncharted underground tributary of the Urubamba River replete with waterfalls and deadly electric eels.*

*"Yes", I said.*

*He asked if I knew of the infamous, cursed Raj Diamond. Or of the recent robbery of gold bars from the U.S. Gold Bullion Depository in Fort Knox. And had I heard of vampire bats? Poisonous frogs? Albino scorpions? The dreaded Andean condor?*

*"Yes", I said.*

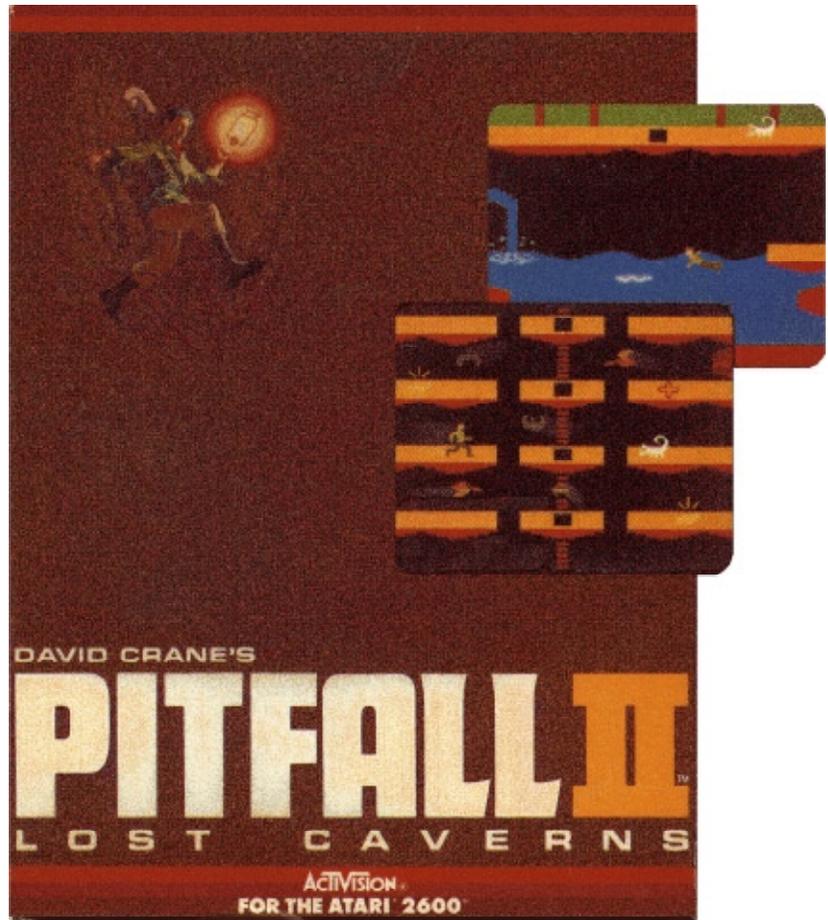
*And could I still run? Climb? Jump? Could I... swim?*

*"Yes. Yes. Yes. Yes."*

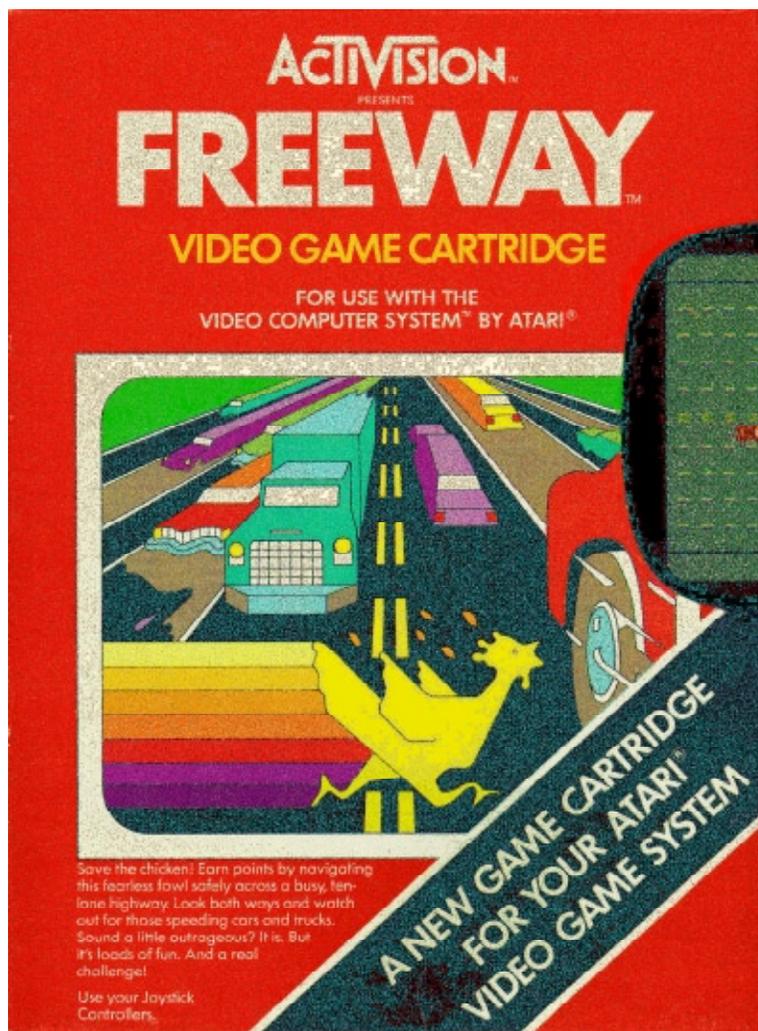
*"Good", said Crane. "Then you'll do it?"*

*"Of course," I said.*

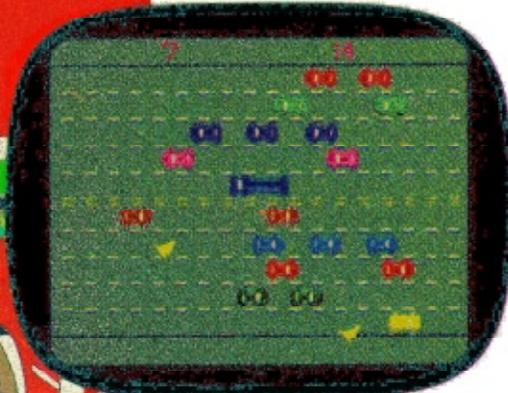
*If only I had known.....*



# **PITFALL II:** **Lost Caverns™** **by David Crane**



*You see, there's this chicken. And he decides he wants to cross the road. Familiar story, right? Except this time the road is a*



*freeway, and it's rush hour! Your task is to guide the poor chicken to the other side of the freeway.*

*Tech Note:*

*Many games allowed for a character to move vertically through bands of moving objects. Freeway was the first with two independent sprites to do so.*

# **FREEWAY®**

**by David Crane**

- *Over 500,000 Sold*
- *The most moving objects of any 2600 game*
- *Awards for "Most Innovative" and "Best Sound Effects"*

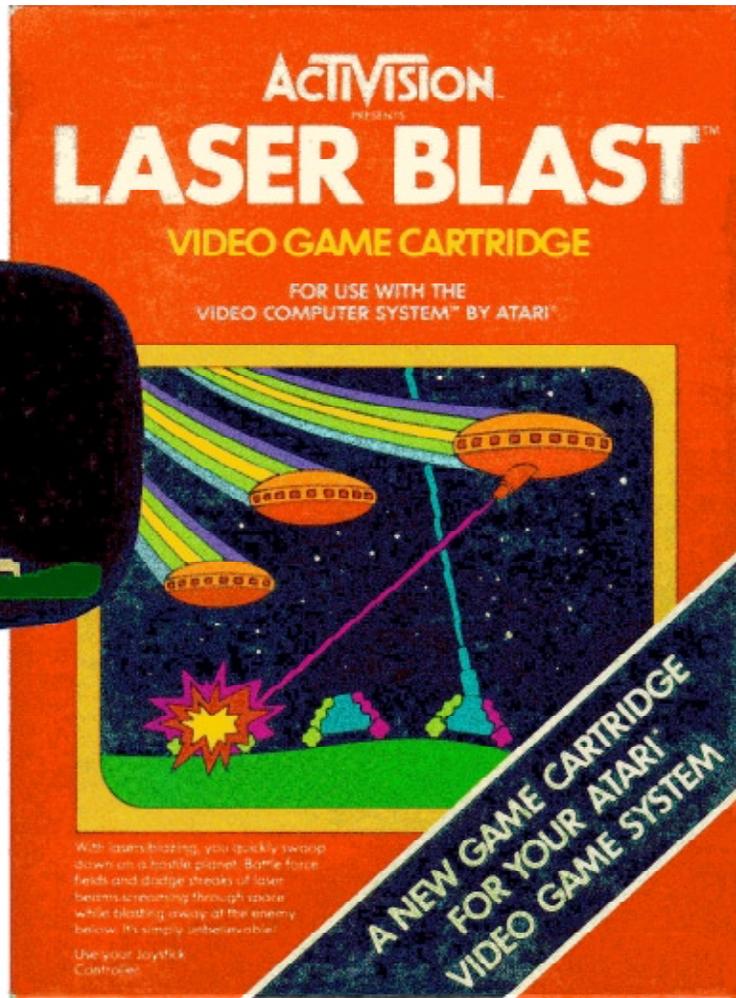
*As commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you are awarded points.*



*Brilliant colors and startling sound effects make Laser Blast® an all-time space video classic.*

Tech Note:

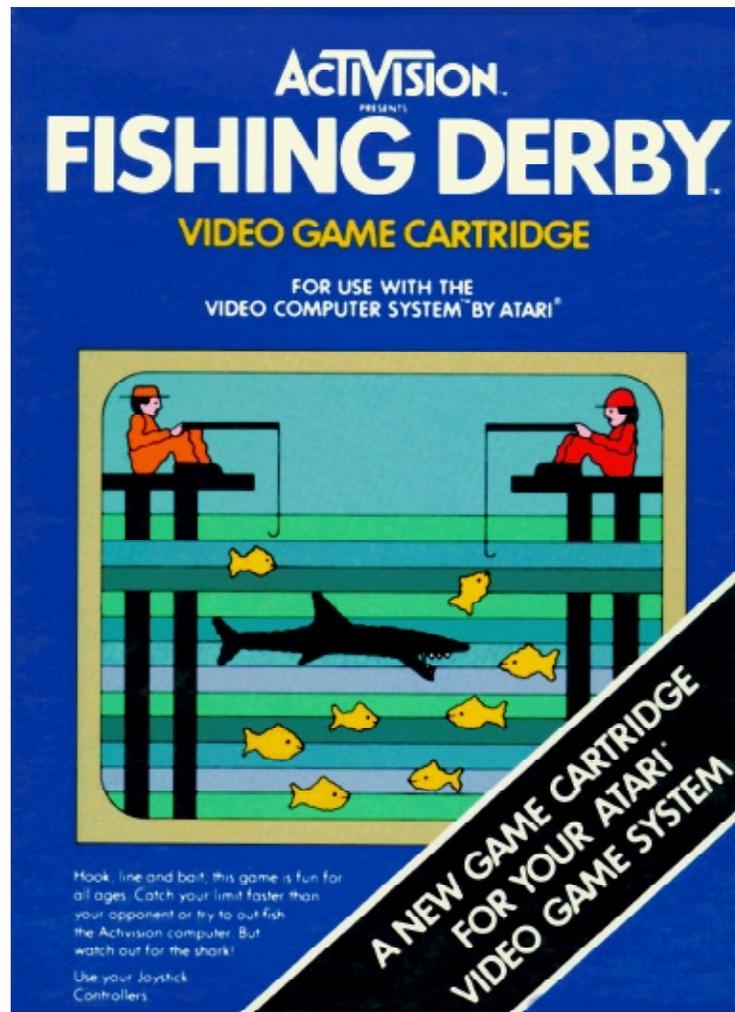
*The lasers seen in the game are made by stretching a single colored dot along the screen.*



# LASER BLAST®

**by David Crane**

- *Certified 1,000,000 seller*
- *1982 Best Science Fiction game award*

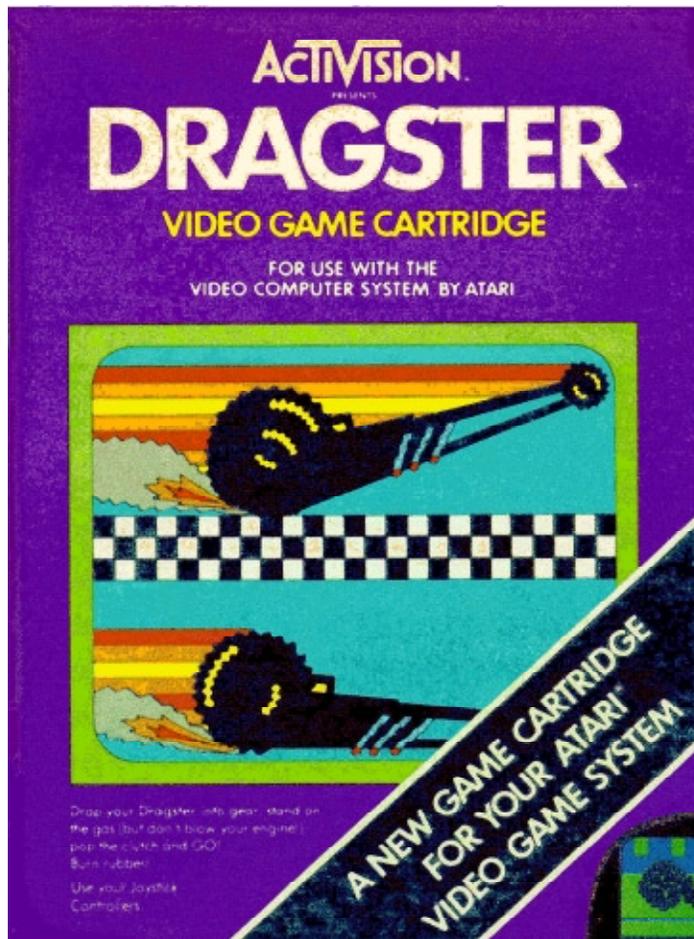


# FISHING DERBY®

by **David Crane**

*A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish all right, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby® a constant challenge.*

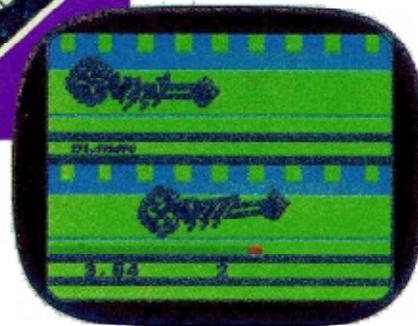
- *Over 500,000 Sold*
- *1981 Arcade Alley Award Winner, Best Audio and Visual Effects.*



*Watch the countdown, shift gears, pop the clutch and burn rubber! You can rev your engine, but be careful not to blow it. True-to-life sound effects and gruelling competition bring all the action of the dragstrip right into your living room!*

Tech Note:

*The large, moving race cars in Dragster™ represented a technological advancement not envisioned by the system's designers. This technique was copied by many other companies and appeared in several games.*

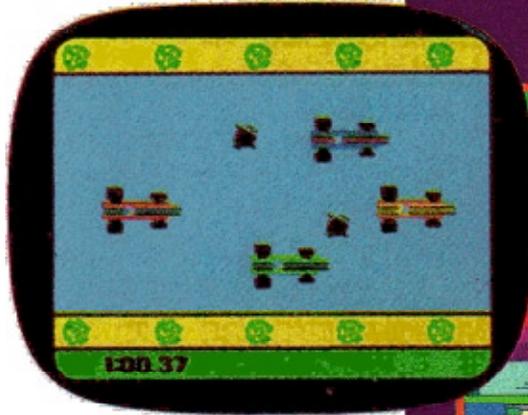


# DRAGSTER

by David Crane

- *Over 500,000 Sold*
- *Largest moving high-res objects ever on the 2600*

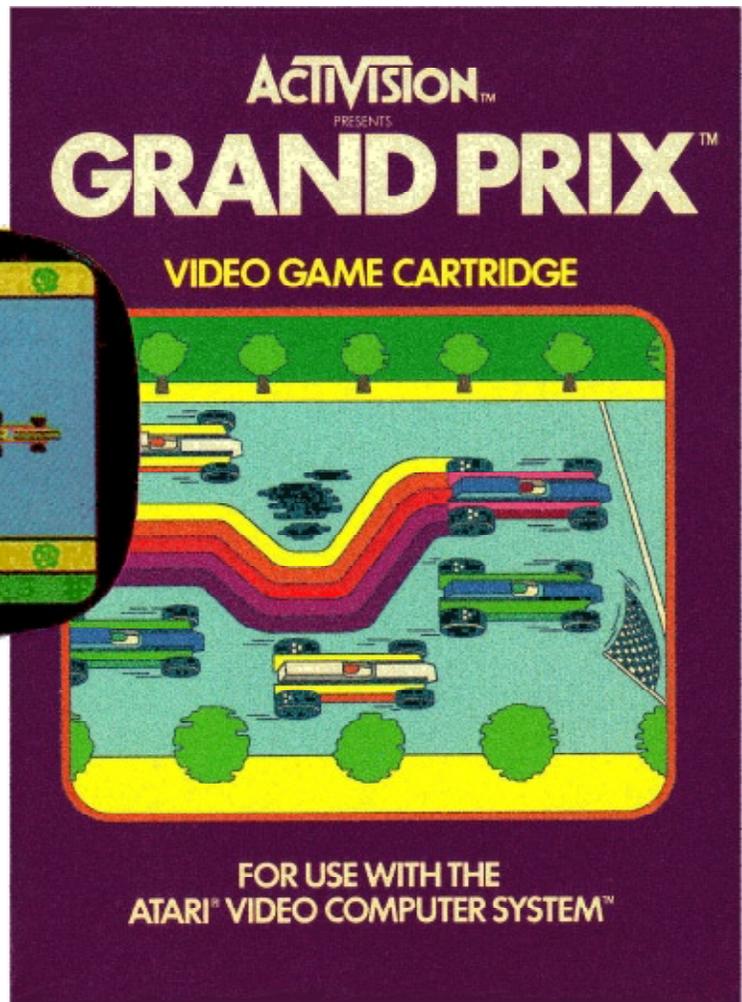
*You've always had a secret fantasy about driving in the big race? Well, here's your very own Grand Prix.™ You'll steer a course around other drivers, ease by oil slicks, zoom*



*across bridges, with time your foremost enemy.*

*Tech Note:*

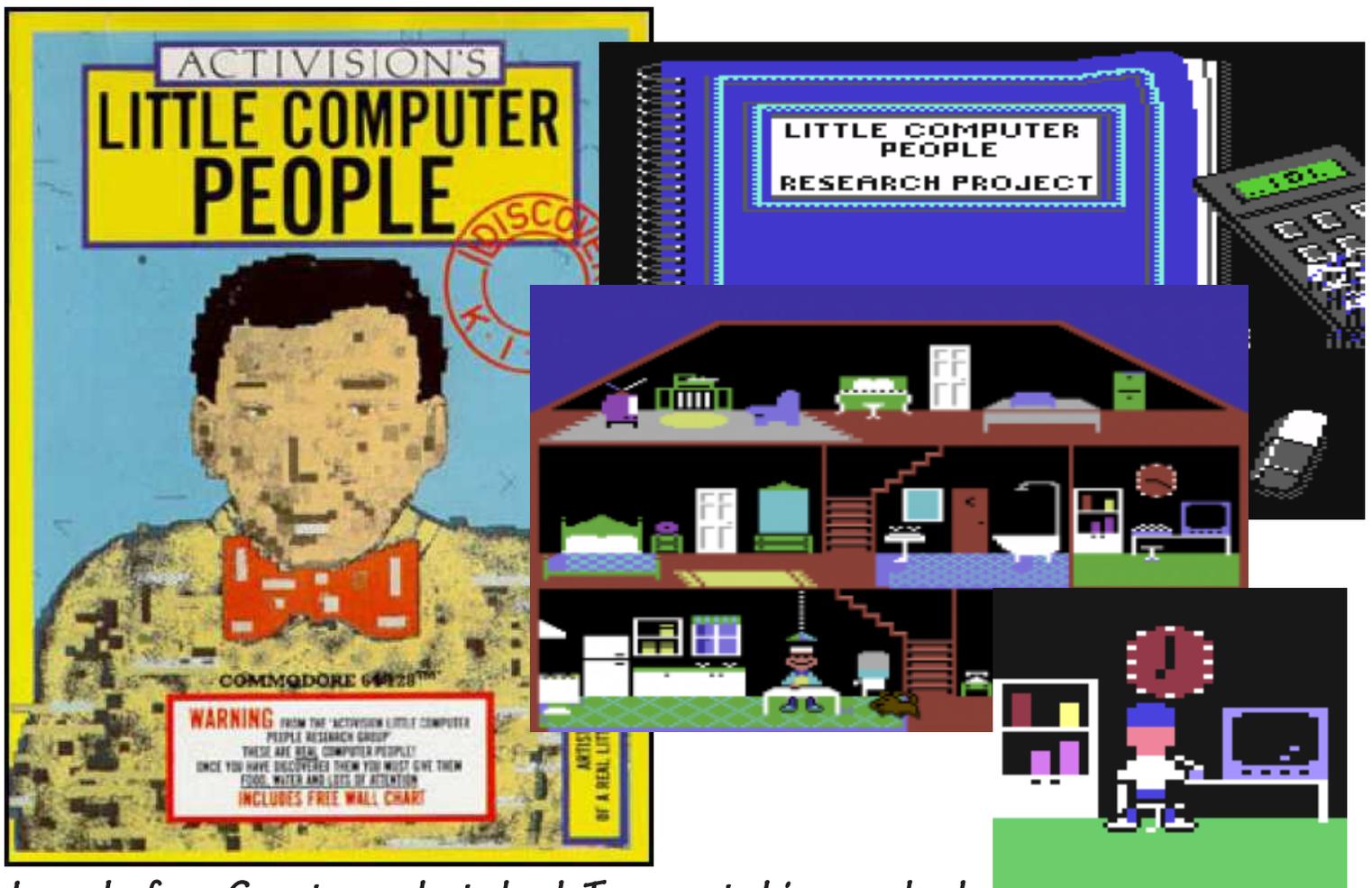
*The large cars in Dragster™ remained on the screen at all times. In Grand Prix™ this technology was expanded to allow smooth transition on and off the screen.*



# GRAND PRIX™

by David Crane

- *Over 500,000 Sold*
- *Lauded as one of the most colorful 2600 games*



## *Long before Creatures hatched, Tamagotchis sparked*

*psychology debates, and The Sims became a best-seller, there was Little Computer People. Advertised as a “House-on-a-Disk,” the game depicted nothing but a cutaway view of a three-story house, the little computer person who inhabited it, and your new friend’s pet dog. Little Computer People was one of the first games to use “digital DNA,” a unique serial number on each disk that determined the personality and appearance of your little computer person. No two were alike, and some poor souls ended up with a person who was downright cranky.*

*In some ways Little Computer People was far more fun than similar games that have followed in its footsteps. Creatures let you train monsters, and The Sims lets you interact with the virtual people by changing their environment. However, Little Computer People took a different approach. You could be directly involved with the lives of simulated inhabitants by typing phrases into a text box that popped up on the top of the screen. You could ask your digital buddies to play the piano (even requesting tunes from various composers), challenge them to a game of poker, and tell them to feed their virtual pets. Occasionally, the little computer person would tap on the monitor and ask if you wanted to play a game or would go upstairs and type you a letter. The little people remembered your name, and it was possible to reward them by delivering records and books to them or by patting them every so often. - GameSpot*

- *Designed by David Crane, based on an original concept by Rich Gold*
- *Every copy on disk contained a Sim with unique personality and appearance*
- *People bought multiple copies and multiple computers to be able to interact with several different Little Computer People simultaneously*

Meet Blobert, “Blob” for short. He comes from the planet Blobolonia where he and his friends share an amazing ability. They love jellybeans, and when they eat one they change into different shapes. But Blob has a problem: an evil emperor has stolen all the vitamins in the land. Blob will help you collect treasure in caverns beneath the city, if you will use the treasure to take vitamins back to Blobolonia to defeat the evil emperor.

Tech Note:

This is actually a collaboration containing two games in one. Once a player completes David Crane’s underground treasure hunt game, he is treated to a bonus game through Blobolonia designed by Garry Kitchen.



## David Crane’s A BOY AND HIS BLOB™

- 250,000 units sold
- One of the more widely played games within the halls of Nintendo of America
- “Best of Show” at its introduction at 1989 SCES
- “Game of the Year” for 1990
- 1990 Parent’s Choice Award for portraying “Positive human values,” “Intelligent design,” and the “Ability to hold the player’s interest.”

*In this sequel to A BOY AND HIS BLOB™ the daughter of the good king of Blobolonia is taken hostage by the evil alchemist and hidden in his castle. You and Blob must plumb the depths of the castle, pass deadly mechanized traps, travel an underground river, and find the princess. Of course, you also collect misappropriated treasure along the way.*

*Collect the five coins which hold the secret combination to the enemy's treasure trove.*

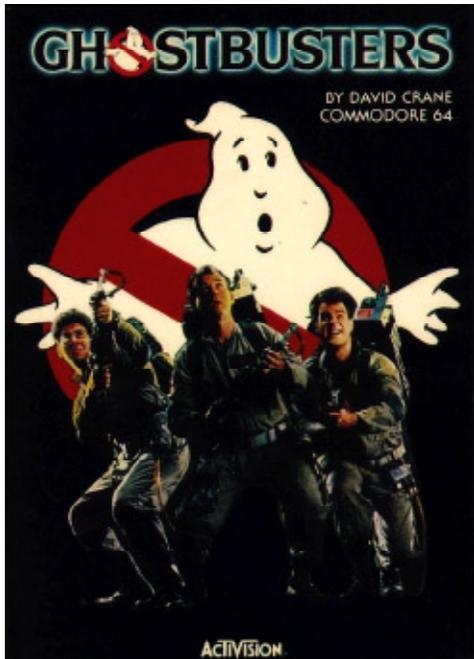
*Then rescue the Princess and earn her gratitude (as well as the throne of Blobolonia!)*



## David Crane's **THE RESCUE OF PRINCESS BLOBETTE™** *STARRING: A BOY AND HIS BLOB™*

- *Sequel to the popular NES game*
- *Original story, not an adaptation*
- *Major hit in Europe. Licensed by Nintendo from among hundreds of third-party games*
  
- *One of the few American-designed games to be licensed to the Japanese game market*





*If you are gonna catch those ghosts, you need all the right stuff. Carefully use your available cash to equip your ghost-mobile for ghost hunting. Answer alarms, and vacuum up ghosts along the way.*

*Keep the city's psychokinetic energy level low or all hell will break loose (literally). The marshmallow man will appear and trash an entire city block, and the Gatekeeper and the Keymaster will get together and open the door to the spirit world!*

*When that happens there is nothing left to do but "cross your streams!"*

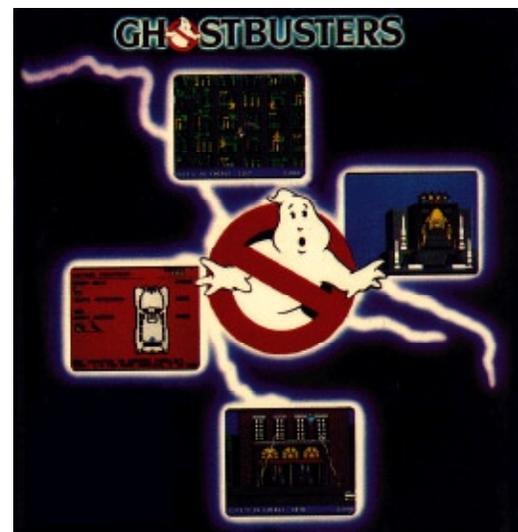
# GHOSTBUSTERS

by **David Crane**

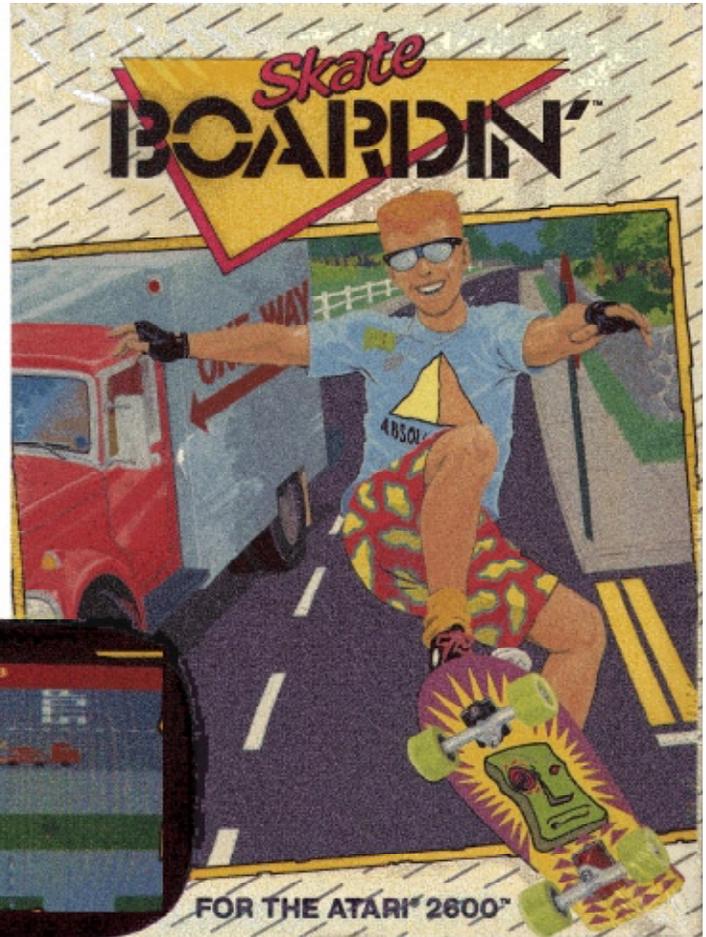
- *Originally designed for the Commodore 64*
- *Adapted across many systems*
- *Hugely successful in Europe and the UK*
- *Over 1,000,000 copies sold*

"(I have) never so thoroughly enjoyed playing or even watching a game as entertaining as this one. Activision may even accomplish what few if any have been able to do: successfully release a video/computer game derived from a major motion picture."

- Publisher, Ahoy! Magazine



*Radical moves, dude! The crowd freaks out as you blast by on your blazin' board... darting and slicing through the tubes and over that last killer ramp to win the "Worldwide Skateboard Champion" Trophy... Riinnngggg!!! Bummer - your alarm clock!! You've been dreaming again... and now there's, like, five minutes to get to school. One more time and its suspension for you. So jump on that board and get psyched for a totally intense cruise! Sure, you're awesome - but do you have the timing? The guts?*



*Conquering all 30 obstacles will be the ultimate challenge... and time is running out!*

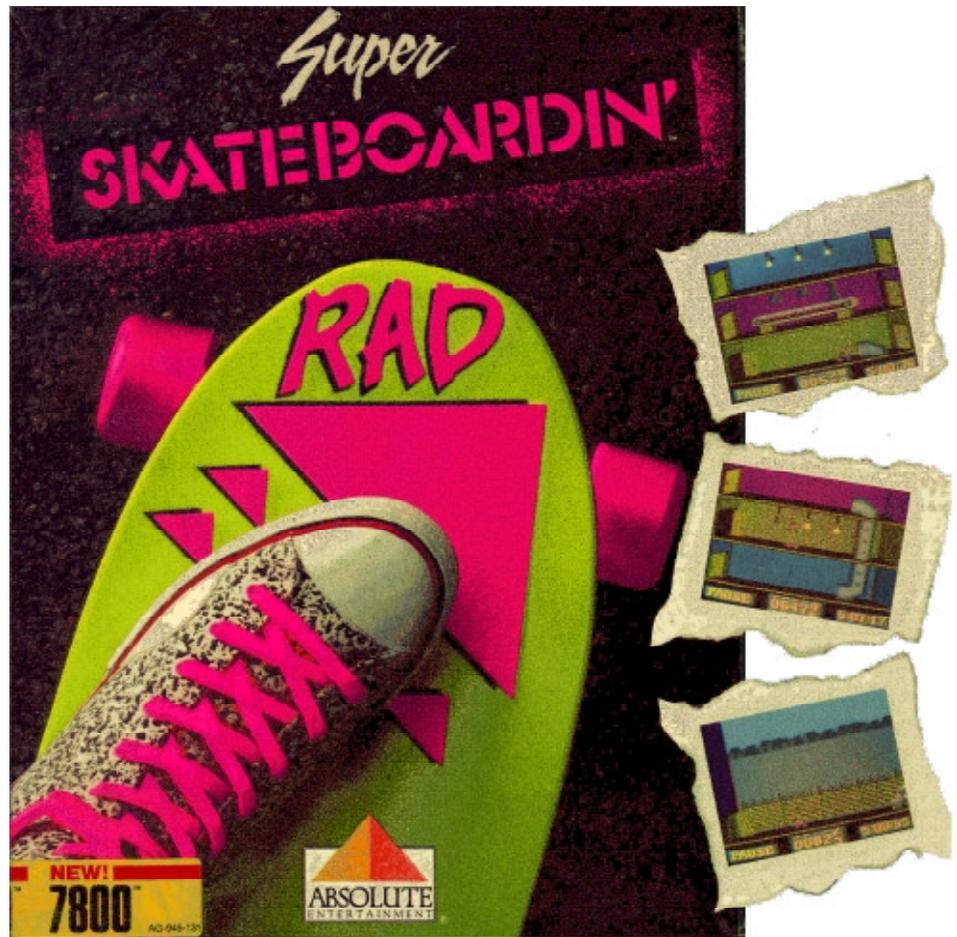
*Go for it!!*

# Skateboardin',™

**by David Crane**

- *Over 100,000 Sold*
- *Revived the 2600 market in the late 80's*

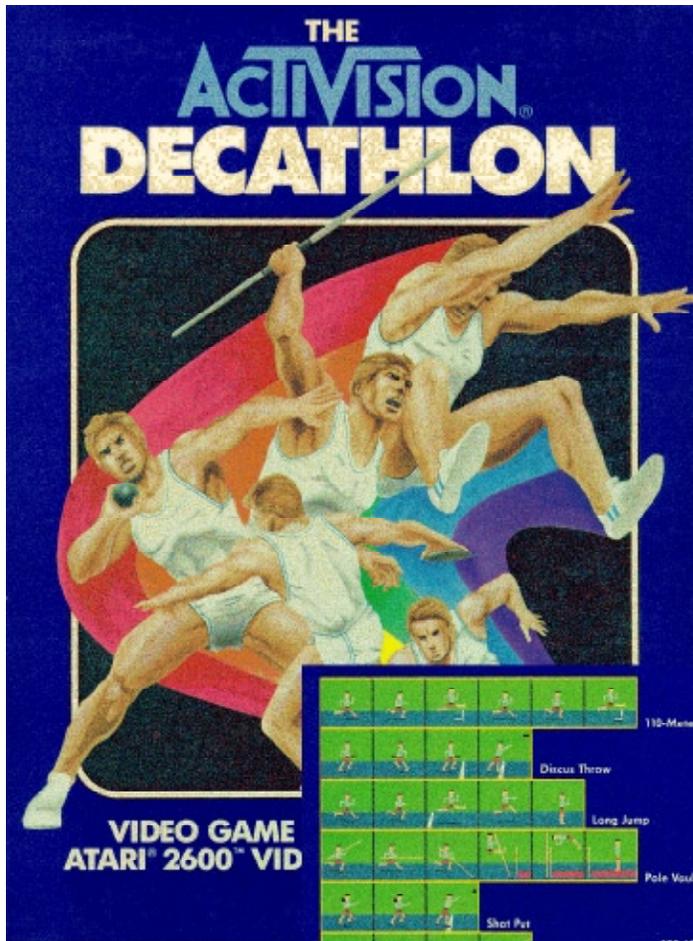
*Your new after school job is a dream come true! Some-one's going to pay you to skateboard. You are hired to turn off all the machines and lights in the factory at the end of the day. Cruise the maze of hallways, leaping for light switches and tucking through ventilation tubes to get from floor to floor. The faster you finish, the more power is saved and the more you get paid.*



# **Super** Skateboardin'<sup>TM</sup>

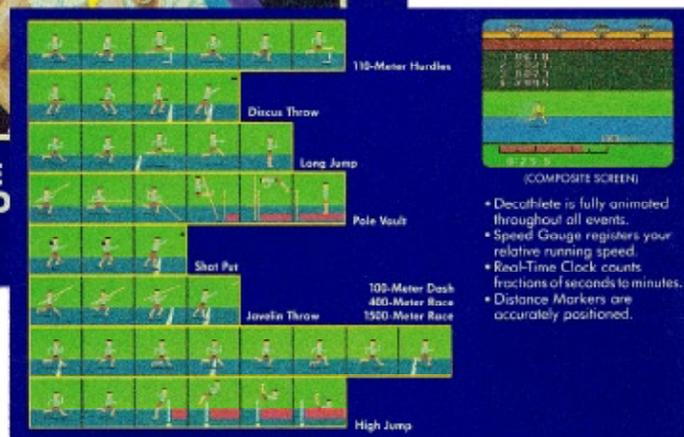
**by David Crane**

- *High speed action*
- *Designed for the Atari 7800*



*All of the individual athletic disciplines are yours — speed, strength, stamina and the desire to win. But they will all have to come together as one, because you're about to participate in the most prestigious video sporting event in history: The Activision Decathlon!*

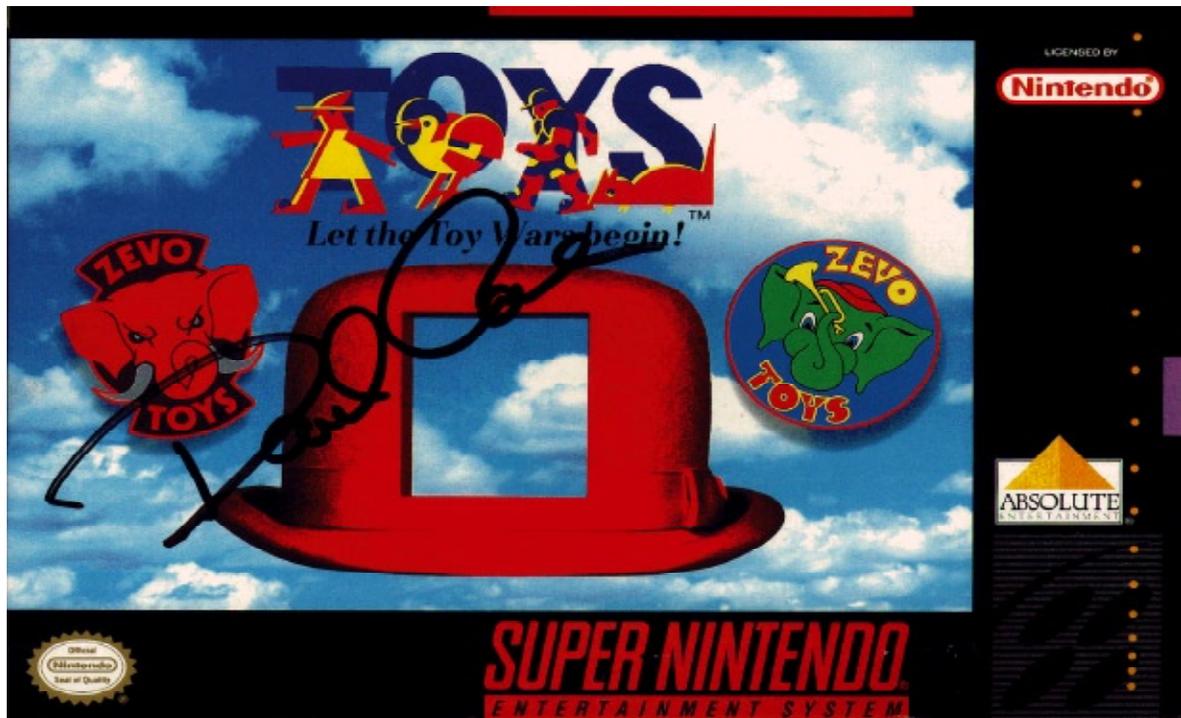
*Control the speed and strength of your decathlete by moving the joystick from side to side. The faster you can move, the faster he will go! Then take a deep breath because the next event is coming up!*



# THE ACTIVISION DECATHLON

by David Crane

- *Lifelike character animation*
- *10 complete events in a single 2600 cartridge*
- *The only video game in which the player can actually work up a sweat!*
- *In the Billboard Top 20 for more than a year*



*Something is very wrong at the Zevo Toy Factory. It used to be a happy place, where people loved to make innocent little toys for kids of all ages. But times have changed.*

*Now the evil General Zevo's in charge, and he's manufacturing an army of dangerous military weapons disguised as toys that threaten to destroy everything Zevo Toys stands for! Doesn't anyone have the courage to stop this power-hungry madman?*

*Leslie Zevo does. He's the General's wacky nephew and he's got a trick or two up his sleeve. Armed with hundreds of Good Toys and novelty items Leslie enters into battle.*

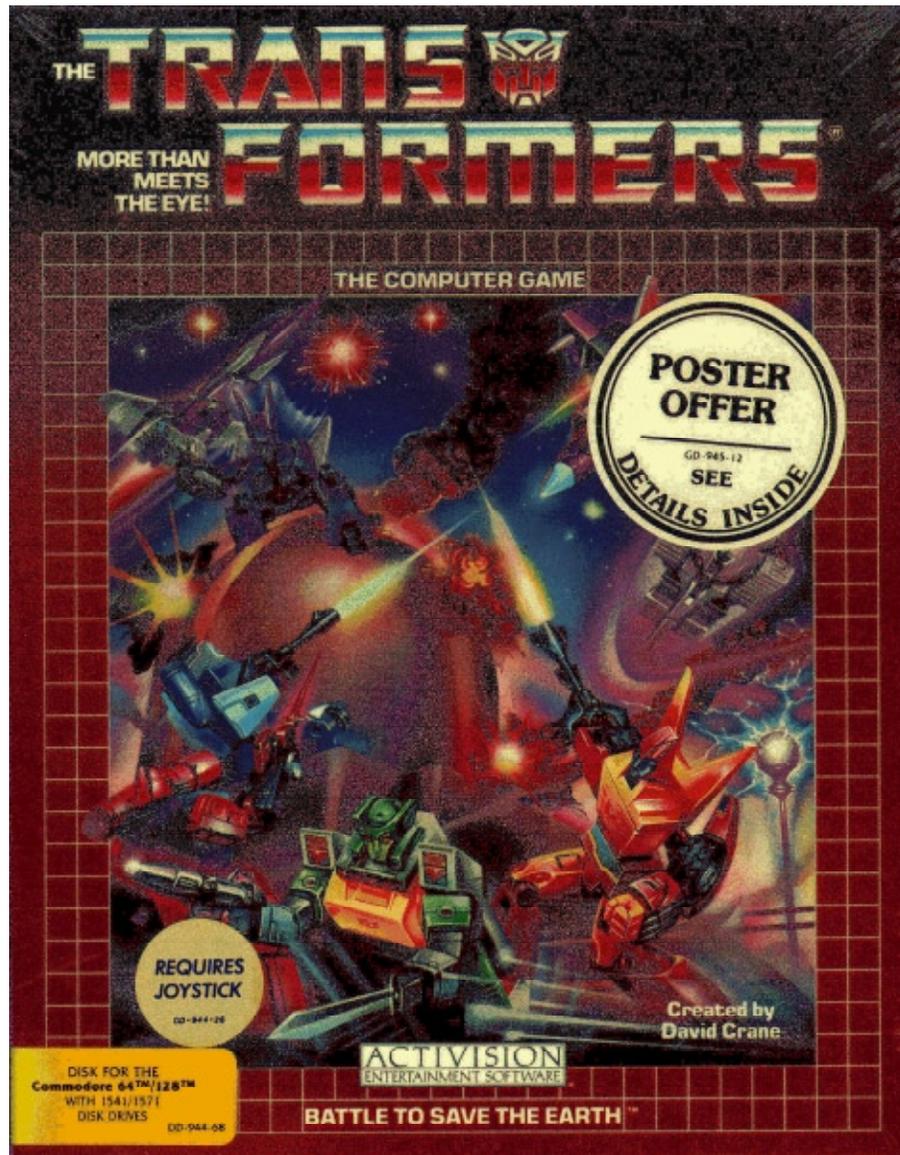
*The battle builds up to a spectacular showdown over a miniature Manhattan skyline as Leslie sets his sights on his final target: the General's Command Center itself!*

## T\*O\*Y\*S

**Designed by David Crane and Alex DeMeo**

- *Based on the Barry Levinson movie starring Robin Williams*
- *Hundreds of good toys, each with its own special action*
- *Incredible graphics and animation*

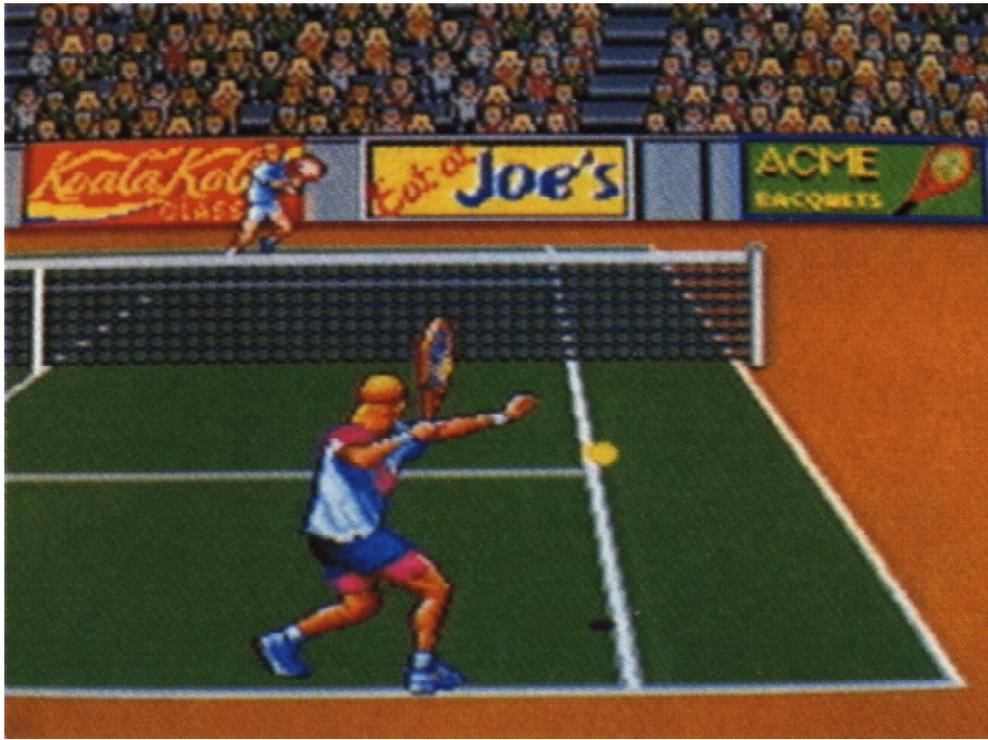
# TRANSFORMERS® by David Crane



*The next battle in the million-year old war between the Autobots® and the Decepticons® is played out on Earth. If the Decepticons are allowed to steal enough energy, they'll destroy the planet! Find and stop the giant robot hidden in the amusement park.*

- *The Hasbro® toy and cartoon characters in an original adventure*
- *Features the largest animated objects ever on the C64*
- *Includes a slide show with voice-over played in real time off the 1541 disk drive. Multi-media on the Commodore 64!*

# David Crane's AMAZING TENNIS

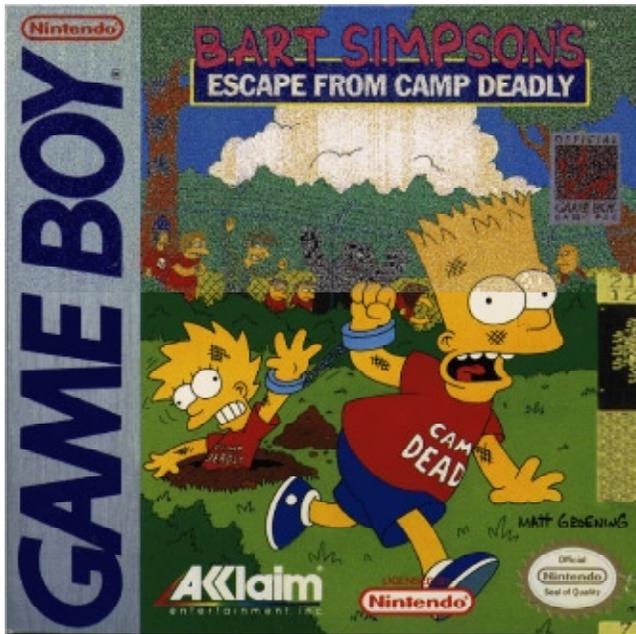


Actual SNES Screen Shot!

*David Crane brings his expertise and reputation to Super Nintendo with Amazing Tennis. Crane, a dedicated tennis player himself, decided that the ultimate tennis sim - utilizing the full potential of today's 16-bit systems - had yet to be designed. While most tennis games show the action from an overhead view, Crane wanted to present a more natural, 3-D feel. He changed the point of view to a spot behind and slightly above one player, with the opponent appropriately scaled in the far court. This produces a large near-court character of incredible realism, and as you play Amazing Tennis, it's easy to believe that you are that video player.*

*The game's animation is made more realistic by a fast frame rate to add smoothness to the character's movements, and by the use of 22 independent planes of depth to simulate perspective for both players. Rounding out this super-realistic tennis package are a full range of shots from which to choose, a radar gun that clocks the speed of each serve, and the digitized voice of famed chair umpire, Frank Hammond. Amazing tennis - you can't argue with the title!*

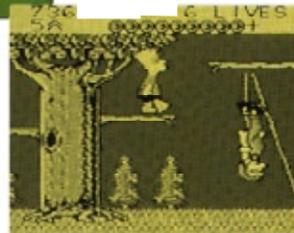
*-Matthew A. Firme, Game Players Magazine*



))) "Don't have a cow, man!"



))) "Eat my shorts!"



# Bart Simpson's Escape from Camp Deadly

by David Crane & Mark Klein

))) "Aye Carumba!"

*S*chool's out and Bart's ready for some summer fun in the sun!

Until he got the news - Homer and Marge were sending him and Lisa

off to summer camp. Not just any camp, but the infamous Camp Deadly!!!

How bad could it be? Well, with Ironfist Burns as head counselor and Nelson and his band of bullies as bunkmates, it's not exactly paradise.

*B*art and Lisa are determined to get out - but first they've got to survive outrageous food fights, killer bees and a life threatening game of capture the flag.

*H*elp Bart and Lisa escape, at least in time for SCHOOL!!!

- Digitized speech from a Game Boy!
- Multiple levels... including a FOOD FIGHT!

# CHOMP™

For the IBM PC

by David Crane and Garry Kitchen



*An original game developed for the Life Savers Candy Company to promote the launch of a new product.*

*This PC game was created for the launch of Life Savers gummi candy line: Gummi Savers. In this game you control a highly-animated chomping mouth in search of snacks.*



*Billed as a game "From the designer who brought you Pitfall!", this screen to screen jungle adventure uses some of the same programming tricks first seen in Pitfall Harry's original jungle adventure.*

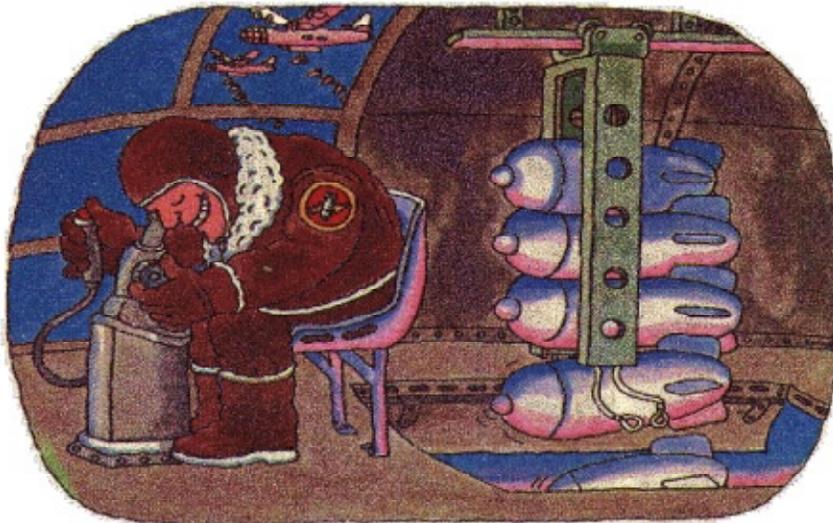


*There are 3 worlds: Jungle, Desert, and Caves featuring some of the most detailed animated objects found among games of the genre. Featuring level layout by Garry Kitchen, this game was distributed on CD ROM and could only be acquired through a Life Savers Candy Company promotional giveaway.*

# CANYON BOMBER™

For the Atari 2600

by David Crane



## BOMBS AWAY!



*With just a press of a button, you're in control of unloading tons of bombs into the canyon. Careful now. An itchy finger may cost you the war.*

*Canyon bomber (game selections 1 through 6). Play against the computer or another player. Blast away the boulders with either a set or an unlimited number of bombs.*

*Sea Bomber (game selections 7 and 8). Blow away the carriers, tankers, and ships. Your goal is to reach 1000 points before your opponent.*

### *Tech Note:*

*When this game was designed for the home, many arcade hits existed which had not yet been adapted for the home market. Two Atari arcade games, "Canyon Bomber", and "Depth Charge" were included in this single 16 KBit game cartridge.*

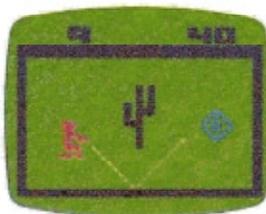
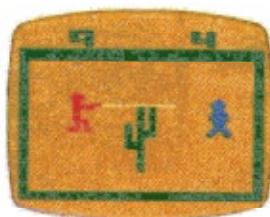
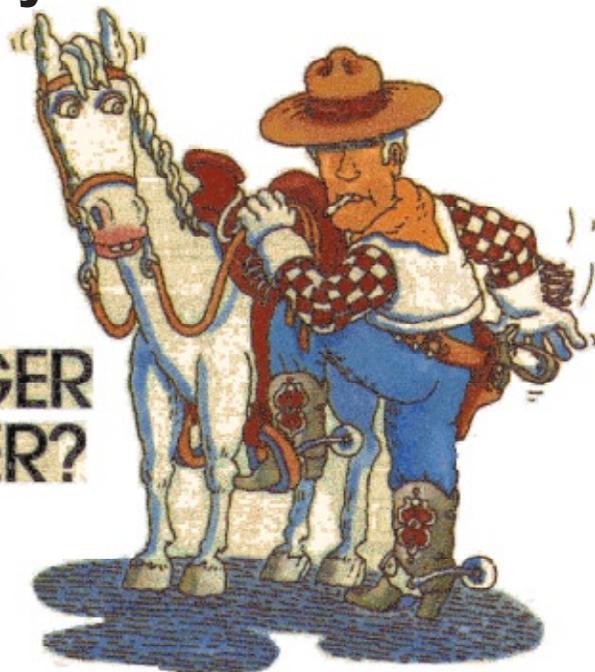
*(That's right, 16 KiloBit not 16 MegaBit!)*

# OUTLAW

For the Atari 2600

by David Crane

GOT  
AN  
ITCHY  
TRIGGER  
FINGER?



*S*queeze the trigger and your gunfighter draws, kneels, and aims. Release the trigger and the lead starts flying.

*B*low away walls, stagecoaches, and cacti. If your opponent won't give you a clean shot, nail him with a clever ricochet. Build up notches on your gun with 16 games and variations.

*Gunslinger:* (game selections 1 to 12) Plan your strategy for the big showdown. Sometimes you'll run out of bullets. Or need to make a clean getaway. One of you ends up on Boot Hill.

*Target Shooting:* (game selections 13 to 16) It's a race against time and assorted obstacles to pump lead into a moving target.

# SLOT MACHINE

For the Atari 2600

by David Crane



*Imagine yourself in Las Vegas. Plug your coins into a 3-wheel, 20-stop slot machine - just like the ones in gambling casinos.*

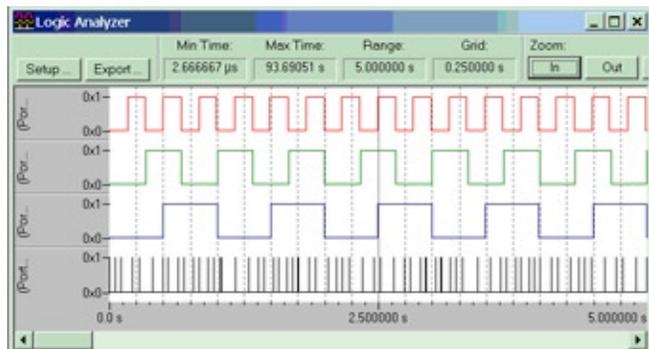
*But don't put in too many. Because with SLOT MACHINE, you start with a stake of only 25 "coins." Once they're gone, you're broke!*

*There are 8 different and exciting games to choose from. How is your luck? Try to hit the jackpot, and see for yourself.*



# Product Portfolio: Other advances in the state of the art of Video Gaming

Many times during the development of Video Games, the state of the art of tools and other support technology is found to be lagging. As needed, Crane has been able to apply his talents in electronic circuit design to develop tools and/or technologies which fill that need. Following is a list of just a few of those contributions to the field.



# Other Electronic Products:

- INES: NES Video Game Development System

- David Crane

The INES Game Development system, developed by Imagineering, Inc. was the first authorized third-party development system for making games on the Nintendo Entertainment System. The INES contains ROM cartridge emulation memory which is downloaded from an IBM PC. The system then emulates the operation of the NES, complete with Symbolic Debugger and other development tools.

- MegaBoy Development System for Game Boy

- David Crane & Mark Klein

The MegaBoy was the first third-party development system for making games on the Nintendo Game Boy. It provides the same level of professional tools as the INES, but is tailored to the internal systems of the Game Boy hardware. The most notable feature of the MegaBoy is its direct output to a computer monitor from the Game Boy's tiny LCD screen, thus eliminating the eyestrain which would otherwise be experienced during development on this game platform.

- Display Processor Chip (US Patent #4,644,495)

- David Crane & Jesse Cable

The DPC is a custom IC for use in video game systems. It contains program and data ROM, as well as special hardware to accelerate the display of data to the screen. It also contains a free-running oscillator for generating three-part musical harmony. The DPC provides PITFALL II: Lost Caverns™ with its superior graphics and sound.

- Subroutine Controlled Bank Select Chip

- David Crane & Jesse Cable

This IC provides automatic memory bank switching for any 6502 based, multiple-bank ROM system. In place of complex software bank switching logic, this hardware performs the function automatically in the span of a subroutine's stack operation.



**UNITED STATES PATENT**

Granted on February 17, 1987

**David H. Crane**

INVENTOR

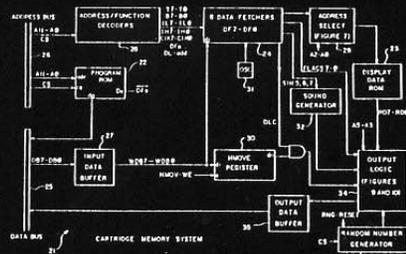
4,644,495

**VIDEO MEMORY SYSTEM**

1. In a computer system having a raster scan video display, a central processing unit (CPU), and data and address busses coupled to said CPU for transmitting and receiving data to and from specified address locations in said computer system, said address bus including a multiplicity of binary address lines, memory apparatus comprising:

- (1) first memory means, coupled to said address and data busses, for storing program instructions for controlling the operation of said computer system;
- (2) second memory means having a data output port, and a multiplicity of addressable memory locations for storing video display data for display on said video display; and
- (3) video data acquisition means, coupling said second mem-

*The  
United  
States  
of  
America*



The Commissioner of Patents and Trademarks has received an application for a patent for a new and useful invention. The requirements of law have been complied with, and it has been determined that a patent on the invention shall be granted under the law. Therefore, this

**UNITED STATES PATENT**

Grants to the person or persons having title to this patent the right to exclude others from making, using or selling the invention throughout the United States of America for the term of seventeen years from the date of this patent, subject to the payment of maintenance fees as provided by law.



*Small signature*

*Melvinia Barry*

Commissioner of Patents and Trademarks

Attest