

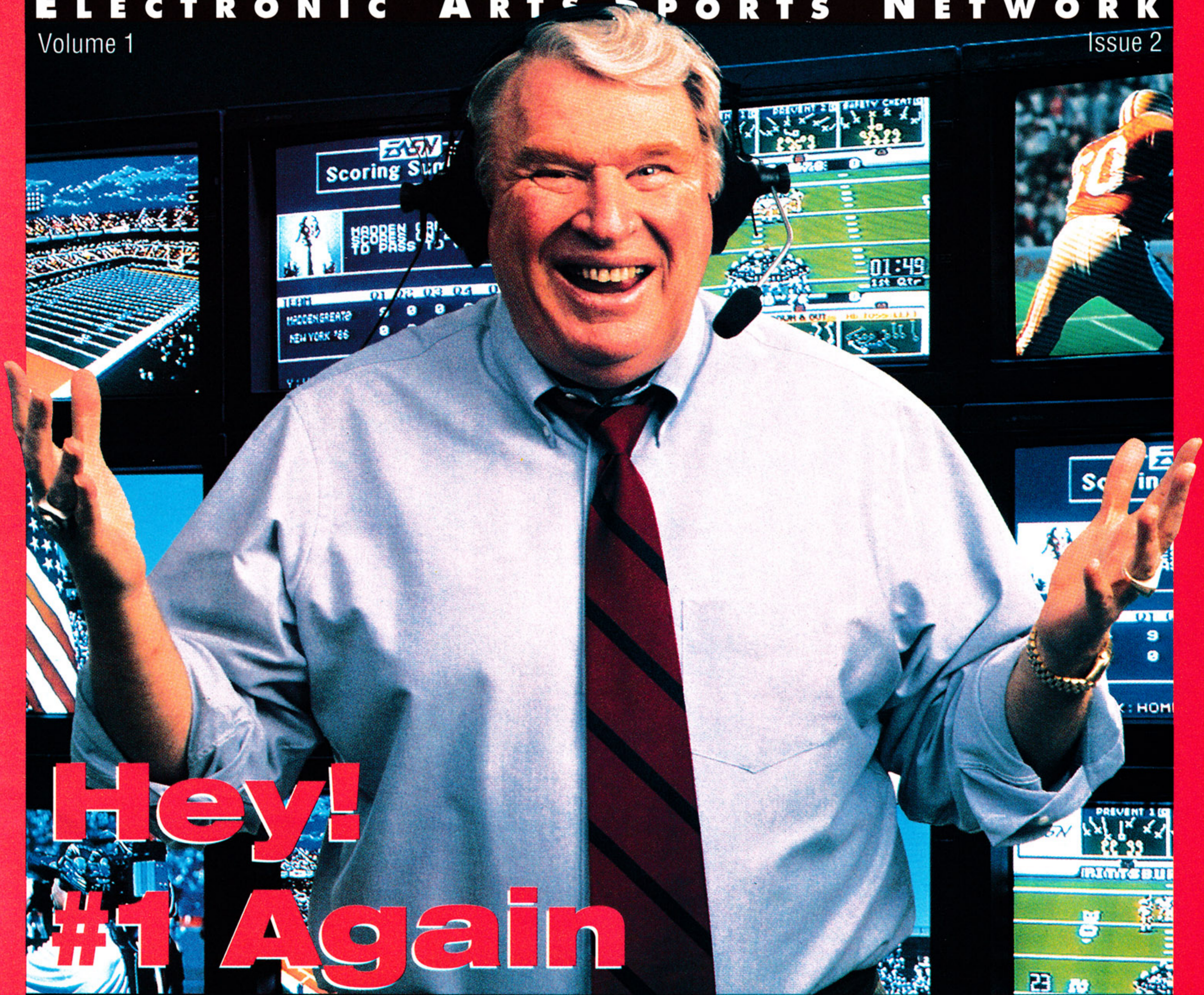
INSIDE **ESPN**

TM

ELECTRONIC ARTS SPORTS NETWORK

Volume 1

Issue 2



Hey!
#1 Again

*The inside look at
football's greatest game.*



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ANDREW BERNSTEIN/NBA PHOTOS

FOOTBALL'S GREATEST LINE-UP EVER.



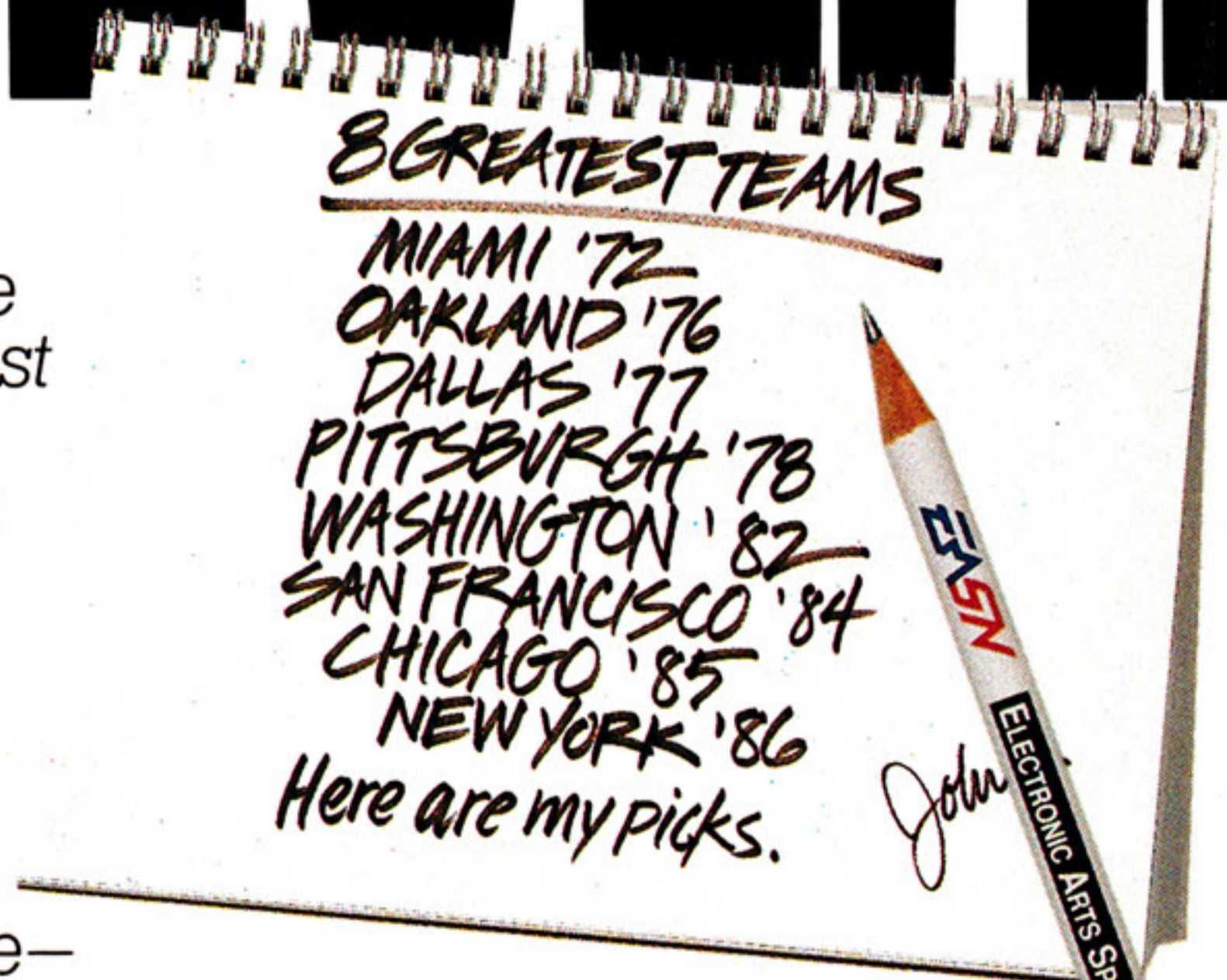
Get ready to tackle Madden's finest season yet. John Madden Football™ '93. The all-new version of the game with the greatest run anywhere. The top of the charts since day one.

This year, Madden really makes history. Twenty-eight updated pro teams. The eight greatest teams of all time—

Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86.

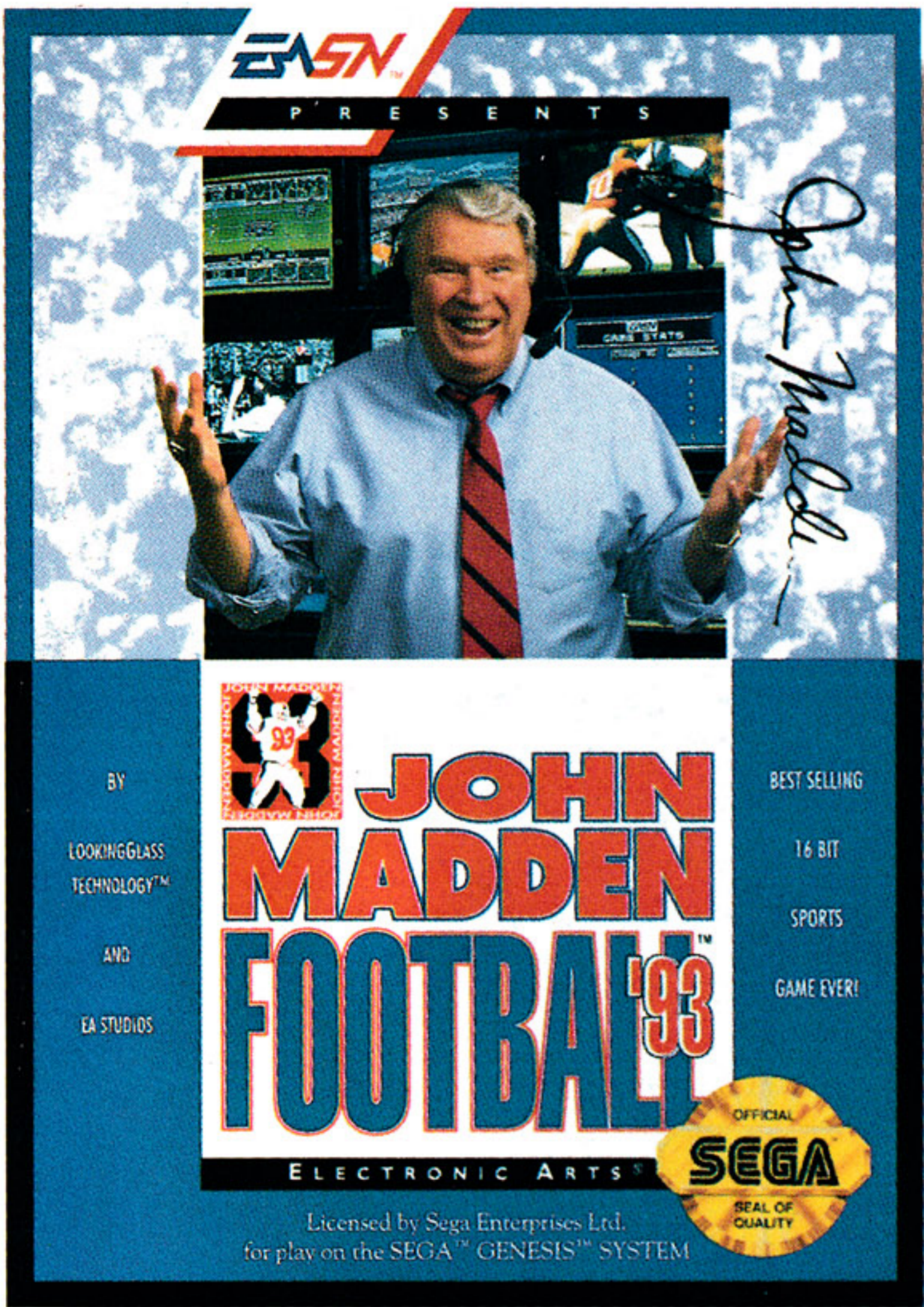
Plus the '92 All-Madden team and his Greatest Ever squad.

So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.



Now available on Super NES.™



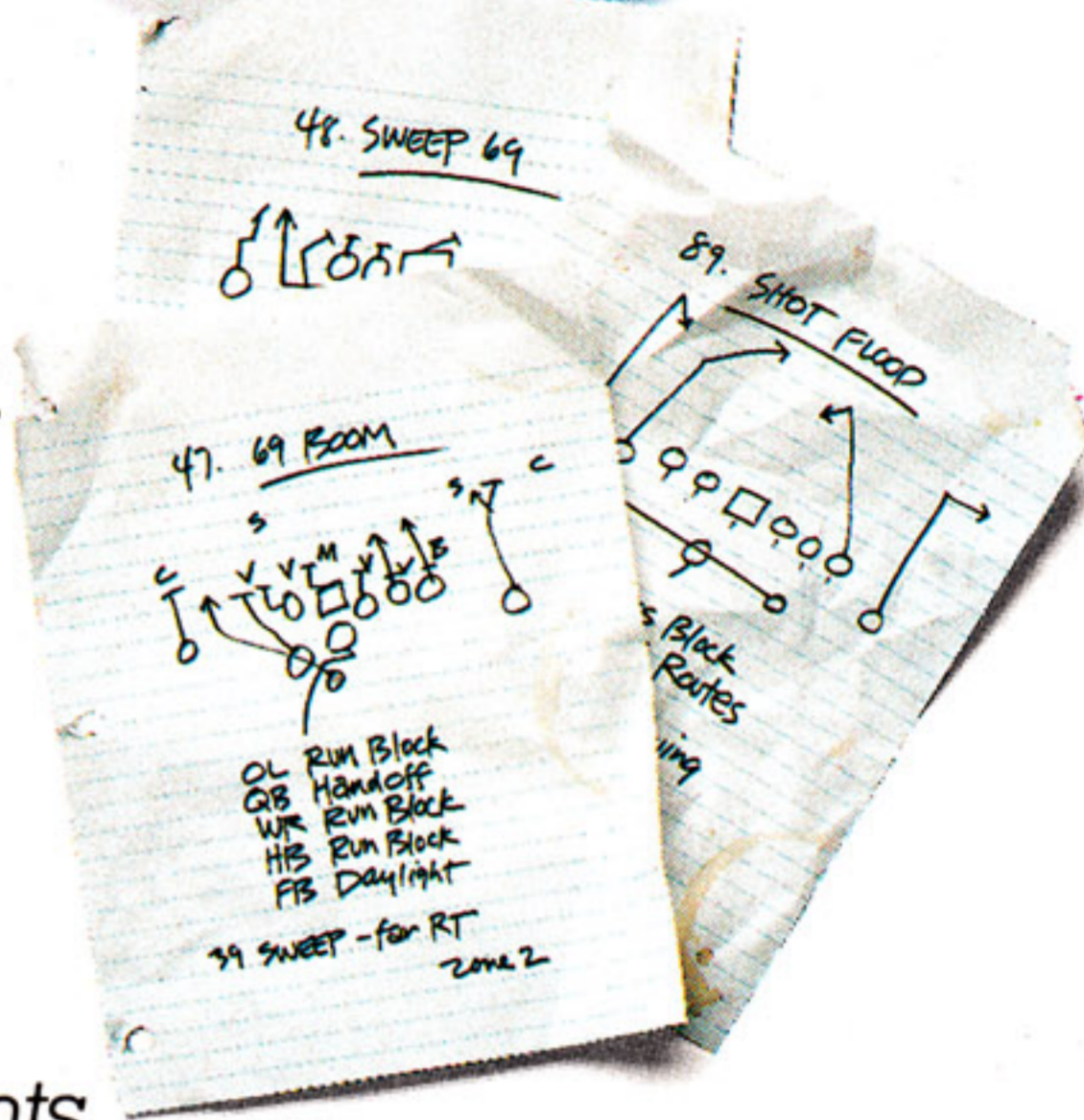


Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarterback kills the clock play.

It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.

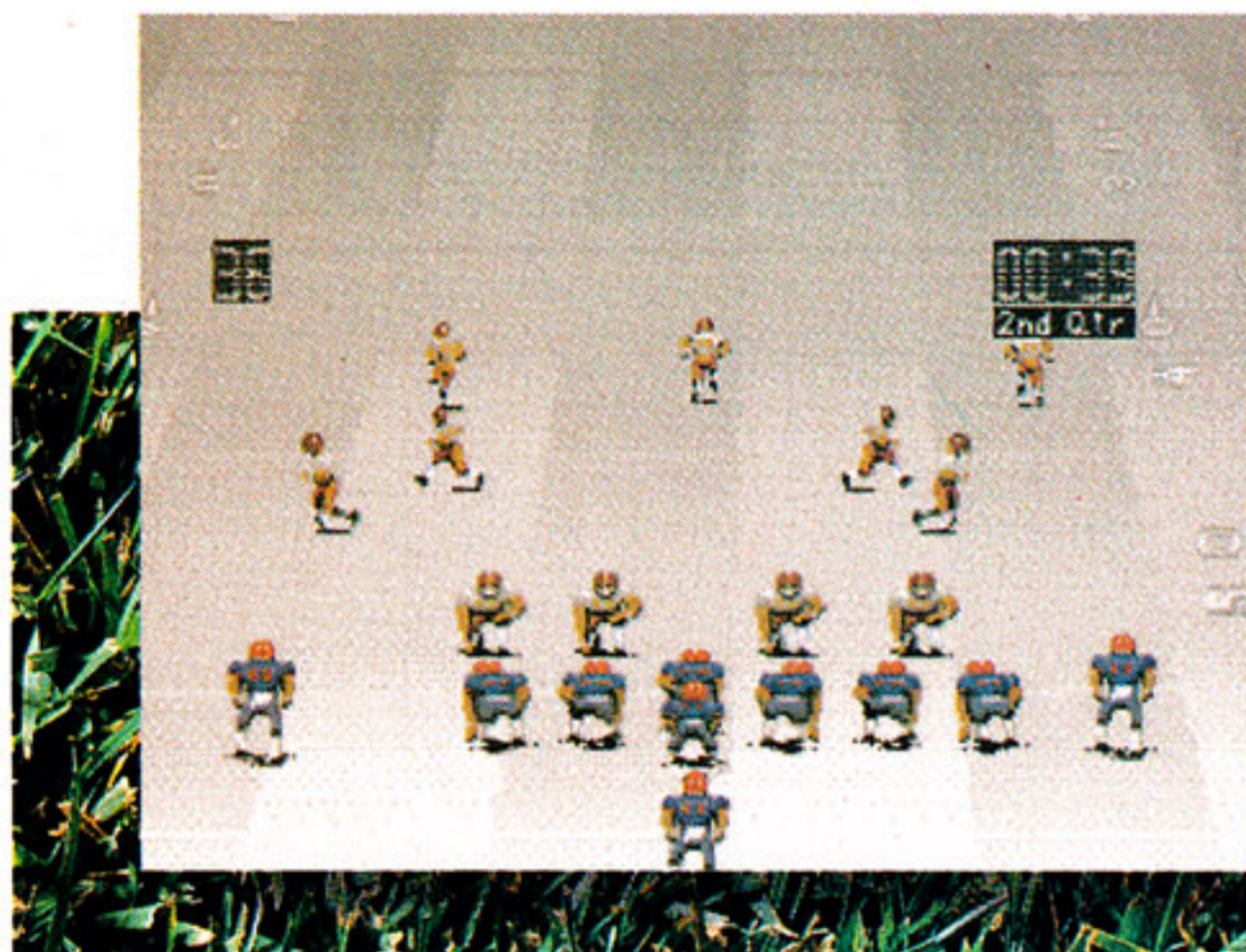
The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.

The more intense the action, the more excited Madden gets. Blasting out comments like "Boom!

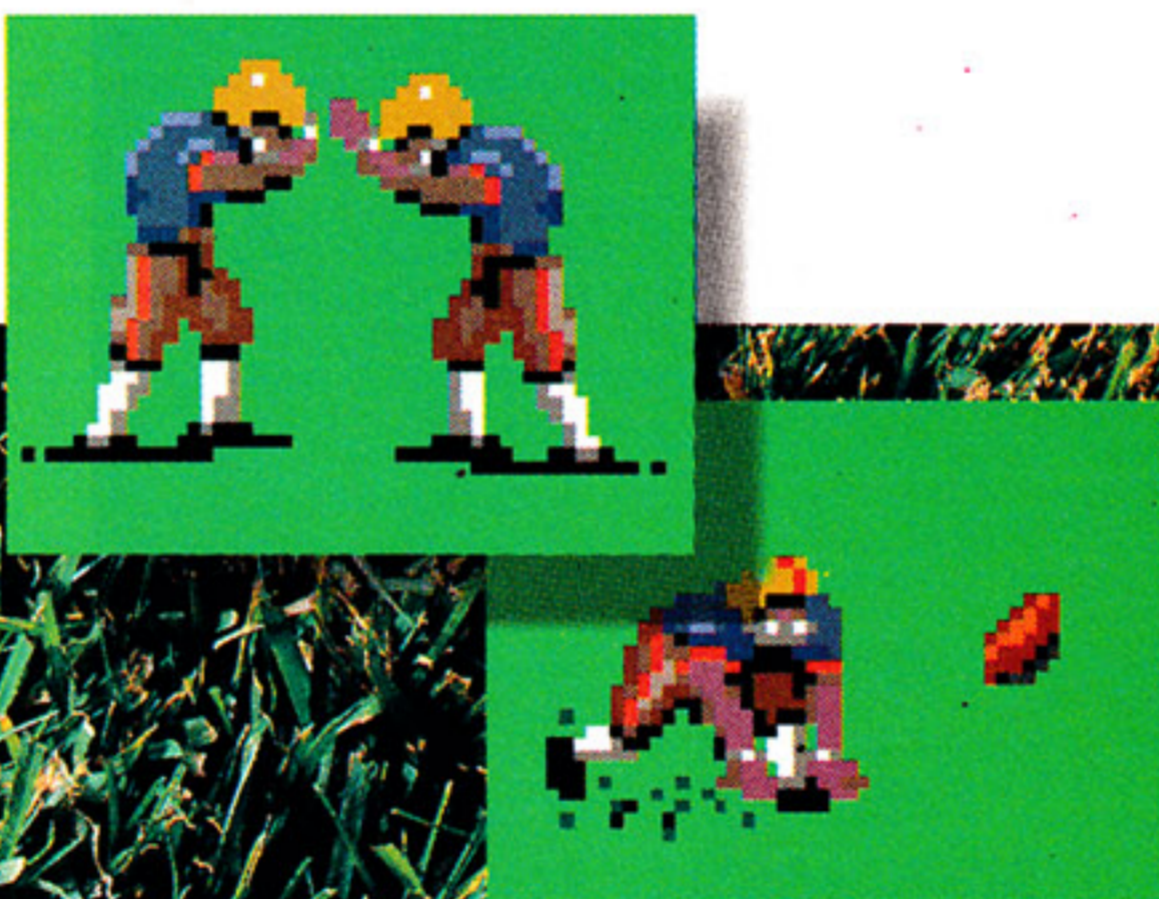


Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.

Where'd that truck come from?" It's the true personality of football.



Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.



With head butts and shoestring catches, this game definitely has all the right moves.



A split play-calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

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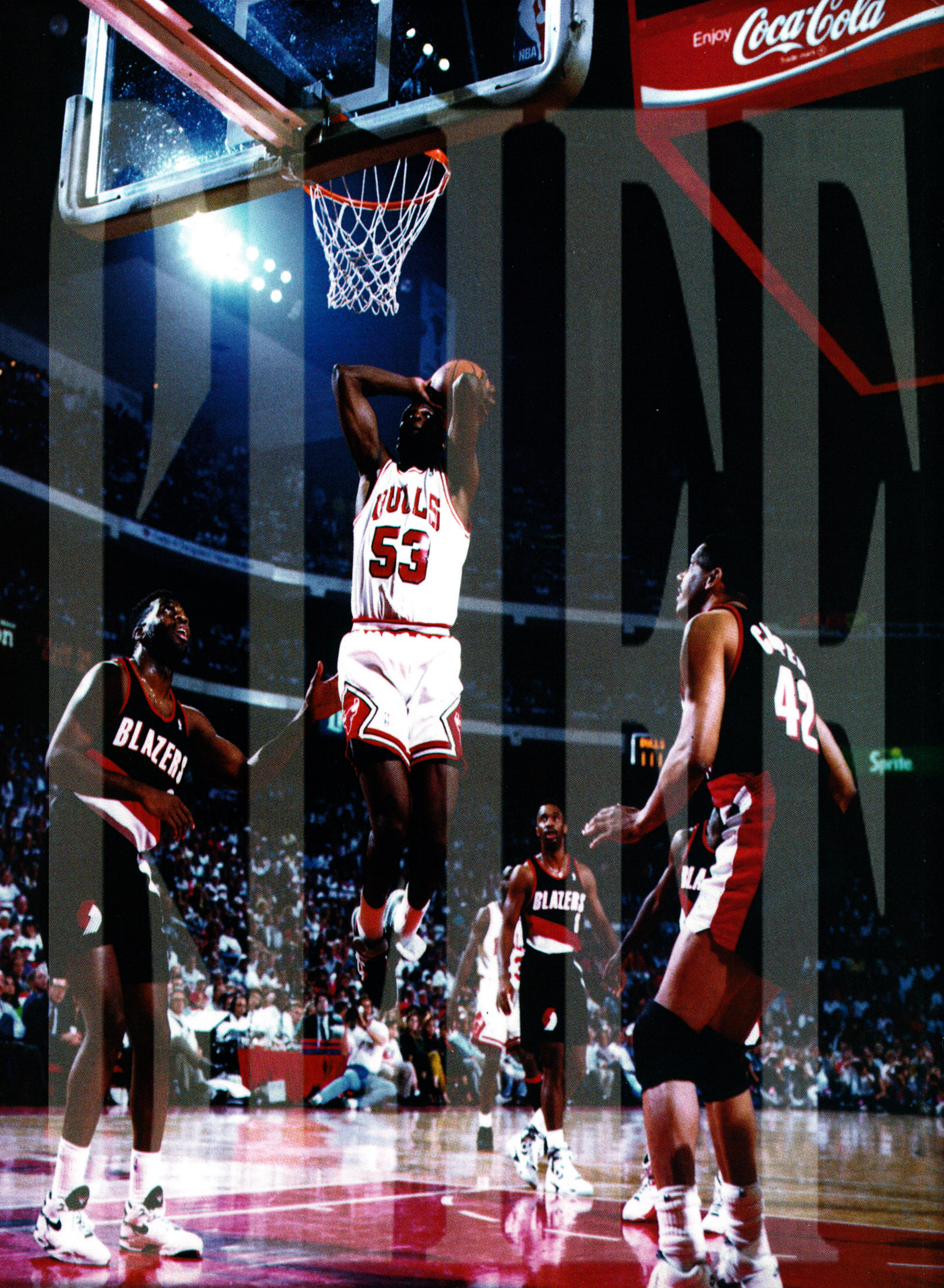
If it's in the game, it's in the game.

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PORTRAIT OF A CHAMPION

EASN: We know you're a gamer because that's what you were doing when we met you. What are your favorite games?

CL: I have fun with a lot of games. Of course I like Bulls vs. Lakers because of the Championship Series and Michael versus Magic.

EASN: Which hardware systems do you own and do you travel with them?

CL: I've got both Sega and Nintendo systems. I'll take whatever hand-held machine for plane trips and I've taken systems to connect to televisions during road trips.

EASN: You said that B. J. Armstrong plays videogames. Who else on the Bulls plays? Do you have other pro athlete friends who play?

CL: Just about everyone plays. I've taken on Phil Jackson's son. My former teammate Spud Webb (now with Sacramento) plays all the time. Must be something about those little guys like B.J. and Spud.

EASN: Talk a little about your basketball camp. You named it the Cliff Levingston Good News Basketball Camp. Tell us about what the "Good News" means.

CL: "Good News" is the nickname I got growing up in San Diego. It comes from my attitude of always looking for positive things in life.

EASN: You told us that you have a variety of interests outside of basketball, including ownership of a car dealership and a night club, and raising dogs. What kind of dogs do you raise and how many do you own?

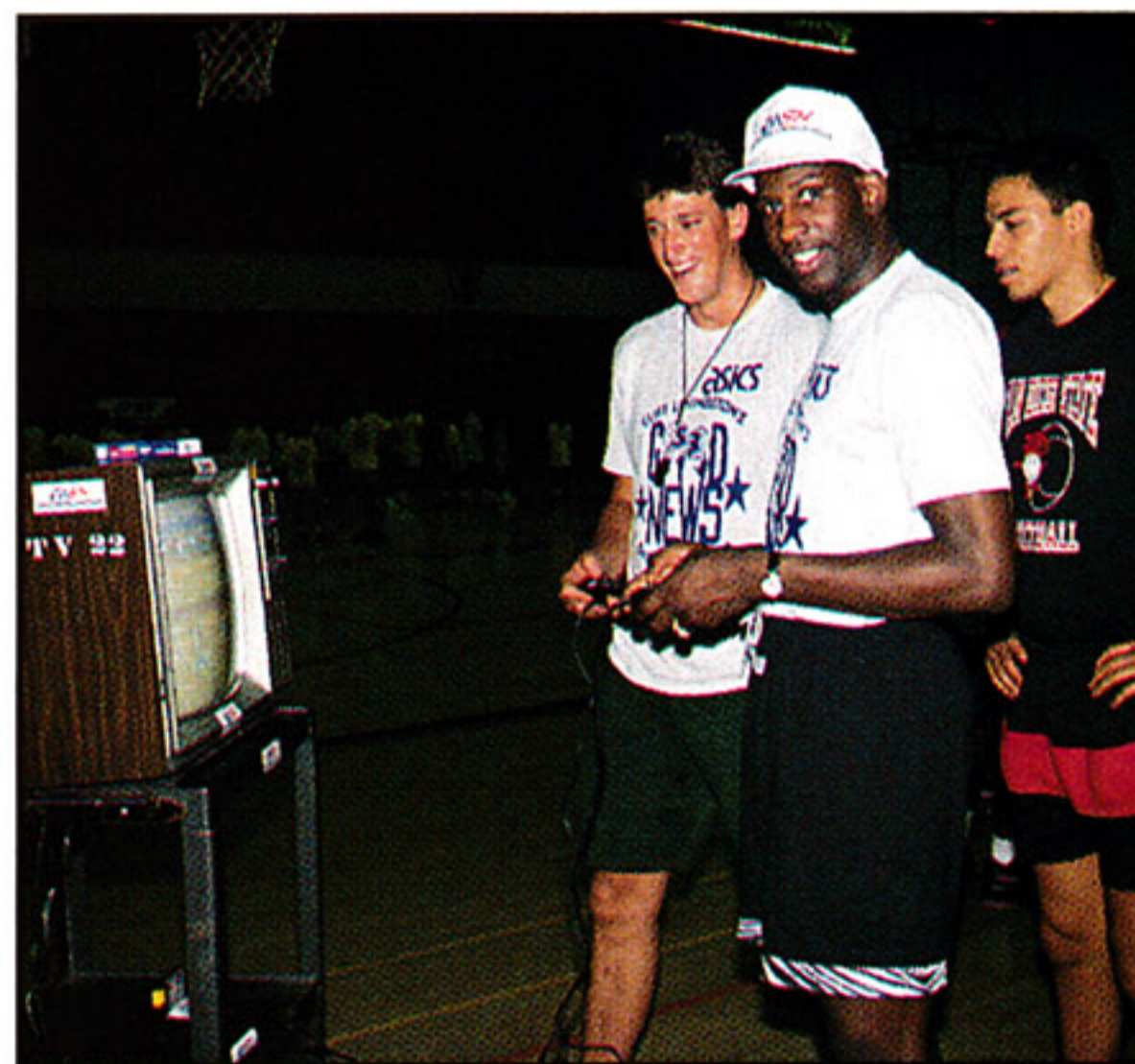
CL: I have three Rottweilers at my home in Atlanta and an Akita in Chicago.

EASN: What advice do you give kids who want to be professional basketball players?

CL: I speak at schools and camps all the time. Too many kids see professional athletics as their one career option, but in truth too few will make it. Young people should try to excel at what they enjoy and work hard. More can grow up to be doctors, lawyers, or engineers than athletes. Rely on your mind to achieve, not your body. Believe in God and family.

We congratulated Cliff on two world championships and thanked him for inviting us to his camp for the day. We left Cliff as we first met him: traveling first class and having fun. He jumped back into his big Lincoln Town Car and wheeled out of the parking lot with the stereo jamming.

As for us, we headed for Rubio's to chow down on some fish tacos and slam a 'gordo' Pepsi before we hit the airport. ■



Cliff schools a couple of counselors at center court.

Levingston

RIP CITY BASKETBALL

By J. Poolos

Once again the EASN machine has been revving up the sports world. In these past months we've caravanned all over the country, gathering facts, meeting some of the greatest athletes in the world and showing off our new games: We stormed Chicago for the Computer Electronics Show and Red Kerr's celebrity sports bash. We ducked down to San Diego for the NHL Players' Association meeting. And we escorted Michael Jordan Flight designer Mike Suarez to The Big Apple to talk to writers from Sports Illustrated and other publications. But the biggest news happened in Portland, site of the NBA Finals and the Tournament of the Americas. Because we spent so much time there these last months, and because we met so many wonderful people, we thought we'd devote this installment of ON THE ROAD to our experiences in the City of Roses.

The NBA Finals

After previewing Bulls vs. Lakers for a slew of Portland television stations, we were ready for some real action. With the Bulls up 2-1 in the 1992 NBA Finals we sauntered into Memorial Coliseum and muscled up to a comfy spot just behind

the visitors' bench. The lights were blinding, the air was unbearably hot, and the noise was deafening. Already the waves of fans were roaring in eager anticipation of the coming confrontation. We bought popcorn and cokes. We scanned the rows for familiar faces. And we shouted a big hello to Johnny "Red" Kerr, the voice of the Chicago Bulls (and former NBA All-Star and Bulls' coach), who was making the rounds before the game.

The teams went through their warm-up routines. And what a contrast! Even downcourt the Blazers were daunting: Jerome Kersey and Kevin Duckworth exchanged menacing glances, and Terry Porter stared at the scoreboard. The Bulls, though a little closer to us, were less intimidating. Always loose and jovial, EASN's good friend Cliff Levingston looked over and shot us a wink and a smile. The teams reassembled at the benches for the National Anthem, and then it was showtime! After a brief team huddle, Michael Jordan stepped up, and with an intensity bordering the supernatural, raised his arms and shouted "Let's turn it on!" We were stoked!

Tournament of the Americas

We boomeranged back to Rip City to check out the first public appearance of the Dream Team and to chat with old friends. We had our own unique get-down at Champion's Sports Bar, where we threw a special V.I.P. dinner for our friends and clients. About 150 people watched Ron Barr and the entire Sports Byline crew broadcast "coast to coast and around the world." A host of athletes and



Ron Barr and Atlanta Falcon Tim McKyer share skin on Sports Byline.

sports writers mingled as four monitors showcased Team USA™ Basketball. Former NBA greats Bob Lanier and Maurice Lucas, as well as NBC basketball analyst (and former NBA player) Steve Jones mixed it up with ex-Phoenix Cardinal Neil Lomax and former Atlanta Falcon Steve Bartkowski, formerly two of the NFL's great quarterbacks. Falcons defensive back, and former two-time Super Bowl Champion (with the 49ers) Tim McKyer raved endlessly to Sports Illustrated's senior basketball writer, Jack McCallum, about his video game fetish and his favorite EASN titles. And a special highlight came on Wednesday, the

ANDREW BERNSTEIN/NBA PHOTOS





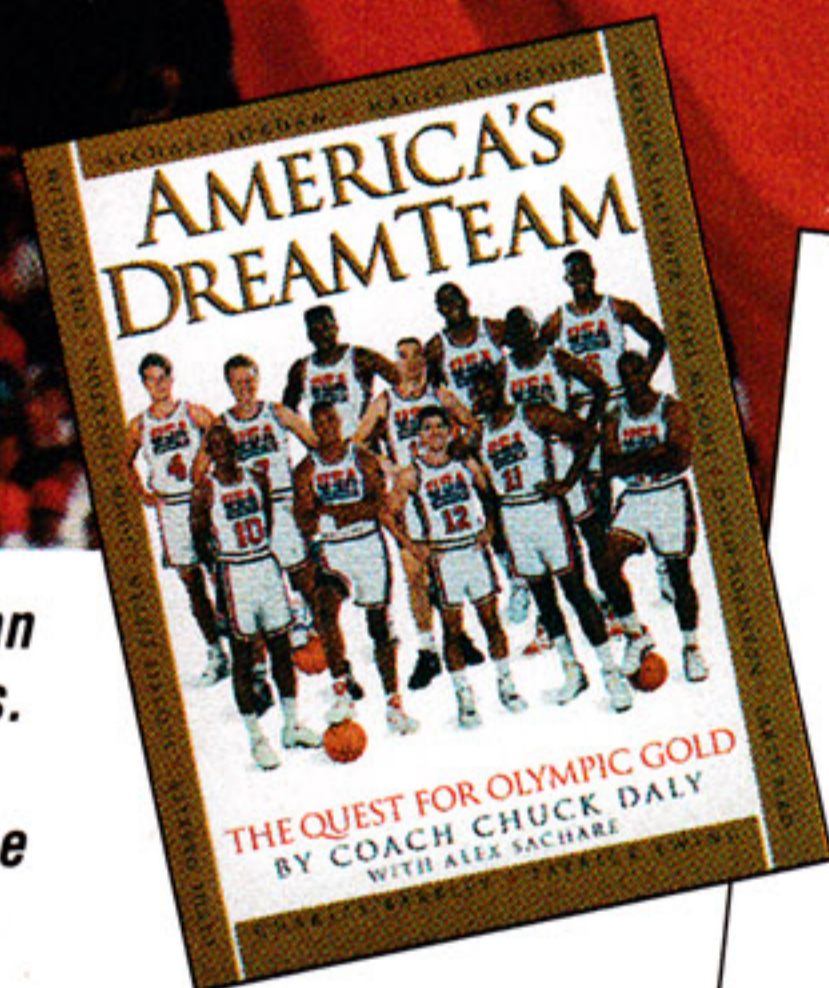
NATHANIEL BUTLER/NBA PHOTOS

USA's Scottie Pippen vaults over two Cuban players at the Tournament of the Americas. OPPOSITE: Chicago's Horace Grant and Portland's Jerome Kersey square off for the NBA Finals.

very day of the NBA draft, when, as former NBA All-Star Bob Lanier rapped about his first year as a pro, top picks Shaquille O'Neal, Alonzo Mourning and Jimmy Jones filed into the room! What a thrill to see some of basketball's old-time greats hold court with the cream of the newest crop!

Golden Moments Dinner

A big part of the Tournament of the Americas was the Golden Moments Dinner, a salute to the men's and women's Olympic Basketball Teams. It was a formal affair with enough stars to start another sky. The EASN crew had its own table



from which it hungrily devoured the hour's worth of Olympic roundball highlights. The men's and women's squads teamed up to be introduced, and the applause was deafening as they entered the room a pair at a time. Former Viking wide receiver and NBC analyst Ahmad Raschad hosted a Dream Team forum, calling up pairs of the NBA's greatest for informal discussions on a wide range of topics. No cameras. No microphones. Just Ahmad and the big men having a good time. Only days after their head to

head matchup in the Finals, Michael Jordan and Clyde Drexler were scheming to prank Ahmad by ignoring his questions. The two All-Stars darted and danced around his inquiries until the host was all but fed up. But the marquee subjects were Magic Johnson and Larry Bird, whom you'd think after all these years of fierce rivalry would have calmed their competitive fires. No way. These two were going at it like a snake and a mon-goose: "Who's got more rings? Who's got more banners? Who's got the most records?" The heated but tongue-in-cheek debate went on until Ahmad stepped in and broke it up: "You guys are going to miss the game the way you're going on!"



Sports fans get a taste of Team USA Basketball at a Portland youth center demonstration.

In the Heart of It All

Through the year we've done a lot of travelling, showcasing our games at trade shows, benefits and the country's favorite sporting championships. But every now and then we're given the opportunity to shine where we're the brightest: with kids.

Between events at the Tournament of the Americas we checked in with the folks at the Peninsula Center and the University Center, youth centers serving the greater Portland area. Never before have we seen such a fist-pumping mob scene as that which appeared before the monitor when we booted up Team USA. The raucous crowd of youngsters, sporting EASN stickers and caps, charged the set and shouted for the Sega controllers. They especially loved matching Clyde the Glide against Air Jordan in an electronic rendition of what they had seen on their TV sets only weeks ago. They gave us their input on their favorite features, took Sega systems and some games for their recreation rooms, and as official members of EASN, bid us farewell. ●



JOHN MADDEN: STILL IN THE GAME

By T.S. Flanagan



Madden records his colorful commentary, to be heard in Madden Football '93 for the Sega™ Genesis™.



(Left to right) Michael Brook, John Madden, Mike Madden, and Scott Orr hash out the last minute details.

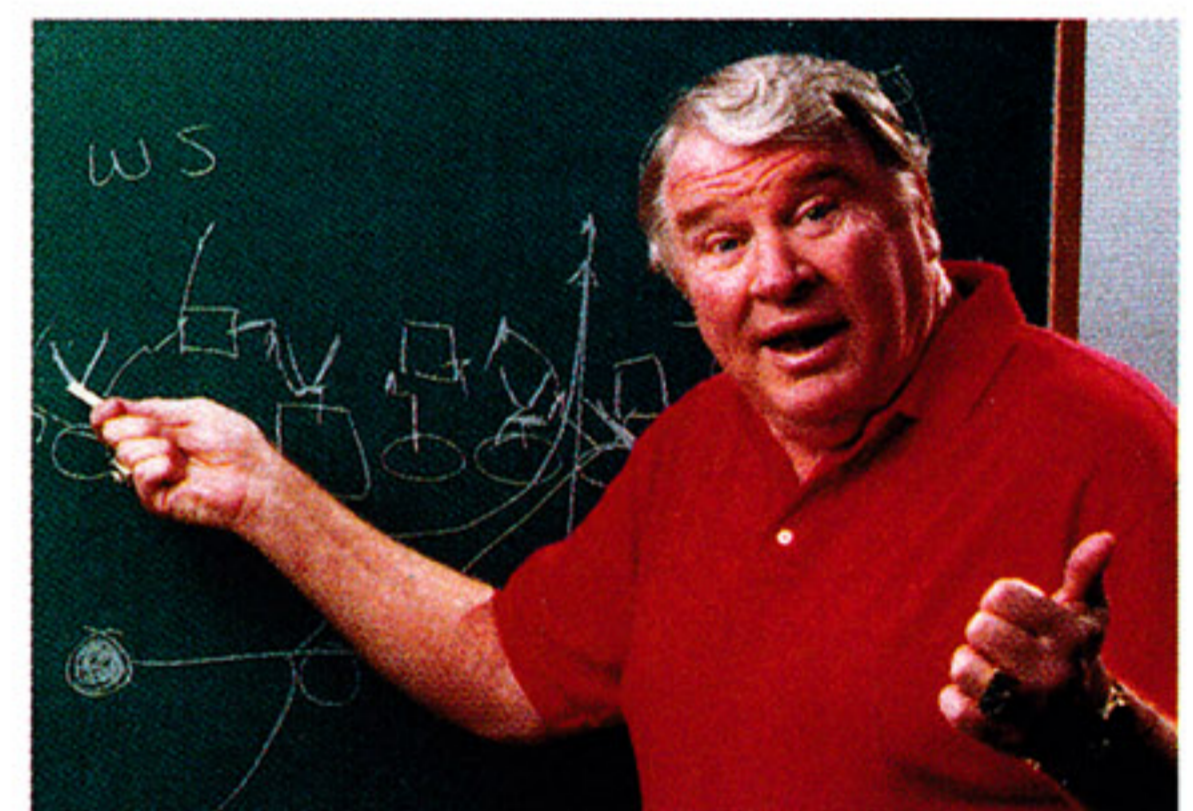
In a world where stars often sell their names to the highest bidder and do little more than cash the checks, EASN's sports celebrities are noteworthy exceptions for the scrupulous attention they pay to the products they endorse. This avid interest is nowhere better shown than by John Madden, main man in EASN's most popular product line. Electronic Arts' long-standing license with John Madden dates

The very first John Madden Football game grew out of a lengthy development process, begun some say before Electronic Arts even existed, when the company's founder, Trip Hawkins, was still a student at Harvard University. Years later, after founding Electronic Arts, Hawkins personally signed John Madden to assist in making a football game for the Apple IIE of the greatest possible realism and playability. At the time, John was teaching a course at U.C. Berkeley in football strategy, and he supplied his course materials and some Oakland Raider playbooks to EA developers. Many in-depth conversations with John ensued, culminated in a long train ride, on which Madden, Hawkins, the lead programmer, and the producer hashed out much of the original game.

In 1990, EA's Richard Hilleman produced a new version designed specifically for the Sega™ Genesis™. The public's response surprised even the most optimistic forecasters. Later, the game was adapted for the Super NES®, where it too has achieved great success. In the subsequent revisions of John Madden Football, EASN producers have sought to keep abreast of the latest advances in football strategy. And who better than John Madden to guide the process? EASN producers Scott Orr and Michael Brook recently visited John at his office in Pleasanton, California to demonstrate the latest version of the game, John Madden Football '93, which features eight new championship teams, digitized commentary on the action from the coach himself, and an improved screen presentation.

The realism of the game immediately became clear as they began to play. Michael Brook found himself in a 3rd and 10 situation near mid-field and asked John what he would call. Brook was quarterbacking the incomparable Oakland team of 1976, and Madden didn't miss a beat. "Throw one deep to Biletnikoff." Brook let one fly down field. The spry wide receiver bobbled the ball momentarily, then made the catch. The crowd cheered. Madden smiled and acknowledged, "That's just the way Fred would have done it." It was a perfect Madden moment. Later, John took a hard look at the defensive formations and concluded that the programmers had properly implemented his defensive strategies. In all, the meeting was a resounding success. Madden '93 has more than enough WHAP, DOINK, and BOOM to satisfy the most rabid football fan.

Perhaps the most delicate elements in the design of John Madden Football are the player ratings. Each player in the game

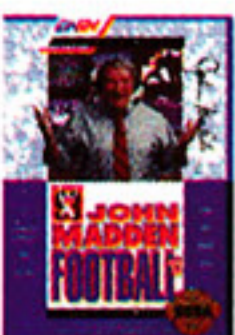


Madden's chalk talks and football philosophy are part of the design.

is based on an actual athlete, and the relative strengths and weaknesses of each athlete are reflected in the game play. John Madden helps in assigning the player ratings, and when he's on the road talking to the athletes, invariably some of them voice their reactions to the ratings they've been given. Of course, most of the reactions are positive. One player is pleasantly surprised that no one can run him down when he catches the ball in the clear, another player is satisfied with the way he compares to his counterpart on a rival team. Whatever the case, John is heartened to know that the players are actually playing his game. "They all play the game," he says. "The players around the league, they take it with them on the road." ▲

**"Madden '93
has more
than enough
WHAP, DOINK,
and BOOM to
satisfy the
most rabid
football fan."**

back to 1985, when the company was still fairly young. Over the years the Super Bowl championship coach and CBS commentator extraordinaire has kept a keen eye on all the new versions of the game that bears his name.



SKATE WITH THE GREATS.

Nobody can hold a stick to these guys:

Messier, Coffey, Kuri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.® The all-new version of the most action-packed hockey game ever.

Last year, NHL® Hockey was the top-selling Genesis™ sports title. This

year, the same game designers deliver even more explosive game play.

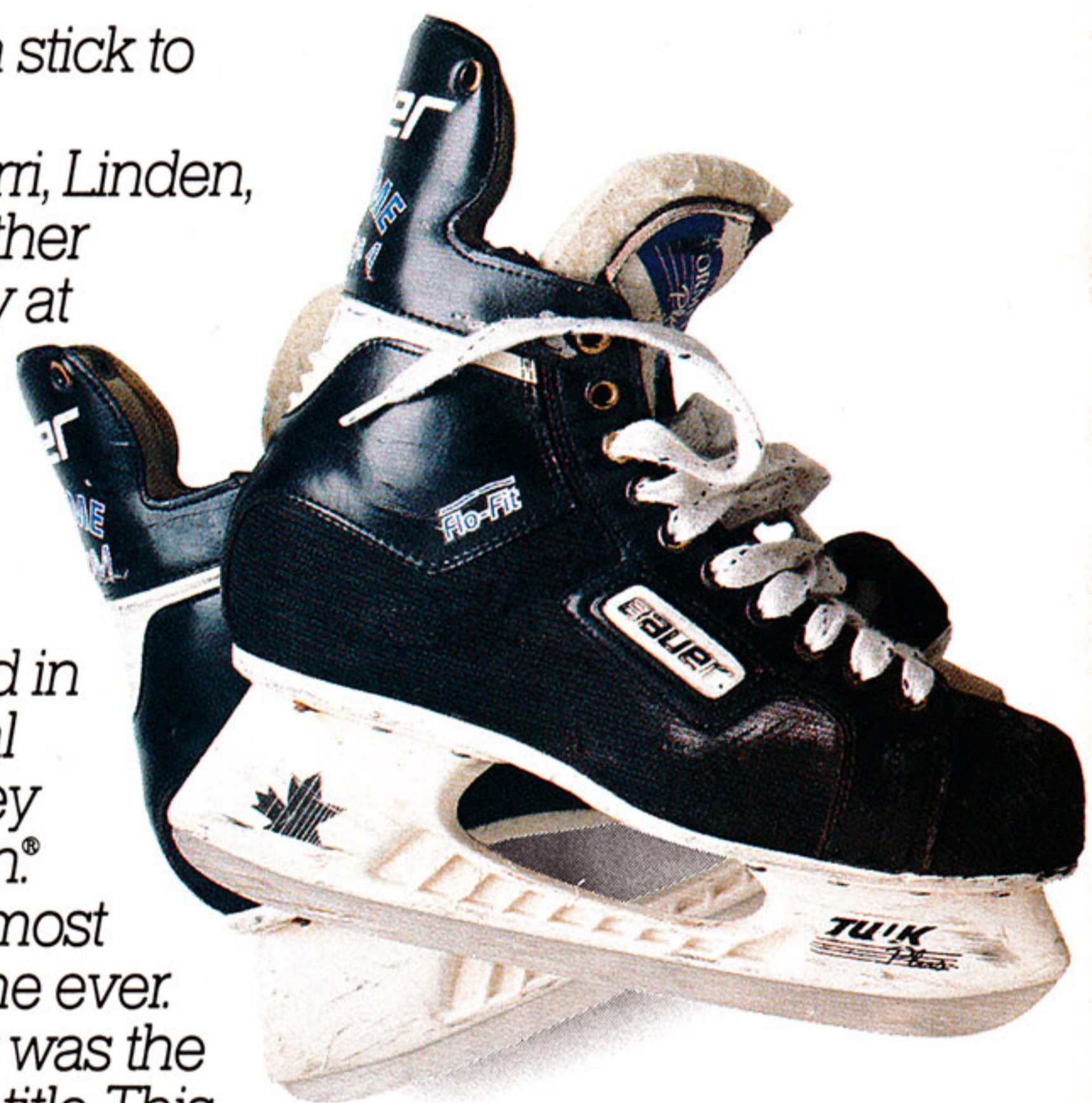
Check out all the players. The complete, accurate team rosters from the 1992 season.

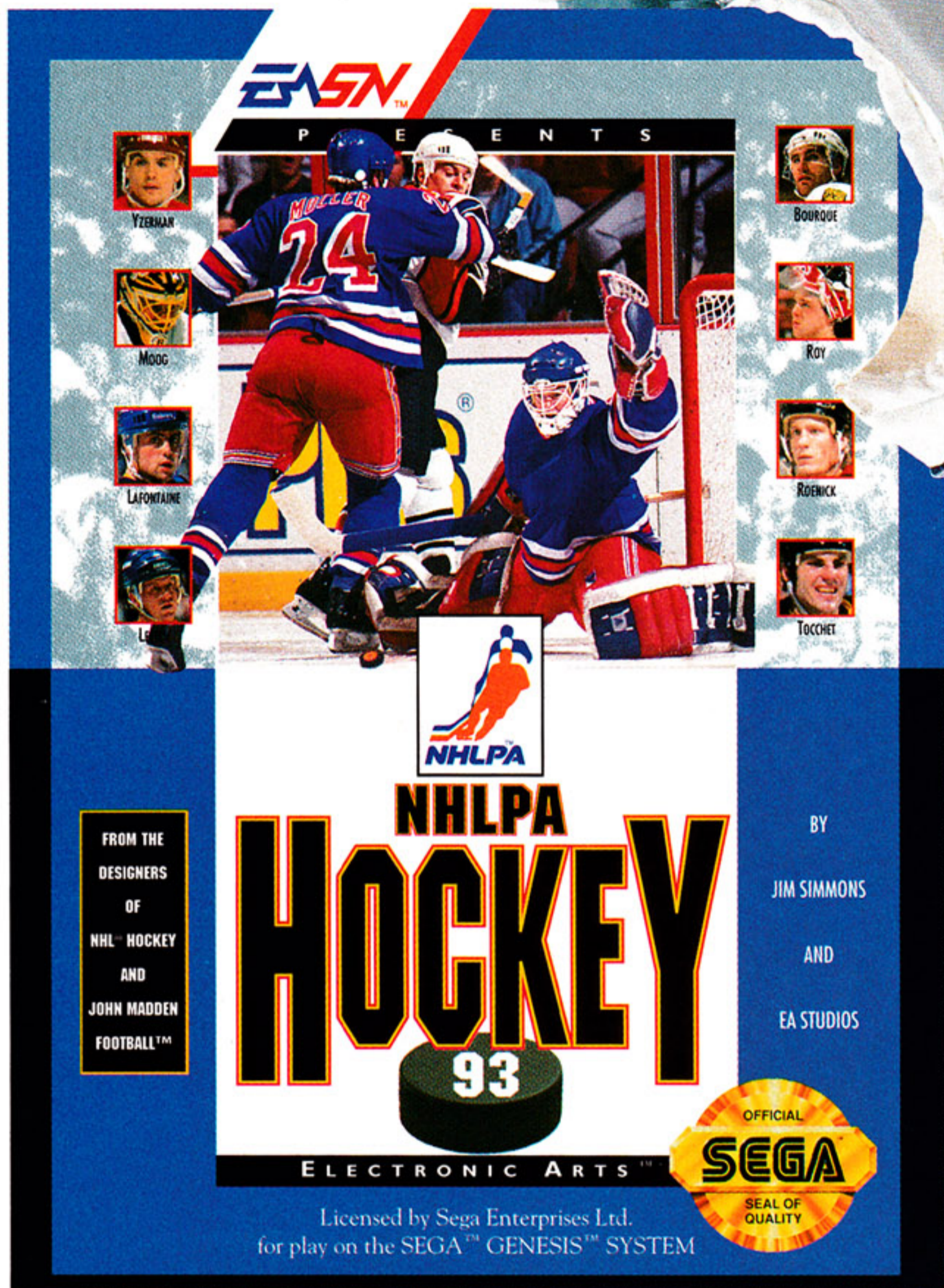
Plus 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.



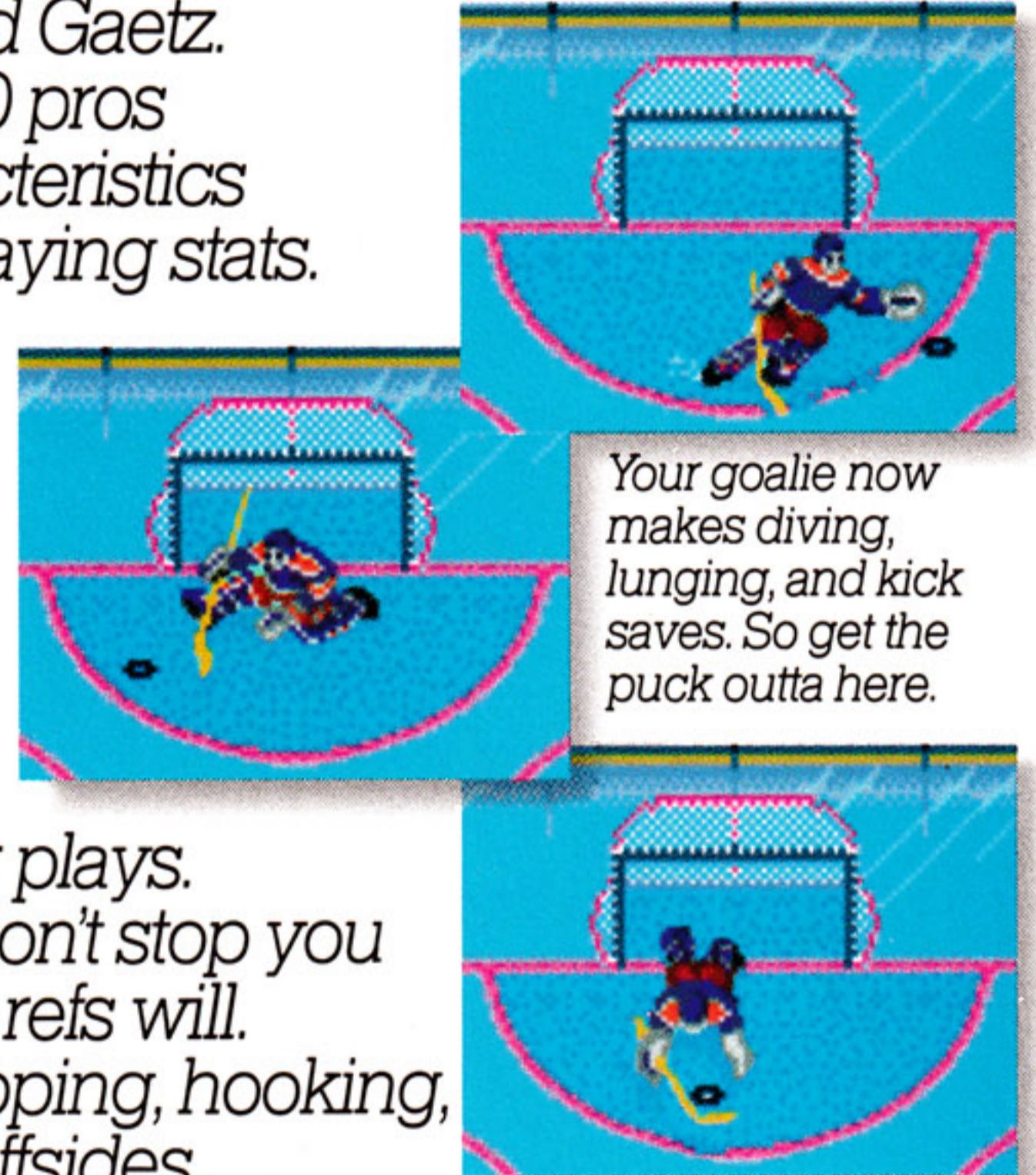


Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz. Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides,

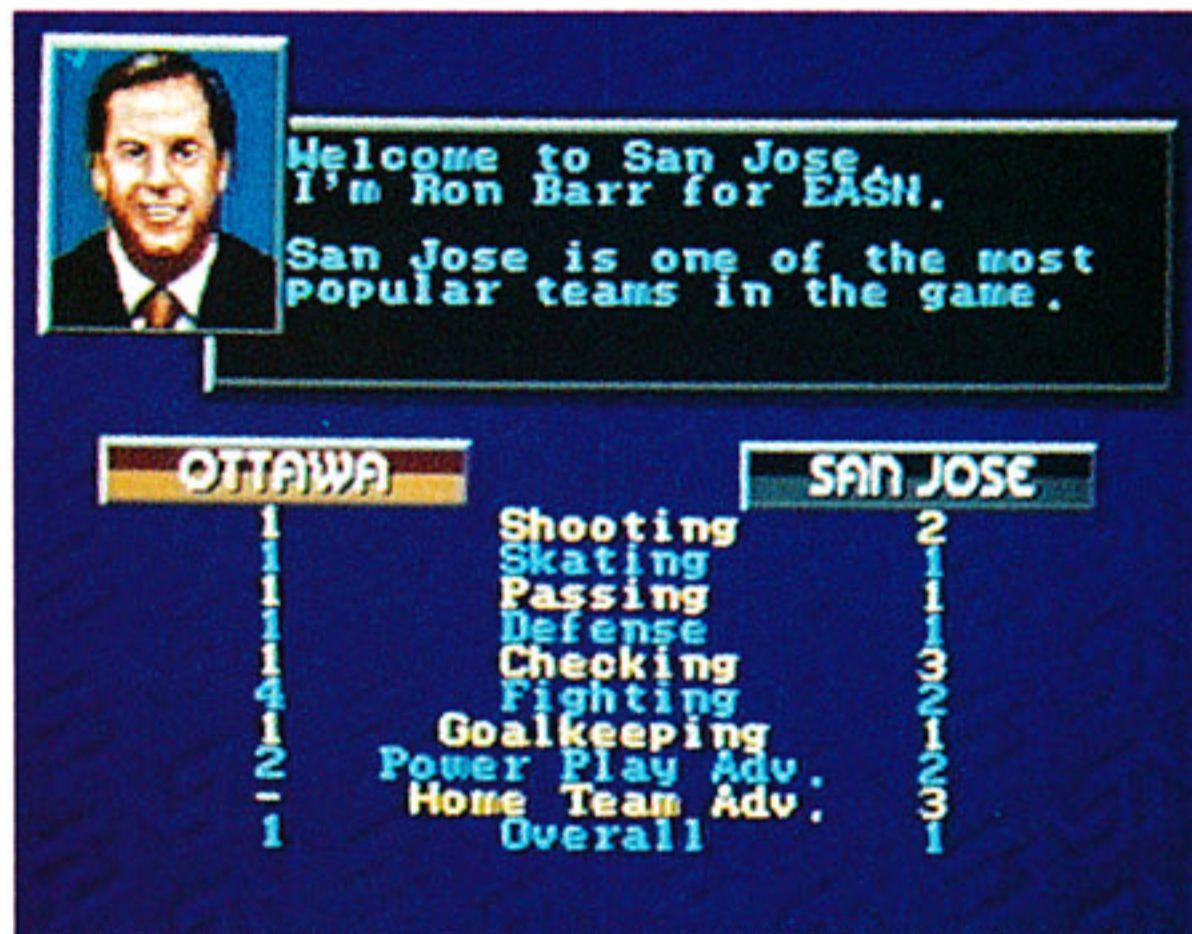
interference, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.



Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.



Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



EASN's Ron Barr is all over the ice like a Zamboni!



Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

For the first time ever, battery back-up lets you make the greatest saves outside of your goalie. Save lines you create. Even player stats for the entire post-season tournament.

The coverage of EASN, the Electronic Arts Sports Network, lets nothing slide. Spectacular camera angles. Sportscaster Ron Barr. The exclusive crowd Noise-O-Meter. Highlights from other playoff games. Instant replay. Commentary.

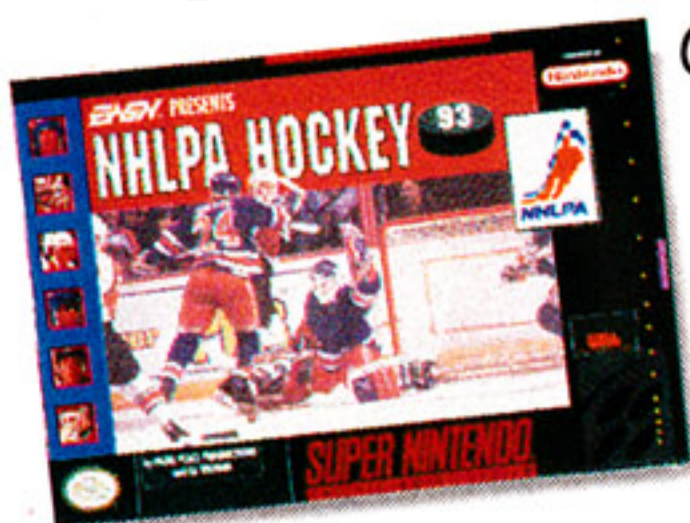
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And get the greatest hockey game by a long shot.

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95 cents for first minute, 75 cents for each additional minute.

HOW THE GAMES ARE MADE

Part I

By T.S. Flanagan

Most of us are rightly awed by the way computers and video machines manipulate the characters, colors, and sounds that make up our favorite games. Nowhere is their speed and ability to display images and colors shown better than in the most popular video and computer sports games. As much as we enjoy these thrilling, competitive games, most of us have no idea how they're made.

Glancing at the credits of a video game manual, one can see how many people are involved. Typically, there's a designer, at least one programmer, graphic artists, sound technicians, testers, all yoked together by a single producer. Parallels to the movie industry are obvious. As in a movie, the process starts with an idea. In the case of a sports game, the idea must be a little more complicated than, say, "Hey, let's make a Willie Mays baseball game!"

Usually, the idea comes from a designer, who has to envision precisely what will make his baseball game different and better than all the baseball games that have come before. The idea must be pre-

sented in a design document of substantial length, and this design must address the technological issues important to the programmers—memory, speed, screen size, processor type, etc. So the designer is like the script writer. He or she decides what the game is going to be about, how it will look on the screen, and how the gamer will interact with the program.

The producer is like a movie director. After he or she agrees to see the project through to completion, the producer must assemble the production team and make sure that everyone is working toward the same goal. An intense collaboration between the graphic artist(s) and the programmer(s) is most critical. The artists invent all the images that appear on the screen, and the programmers write the code that moves them around. For example, the programmers and artist must agree on how many frames there will be in the baseball players' throwing animation, batting animation, pitching animation, etc. Each frame takes up a certain amount of space in the program's memory, and in

order to make the animations look their smoothest, the artist has to know exactly how many frames are allotted for each motion and work accordingly. Poor synch between the programmers code and the artist's player animations can result in herky-jerky figures not at all resembling human athletes.

The role of the sound technicians cannot be underestimated. Most games rely on dozens of sounds to correspond with certain events and actions that take place in the game, and some of the effects are quite subtle. In many cases, technicians record actual sounds from live events and insert them into the program in digital form. So when you hear the crack of the bat in our hypothetical baseball game, don't be surprised to learn that the sound came from the actual contact between a speeding baseball and the sweet spot of a Louisville Slugger. Synchronizing that sound effect with the image on the screen is another matter, much easier said than done. As in the movie industry, good sound people are few and far between. And then there are numerous testers, who are like film editors. They spend hours with the program, exploring every facet of the code, deciding what works well and what doesn't. Testers report directly to the producer, who makes the final decisions on which issues the programmer will address.

If there is a sports celebrity endorsing the game, his or her input can begin at the earliest stages of the design phase and often carry through into the testing phase. EASN sports celebrities are noted for their close involvement with the products they endorse. Indeed, some of the character animations are based directly on the "signature moves" of the biggest stars, and all the players in some games have their own numerical performance ratings based on real professional athletes.

The whole process generally takes about a year, but that can vary widely depending on the complexity of the design and the problem solving abilities of the production team. But one thing is certain—as computer technology becomes more sophisticated and the development process more streamlined, consumers will continue to receive faster, more sophisticated games with more dazzlingly realistic graphics. ■



A BASEBALL QUIZ

Q: Who makes it possible to play nine innings in your living room?

Q: Who gives you the power to create your own season?

Q: Who lets you pitch against the best in the World Series?

A: Electronic Arts and one of the best strategists known to the game, Tony LaRussa in **TONY LARUSSA BASEBALL™**.



Originally created for the PC, **TONY LARUSSA BASEBALL** is being enhanced at this very moment by the masterminds at EASN™ for the Sega™ Genesis™. Due on the shelves for Opening Day, April, 1993, the Genesis version of LaRussa offers the ability to create and simulate an entire season of major league baseball action, real MLBPA™ players and stats, and a choice of stadium types in which to lead your team to victory.



Baseball has never before been so realistic on the Sega Genesis. Warm up pitchers in the bullpen, pull your infield in, set up the hit and run, and dive head-first into third base!

Knock that homer into tomorrow, then take your victory lap around the bags and into your teammates' cheers at home plate. Be a part of the action with **TONY LARUSSA BASEBALL** for the Sega Genesis.

NOW STEPPING UP TO THE PLATE, IT'S BASEBALL LIVE™!

That's right, now you can throw out the first pitch in today's game when you're ready to play! **BASEBALL LIVE** links your PC to an on-line data service which collects that day's game stats and scores, then replays the game right in front of your catcher's mask.

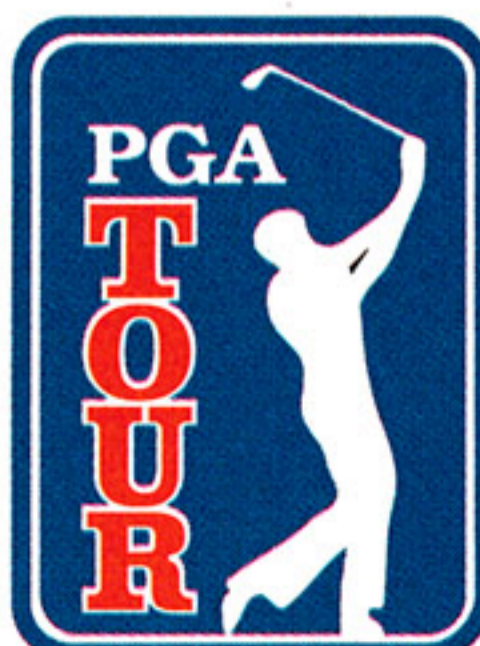
Ever wonder what might have happened in a game if the left-fielder had made that diving catch? Now you can alter the events in an actual game and see what happens. This technology is too cool to send to the showers. Watch for it...



IN THE HOLE!

Check out the all-new Sega Genesis and Super NES versions of **JOHN MADDEN FOOTBALL™ '93**. Monitor up-to-the-minute player stats and play never-before-possible games with play commentary from the legendary Madden himself! Play and match up the best 8 teams in the history of football like Chicago '85 and Oakland '76. Neck-cracking headbutts are just the beginning of the pain. Watch out for opponents' clothesline tackles and shoestring catches! They'll take you blindsided with special runs if you're sleeping on the field, so wake up and call the shots with the hottest teams in history to lead your team to ultimate championship victory!

PGA TOUR® Golf is back and more blistering than ever in **PGA TOUR GOLF II**. Play on three new TPC courses in real tournaments like the Honda Classic, Phoenix Open, and the Federal Express St. Jude Classic. New,

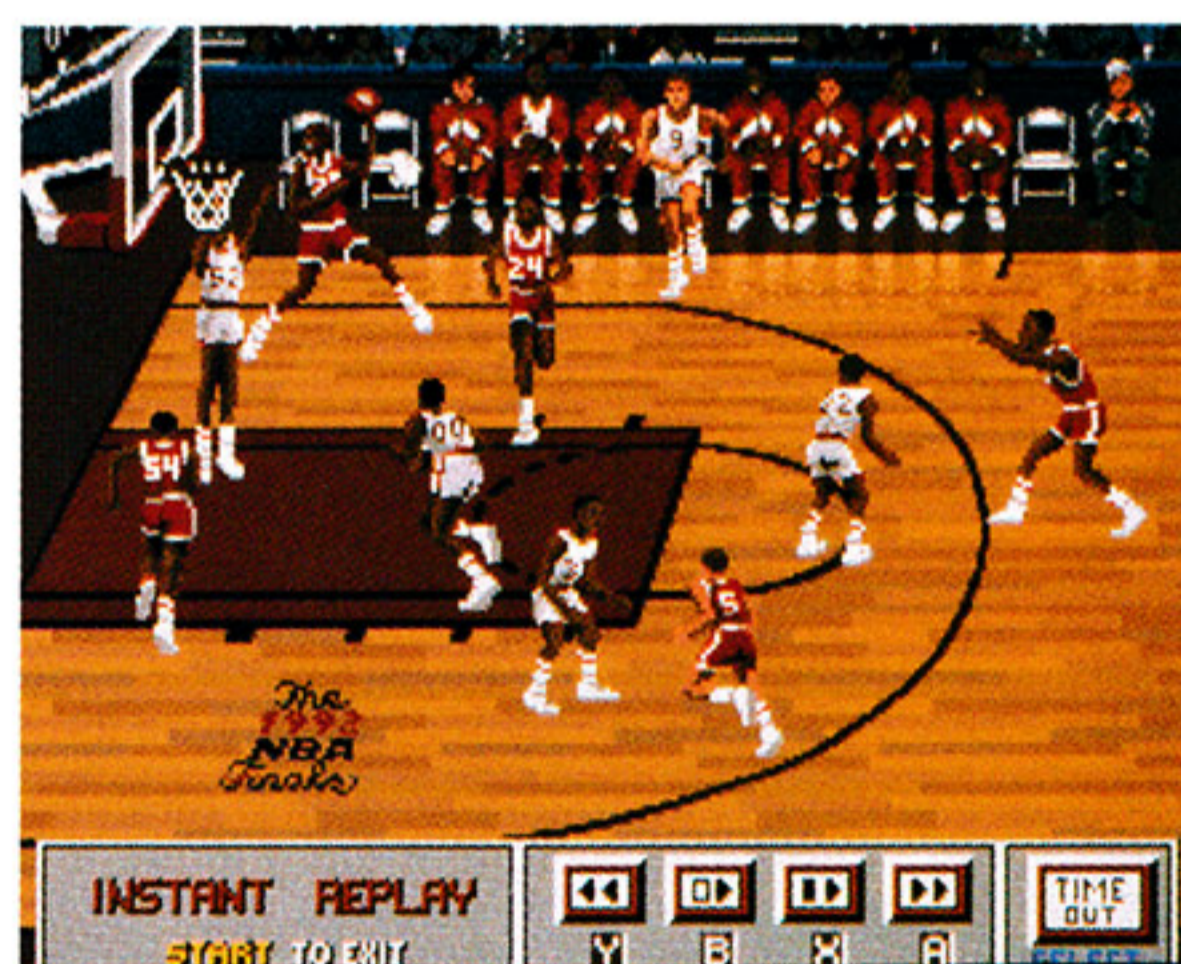


smoother backswings and short putts enhance the realism of **PGA TOUR Golf II**, and newly digitized sounds from bird sounds to ball splashes make your total experience so real, you won't know you're playing indoors! Compete in a skins game and track your winnings as you drive, pitch, and putt your way to million\$!

NHLPA® HOCKEY '93 for the Super NES is almost ready to go for every EASN fan! Get ready for glass-shattering slapshots, and gameplay as smooth as ice. Take advantage of instant replay against the expansion teams from Ottawa and Tampa Bay complete with all the players of the National Hockey



League Player's Association. Slice your blades through the competition to score a goal in the crucial last seconds with the furious pace of **NHLPA Hockey '93**. Strap yourself to your chair and prepare for the most intense hockey action available for the Super NES!



For the first time, shoot hoops against any of the 16 teams from the 1992 NBA Playoffs in **BULLS VS. BLAZERS™ AND THE NBA® PLAYOFFS™**. Count on Jordan, Pippen, Drexler, Mullin, and Ewing using their signature moves like Jordan's Air Reverse, Ewing's Bounce Ball Jam, and Malone's in-your-face slam to bring home the prize. If you happen to be playing against this crew, good luck—you'll need it!

PROS WHO PLAY

By National Hockey League standards, Tom Kurvers is not a particularly big guy. Nor does he skate with the speed and finesse of a Jaromir Jagr or Mark Messier. But what makes him one of the best defenders in the NHL is as vital as any natural talent: intelligence and finely honed skills.

The 205 lb Minneapolis native burst onto the pro scene in 1984 and quickly went to work establishing himself as one of the most consistent defensemen in the game. His deceptively fluid skating, adept stickwork, crisp passing and heads-up style of play earned him a starting spot and a whole lotta playing time for the New York Islanders. Tom is known as one of the most intelligent players in the league, and he relies on his smarts to survive on the ice. The left-handed shooter is the Islander's best offensive defenseman, scoring 9 goals with 47 assists in 74 games. But he spends most of his on-ice time leveling the opposition and breaking up plays, one of the main reasons for the Islander's low scored-on average. But the ice ain't the only place he scores...

Early August saw the National Hockey League Players' Association meeting at Rancho Valencia Resort in San Diego, and as part of kicking off our NHLPA Hockey '93 for Sega, we were invited to show our game to some of the league's most widely recognized players. Along with Kurvers were Capital goalie Mike Liut, Jets goalie Bob Essensa, Kings defender Marty McSorley and Kings left wing Luc Robitaille. Everyone took a shot at NHLPA Hockey '93, and not surprisingly, most were naturals! After a few minutes of slipping, missing and more-or-less flubbing, the guys started putting plays together and points on the board. Needless to say, we were just a bit astonished (and pleased) when all talk ceased and all attention turned to the Robitaille/Essensa matchup! These guys were having fun!

But Tom has a special fondness for the game. He's a dreamer, a thinker.



ALAN CARRASCO

And he loves to play his NHL heroes head to head. "What I like about the game is that it's personalized. A 'real' player scores. It may be your favorite player; it may be your least favorite player. In either case it's exciting. You can relate, identify. And it's a chance to play with and against both your rivals and your teammates, current and past."

Tom thinks he and his Islander teammates will get plenty good at NHLPA Hockey '93 during the upcoming training camp. "We start out by doing about three hours of hard work a day. That means a lot of rest time! This would be great to have around. We'd be playing it all night long!"

But for now he has to save his gaming for the off-season, when he visits friends and family in Minnesota. "I have a 16-year-old brother who loves to play these games with his pals." And do his brother's friends get quiet when he steps up to the control pad? "Well, with all the time they spend with the Sega, they've pretty much got my number."

PRO-FILE

Name: Tom Kurvers

Born: October 14, 1962, Minneapolis, MN

Occupation: Defenseman, New York Islanders

Favorite EASN Title: NHLPA Hockey '93

Favorite Feature: "I love that set shot!"

Dream Team:

In the net: Patrick Roy

Center: Mario Lemieux

Left Wing: Wayne Gretzky

Right wing: Brett Hull ("...the way he scores...")

Defenders: Ray Bourque and Brian Leach

Career stats:

GP	G	A	TP	PIM
445	63	217	280	229

RANDOM

Notes

EASN OPENS LEAGUE OFFICE!

EASN recently opened the doors of its league office at EA headquarters in San Mateo. Pictured below is EASN founder and League Commissioner Michael Kosaka. Not so long ago the graphic artist and game designer envisioned a network of sports games that would be as exciting to play as the real thing. Now it's happening! The EASN League Office will be responsible for insuring a consistent look, feel, and flavor of the EASN line; and it will continue to develop new games showcasing your favorite athletic events.



Welcome to INSIDE EASN

There's an old saying: "If it ain't broke, don't fix it." Well, that kind of thinking doesn't apply when you're working with talented people whose passions drive them to constantly tinker with, innovate, and refine the art of sports game design.

As we speak, there's a lot of intense work being done to bring you the newest, the best, and the most comprehensive sports games we can provide.

You can count on one thing: we won't cut any corners. We'll run out every grounder, dive for that long pass, and play tough til the final buzzer. We know you wouldn't settle for anything less.

Within these pages, we hope you'll discover new insights into the men and women behind the scenes, whose labors of love result in the quality products that are the hallmark of the Electronic Arts Sports Network.

Thanks for joining us!

Michael Kosaka
EASN Commissioner

EASN MOBILE GAME LAB

Only months ago the Tournament of the Americas was the site of a momentous meeting: Team USA and Team EASN. We knew the most spectacular basketball players in the world would be milling



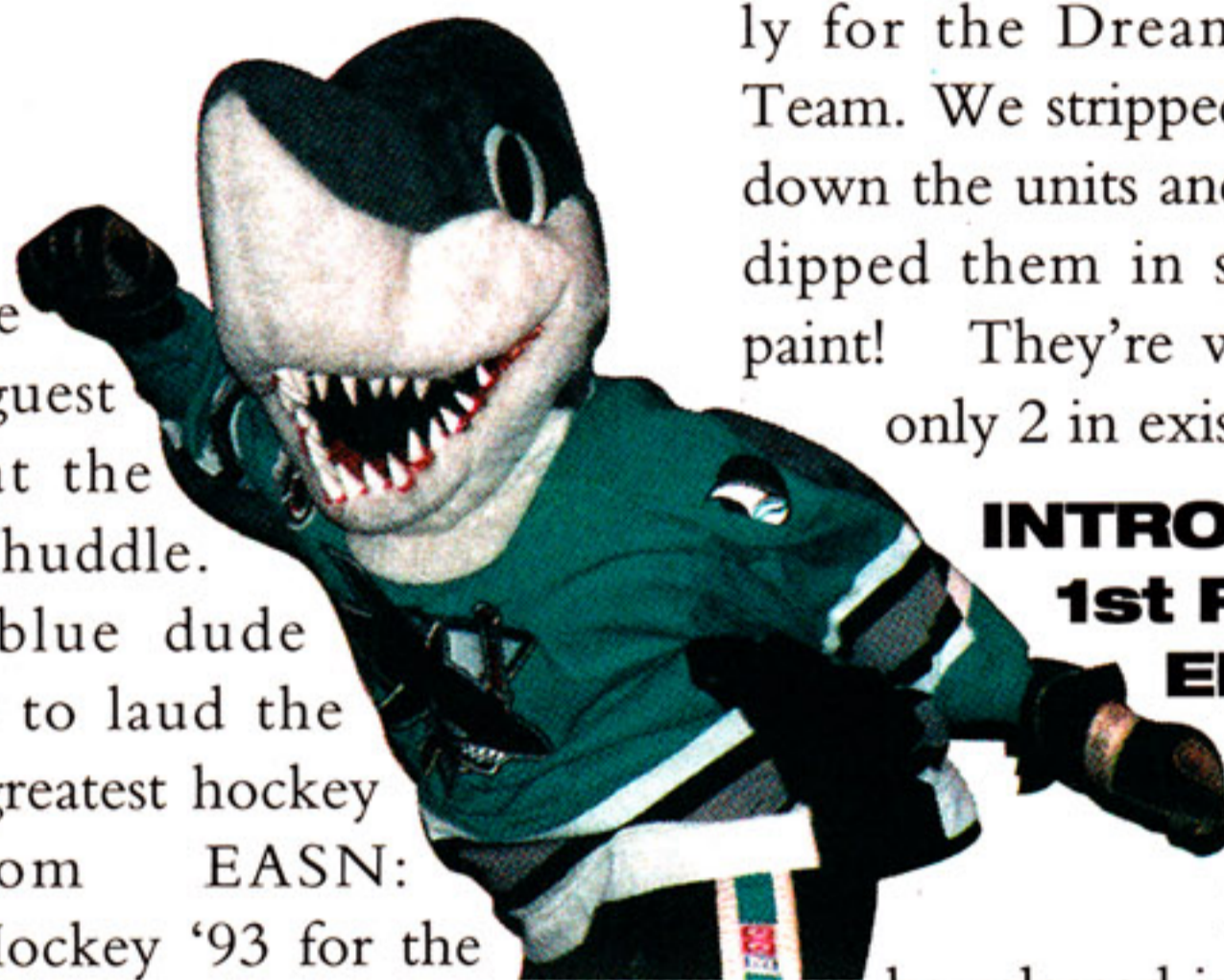
around town. So we put together the raddest roundball gaming machine on six wheels: the EASN Mobile Game Lab. Stocked with the latest in gaming technology, the gutted Winnebago cruiser is wall-

to-wall entertainment on wheels. It sports a Super NES, a 16-bit Sega Genesis and an IBM 486 PC. Team USA Basketball and Bulls vs. Blazers and the NBA Playoffs graced the TV monitors, while running on the 486 was none other than "his Airness," Michael Jordan, who stars in the upcoming EASN title, Michael Jordan In Flight.

SHARK BITE

The San Jose Sharkie made a guest appearance at the latest EASN huddle.

The big blue dude ducked in to laud the latest and greatest hockey title from EASN: NHLPA Hockey '93 for the Genesis and Super NES. Fueled by the front office of the National Hockey League Players' Association, this game is packed with the most current statistics available to anyone! Needless to say, Sharkie was blown out of the water. Stop by your favorite EASN source and check it out!



TEAM USA SEGA GENESIS

EASN's special exhibit at the Tournament of the Americas was the spot for the NBA's finest to try out the new EASN basketball title, Team USA. We created custom Genesis units designed exclusively for the Dream Team. We stripped down the units and dipped them in special Corvette-white paint! They're white-hot, and there are only 2 in existence!



INTRODUCING 1st ROUND LIMITED EDITION GAMES!!

That's right, the 1st shipment of every new EASN sports game will be released in a limited edition numbered package. Each 1st Round product will include an offer for an exclusive EASN sports collectible—different in every game. But you'd better act fast! The First Round won't last forever.



ON THE WALK OF CHAMPIONS

EASN was proud to co-sponsor the Michael Jordan/Ronald McDonald Children's Charities Celebrity Golf Championship® tournament last Labor Day Weekend. Michael Jordan hosted the three-day event to raise money for

numerous charities. Shown above is the EASN tent on the Walk of Champions, where Michael's mother Deloris Jordan brought the family to say 'hello'. Also on site was the Mobile Game Lab where we demonstrated a variety of games featuring Michael Jordan.

THE ONLY GAME TO MAKE THE PGA TOUR CUT.



Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make the rounds with guys named Fuzzy, the Walrus, Zinger, and Fred. In sum, 60 of the best players ever to swing a club.

No matter how you slice it, this is the most realistic SuperNES™ golf game ever.

Real players with hole-by-hole tips. Real courses like the TPC's® at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Get real.



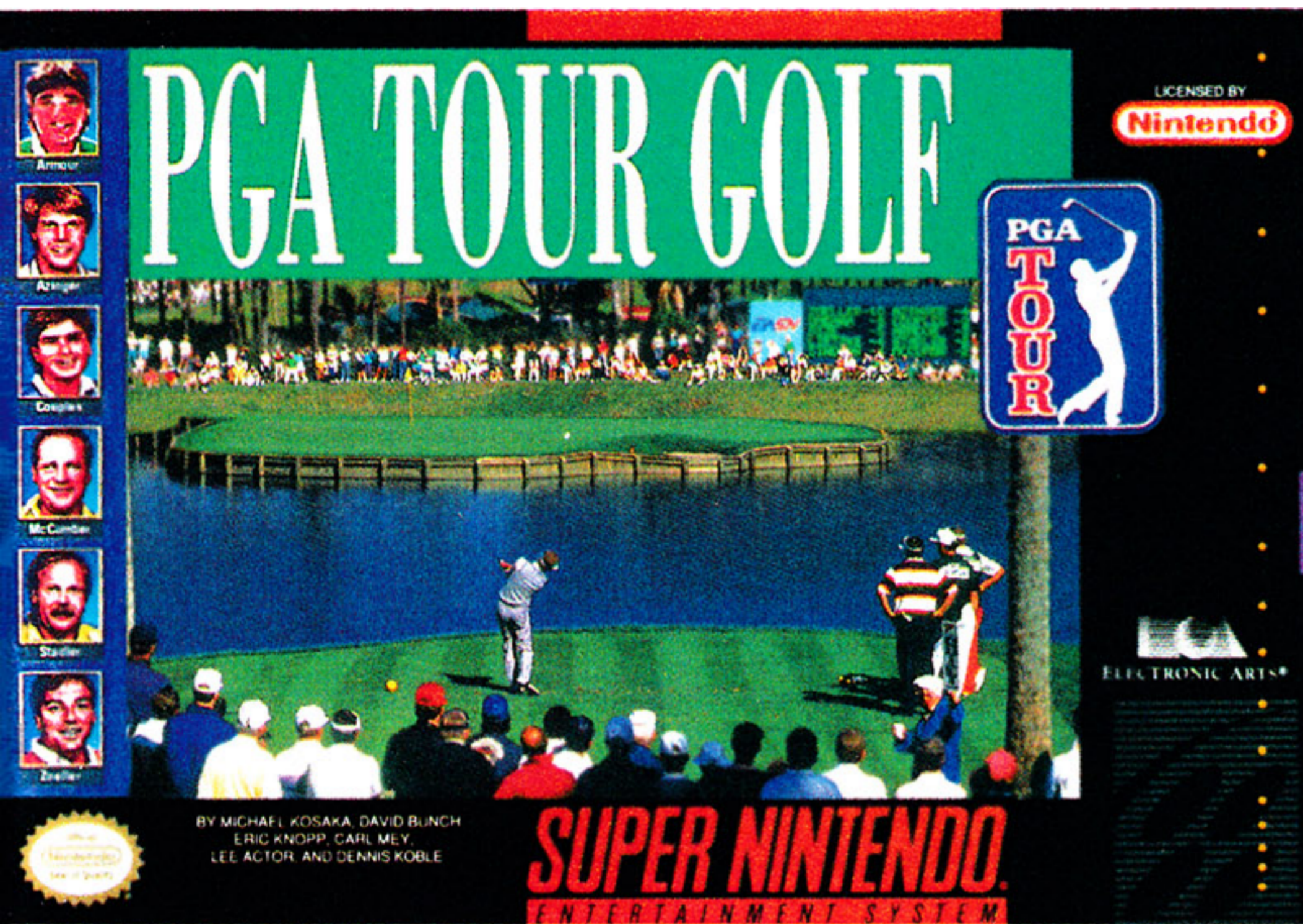
EASN reaches new heights with its exclusive Ball-Cam—an on-ball camera delivering a ball's-eye view of your shot in flight.



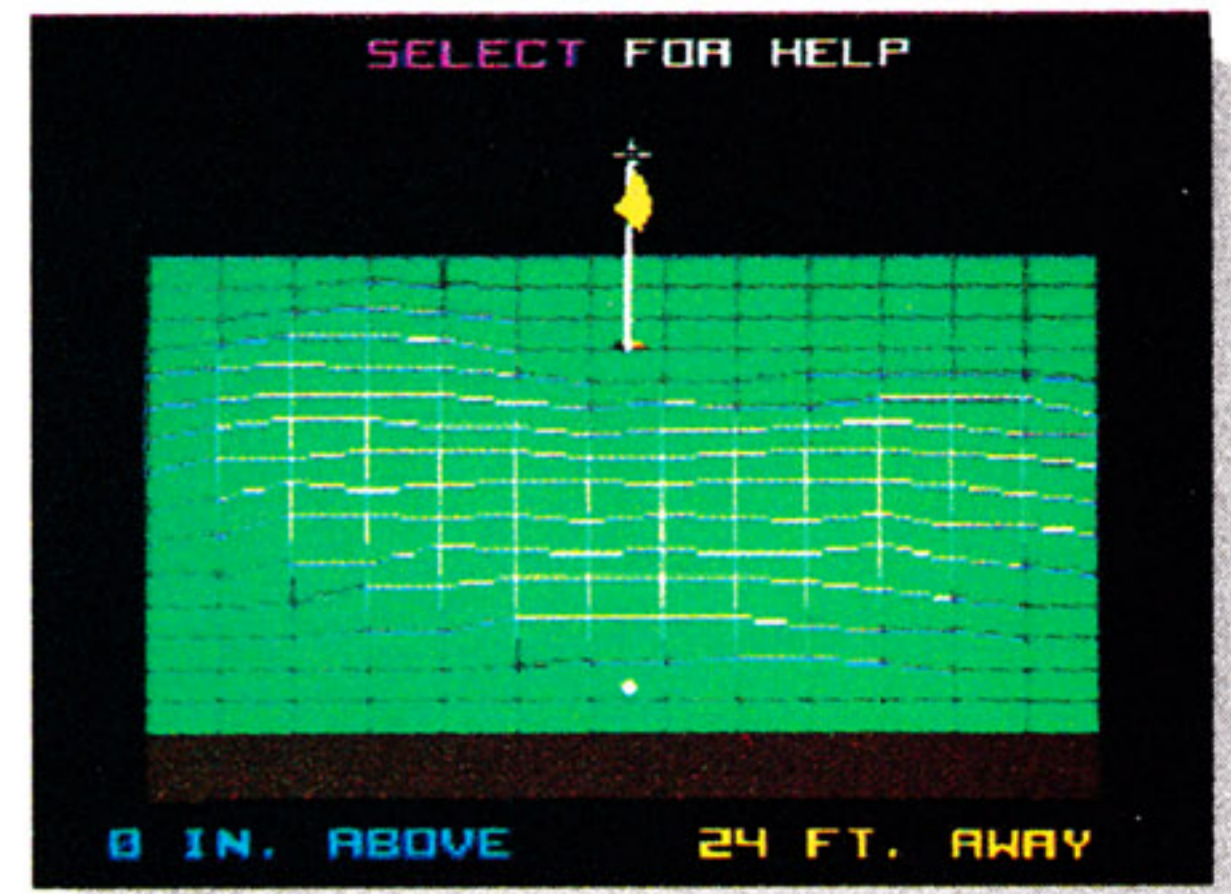
Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.

PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. A 360° putting grid for reading every green. And four TOUR courses, each built from the ground up from original blueprints.

Of course, EASN™—the premier interactive sports



network—is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of



every angle of the green. But if you don't read it correctly, watch out for the bogey man.



Trade shots with 60 top pros like Paul Azinger, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.

every hole. Instant replay. Plus an EASN team of sports-casters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.

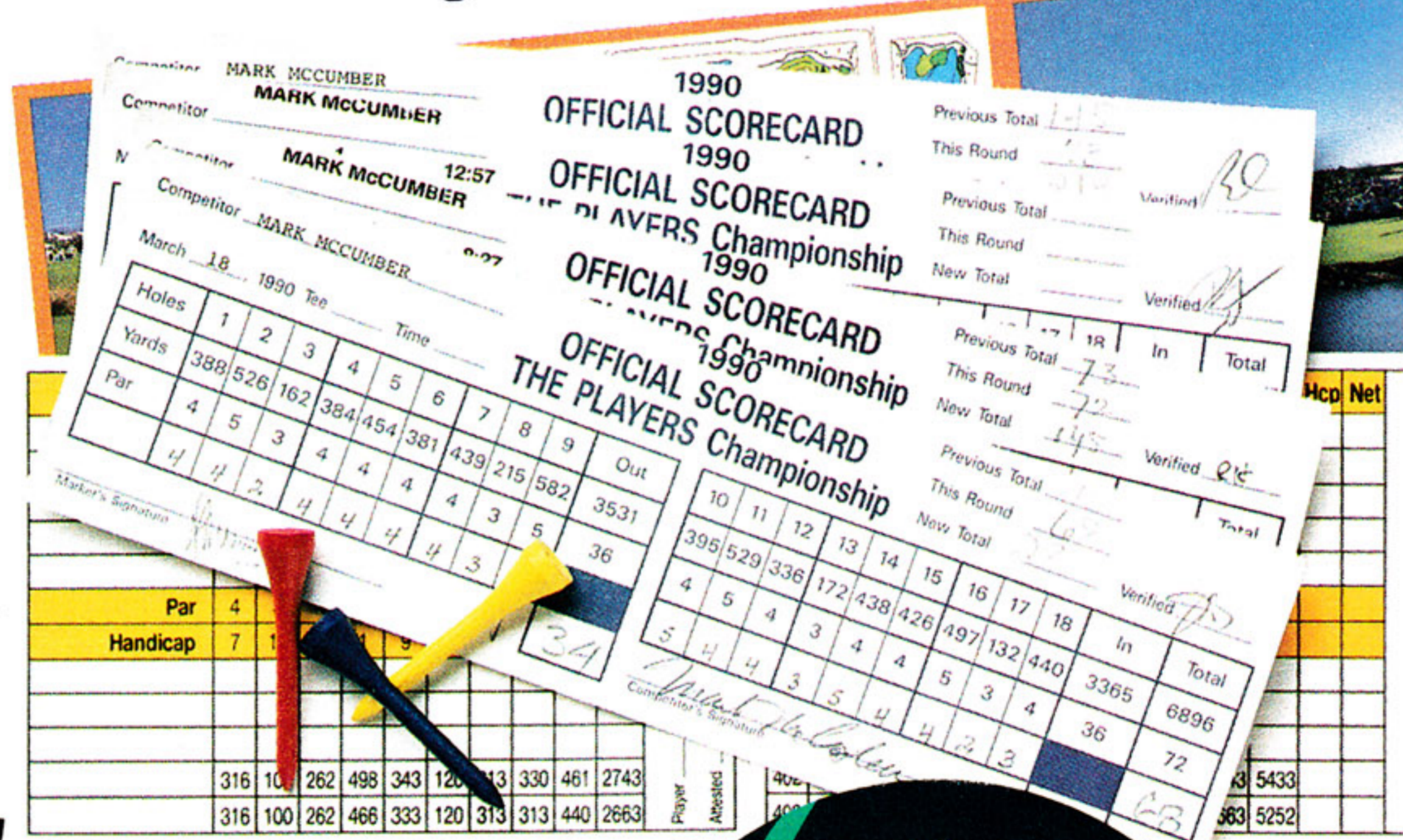
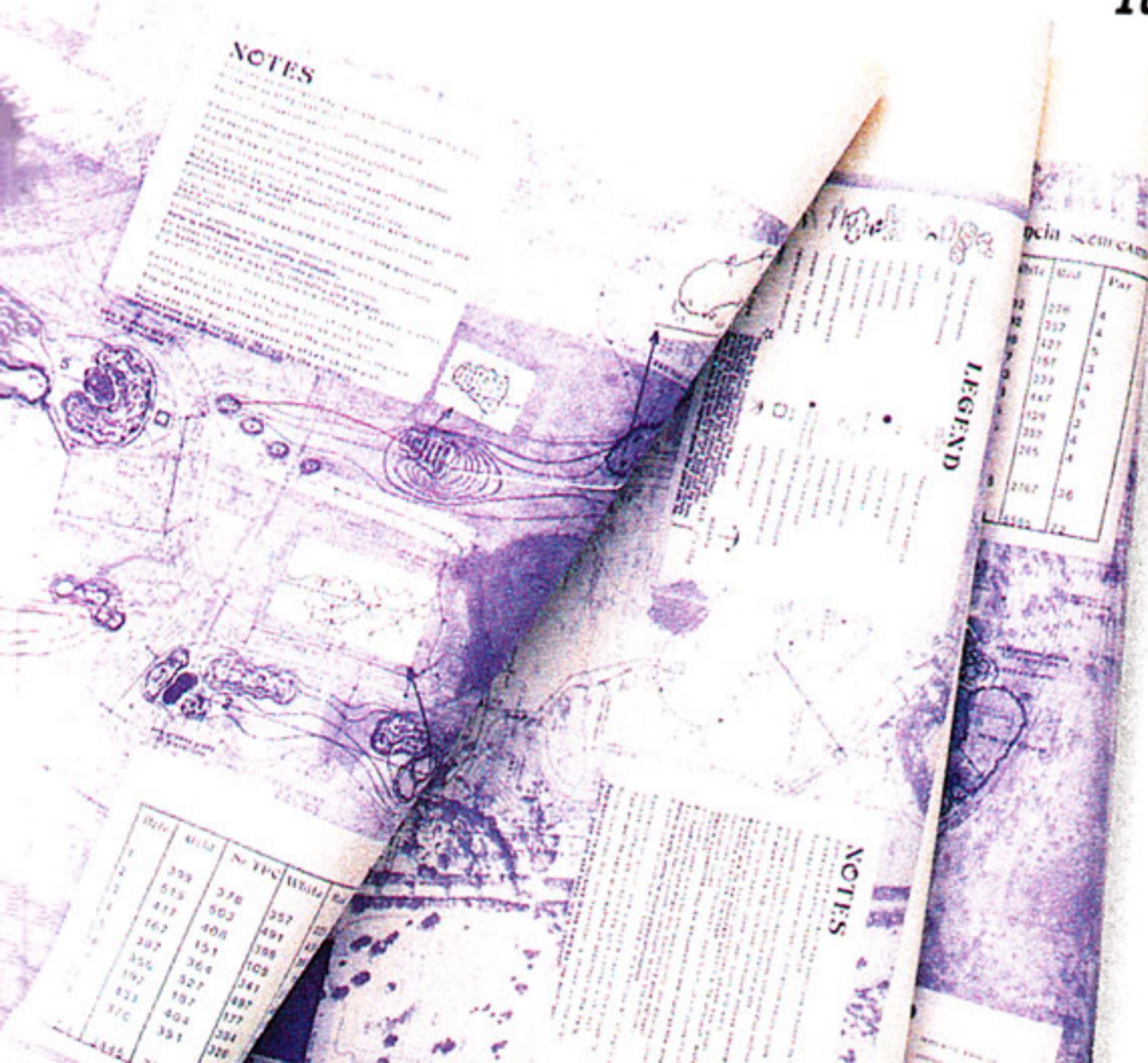
If you run afoul of the fairways, you'll finish out of the money, and back on the driving

range and practice greens. A battery backup saves everything—games, accumulated earnings, even PGA TOUR stats.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 anytime to order. Or visit your retailer.

It's golf so real, you'll rush out and buy a cart.



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EASN™ PROFILE:

ROBERT ZALOT

Name:
Robert Zalot

Position:
Game Tester

Favorite EASN Game:
NHLPA® Hockey '93

Inside EASN: What was your background and training for this job?

Zalot: I studied Computer Science in school at De Anza College in the Silicon Valley, and worked as a game tester at three different companies before finally getting into EA.

IE: So you played games a lot, got better and better, then qualified for the job at EA? Sounds easy.

Z: Well, it was actually a long road. I took the first testing job I had when I was in school. I would bicycle 25 miles into work at 3 a.m., test 'til 9 a.m., bike home, go to school, come home, do homework, sleep for six hours then get up and do it all again.

IE: Most gamers would say you have a dream job. Do you ever want to do anything else?

Z: I eventually want to invent, design, and produce EASN software. I've got a lot of ideas about development and design. That's where I think I'd be happiest and contribute the most.

IE: What are your favorite sports—the non-videogame type?

Z: I like mountain biking and cycling in general. On TV I watch ice hockey and volleyball.

IE: What are your major responsibilities?

Z: Primarily I have to critique the games as a consumer and give input on gameplay improvement and design. I also have to keep track of any bugs in software throughout its development process. Sometimes bug lists can get up to 400 or 500 items in early versions of a game.

IE: What do you like best about being a tester?

Z: Telling people what I do for a living.

