



ELECTRONIC ARTS SPORTS NETWORK

Volume 1

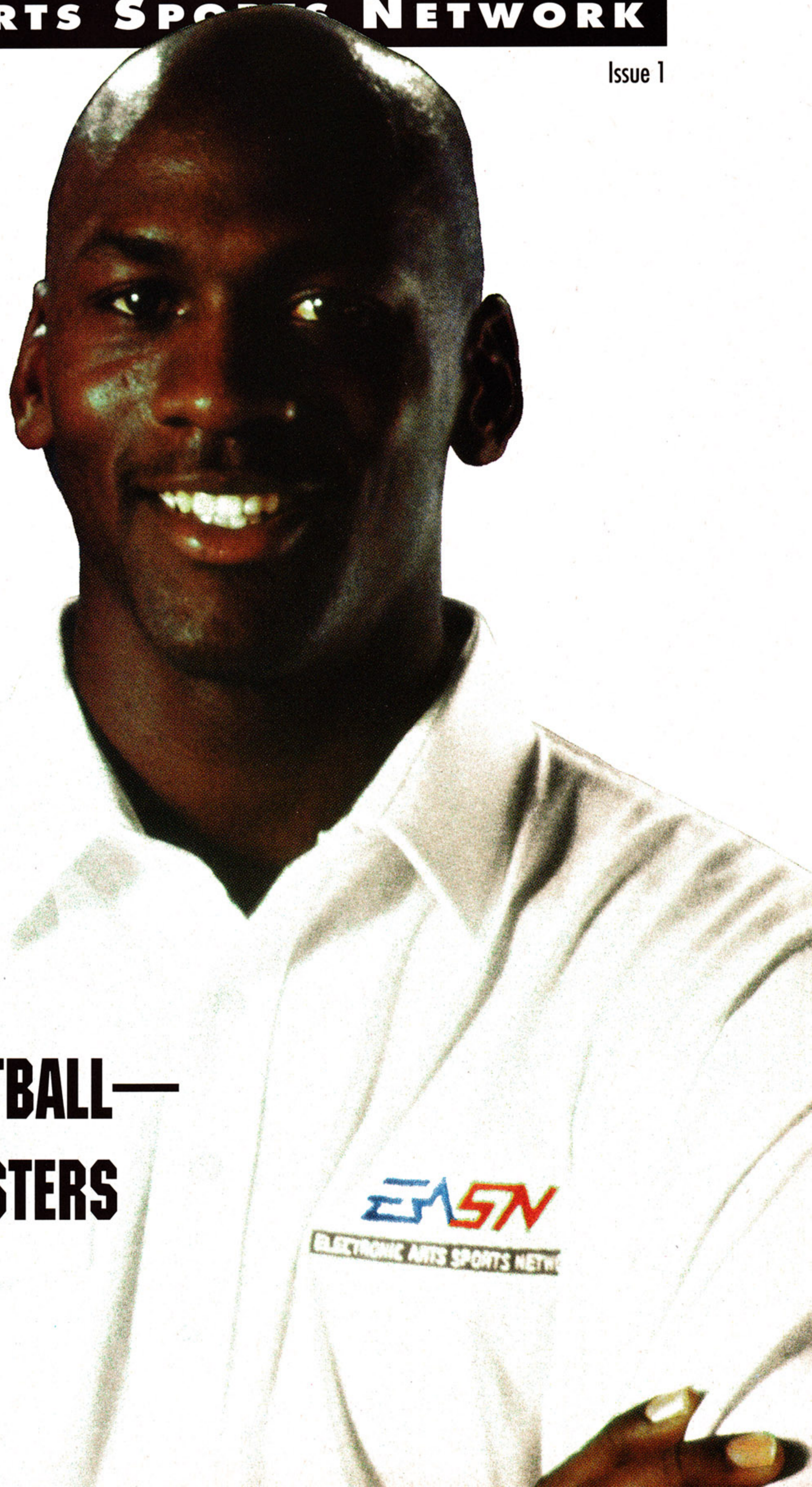
Issue 1

PREMIERE ISSUE

**ON THE ROAD
WITH EASN**

**MICHAEL JORDAN'S
AMAZING NEW
PC GAME**

**JOHN MADDEN FOOTBALL—
TIPS FROM THE MASTERS**



THE GREATEST PLAYOFFS IN NBA HISTORY.

It's showtime. Bulls vs. Lakers & the NBA® Playoffs™. The new updated version of the game awarded **SEGA GENESIS** "Genesis Sports Game of the Year" by Game Player's.

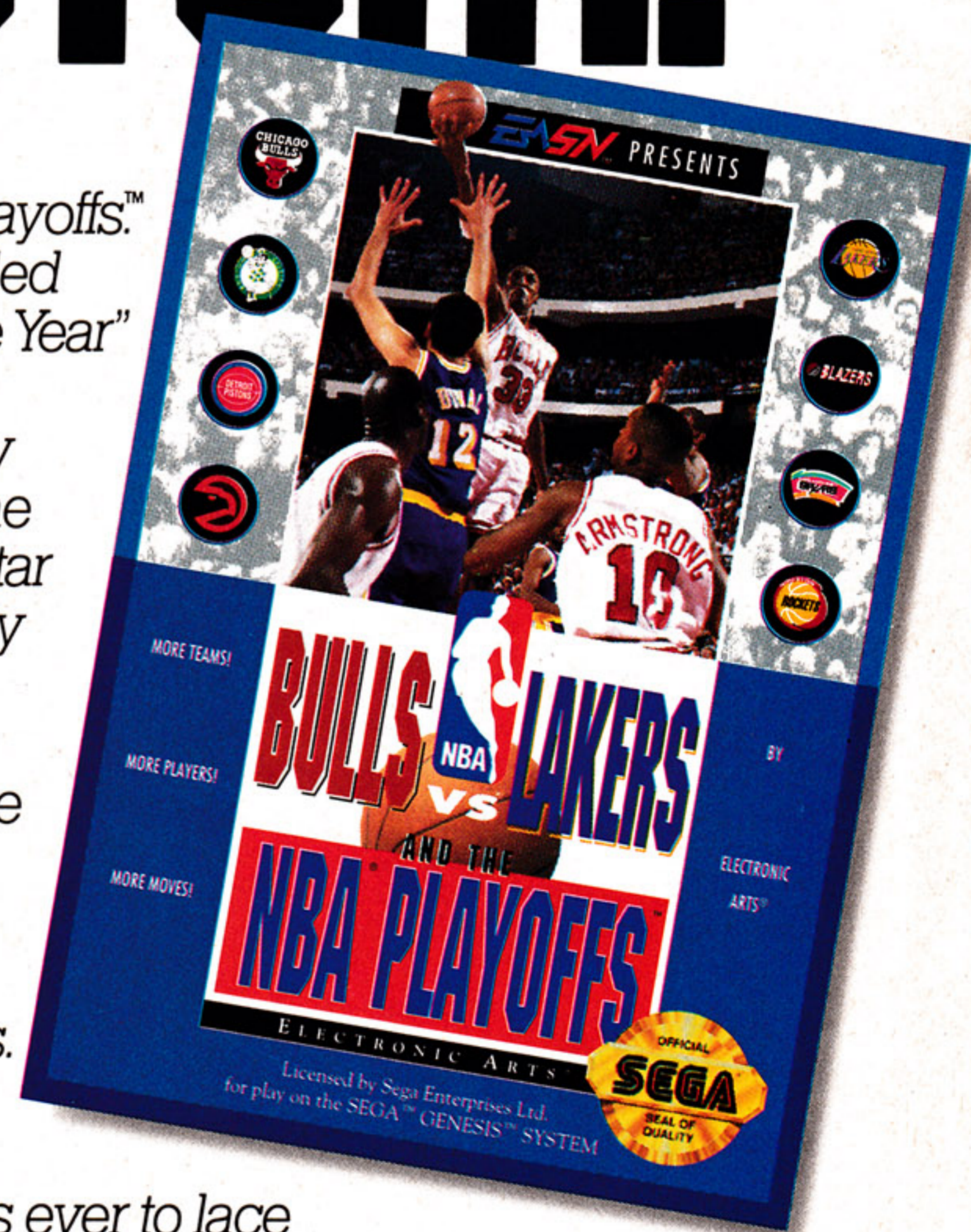
Bulls vs. Lakers raises pro basketball to new heights. With twice as many teams: all 16 of the 1991 NBA playoff contenders plus both All-Star squads. More signature moves and more tasty dunks than a donut shop. Better defensive



Use the EASN "T" Meter to control the power and accuracy of free throws. Sink your shots or sink your team.

control and shot blocking. Even the exclusive EASN "T" Meter™ to help you sink those critical free throws.

And, of course, you get to play with the best guys ever to lace up a pair of hightops. High altitude acrobats like Jordan, Drexler, Kemp, and Malone. Dead-eye shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.



You get the entire cast that staged the most electrifying playoffs in NBA history.

Start with all sixteen teams. From there, the action only gets

more intense. Establish your inside game. Hit a few treys. Play tenacious "D." With the right moves and a little luck, you just might advance to the championships.

As you'd expect, EASN covers every bounce of the ball. Capturing every brick that clangs off the rim, every squeal of \$159 sneakers on hardwood.

The network's expanded coverage includes instant replays of everything that happens on the court. Timely stats. Scores from other games. Highlights. Even the EASN pre-game and half-time show.



Jordan always signs his signature with a flourish: his patented Air Reverse.



Hakeem, the biggest rocket, will increase your frequent flyer mileage.



Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



Play with Sir Charles and hang around with basketball royalty.



When Bird takes to the sky, you know Larry Legend's good for three.



Talk about a power forward. Nobody muscles inside like Malone.

Jump at this chance to join basketball's elite. Visit your local EA dealer or order by phone any time: (800) 245-4525.

And play with the champions of the NBA.



ELECTRONIC ARTS SPORTS NETWORK

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Don Tran
ON THE ROAD
1992

"All of a sudden six members of the Buffalo Bills showed up. They were great. If the Super Bowl was played on John Madden Football,™ the Bills would win."

- Don Transeth



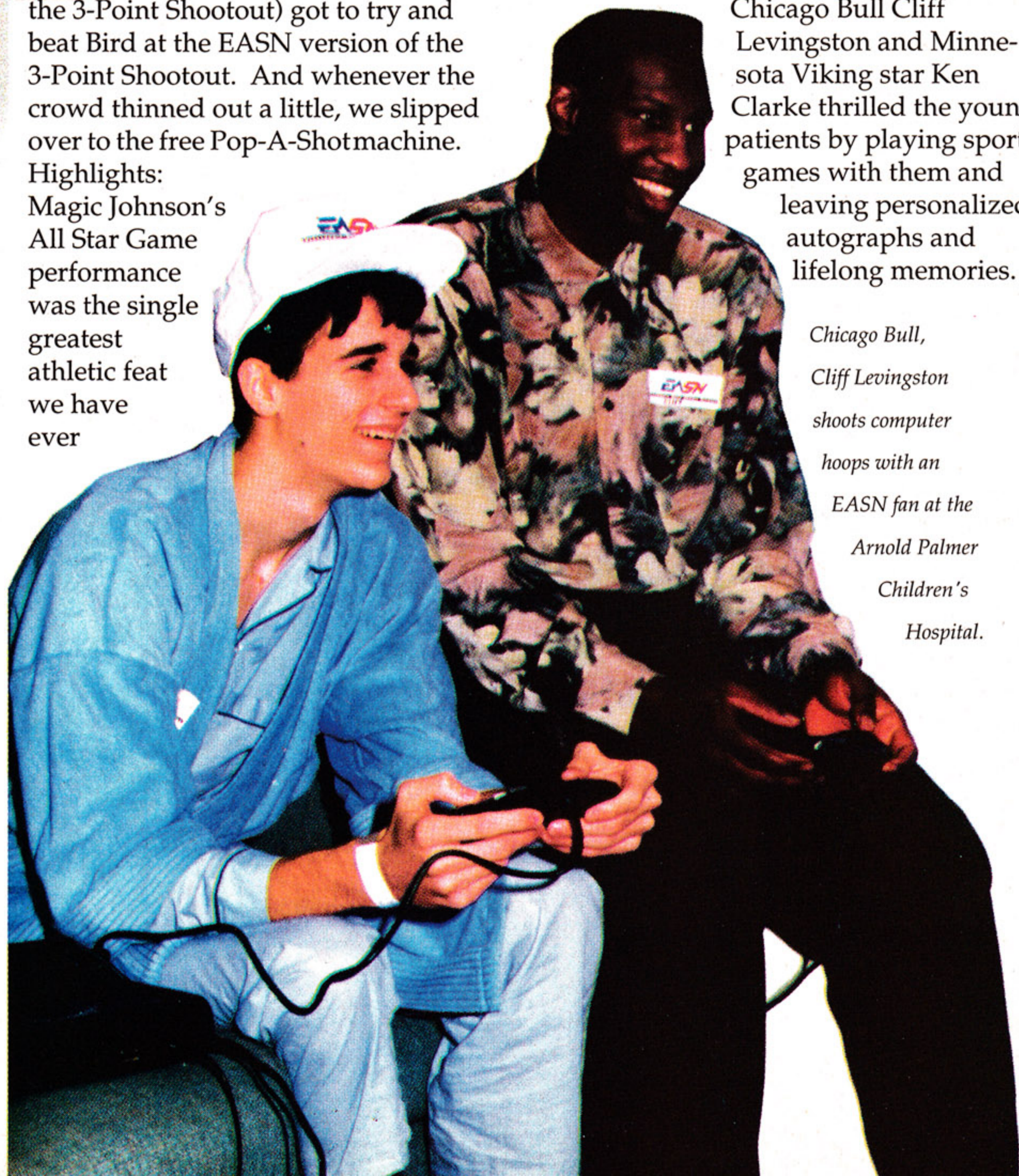
NBA ALLSTAR GAME

We took two of EASN's biggest stars to the 1992 All-Star Game in Orlando, Florida: Michael Jordan and Larry Bird. Jordan vs. Bird™ was on display at the Yacht Club, the official All-Star Game hotel. Guests at the American Airlines hospitality suite (sponsors of the 3-Point Shootout) got to try and beat Bird at the EASN version of the 3-Point Shootout. And whenever the crowd thinned out a little, we slipped over to the free Pop-A-Shot machine. Highlights: Magic Johnson's All Star Game performance was the single greatest athletic feat we have ever

seen. Given the circumstances, there was not a dry eye in the house. You had to be there to feel it. EASN also paid a visit to the Arnold Palmer Children's Hospital, donating several Sega™ Genesis™ systems and a complete library of EASN software.

Chicago Bull Cliff Levingston and Minnesota Viking star Ken Clarke thrilled the young patients by playing sports games with them and leaving personalized autographs and lifelong memories.

Chicago Bull, Cliff Levingston shoots computer hoops with an EASN fan at the Arnold Palmer Children's Hospital.





CBS SPORTS SUPER BOWL PARTY

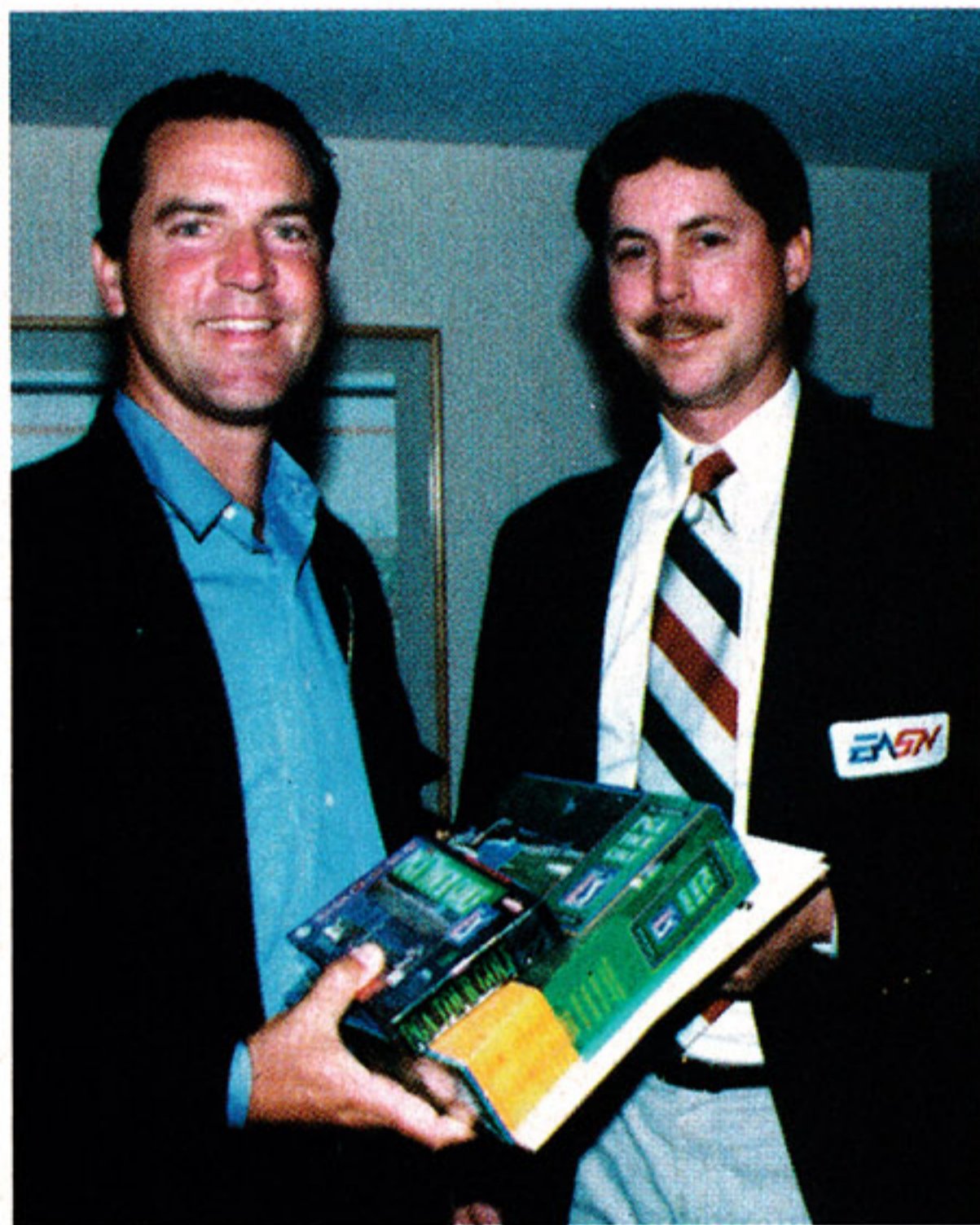
John Madden was the CBS analyst for Super Bowl XXVI so it was logical that John Madden Football™ was a part of the network's party. The site of the gala was at the Carlson Center just outside Minneapolis. And what a party it was: ice skating, hot air balloons, cross country skiing, ice surfing, dog sleds and more. When guests came in from the cold, they warmed up with JMF. EASN headquarters are in sunny California so the freezing weather was a shock to our systems. One night we waited two hours outside Prince's club in 10 degree weather. But the people were so warm and friendly we left wishing

we could stay a few days longer and go ice fishing.

Highlight:

Six members of the Buffalo Bills stopped by Naismith's Sports Bar in Target Center and took over our John Madden set up. They played like world champions and said they take their Sega Genesis hardware on the road and play JMF "All night long". Asked about curfew they said, "Coach Levy just says we need to be in our rooms with the lights out. He never said anything about JMF."

Don Transeth and David Rabin, EASN Super Bowl crew, get crazy while setting up for the offensive at the Madden '92 booth.



EASN Director Don Transeth presents PGA TOUR golf pro Tom Purtzer with the Electronic Arts™ premiere golf game, PGA TOUR Golf®



PGA TOUR® GOLF, SAWGRASS

EASN and Sports Byline broadcast a radio program live from the Marriott at Sawgrass to announce the new Super NES version of PGA TOUR Golf™. Byline host Ron Barr interviewed everyone from golfer Johnny Miller and NBC announcer Bob Trumpe to ATP Tour tennis coach, Brian Gottfried. After watching the pros all day, everyone at the broadcast got to play the new Super NES version of PGA TOUR Golf and take a shot at the most famous hole at Sawgrass - the dangerous "Island Hole." Let's just say there was "a whole lot of splashing going on."

Highlights:

Fred Couples played average golf the first two rounds. On Saturday, though, Freddie was on fire. He shot a nine under 63 and broke the course record. The effect on the crowd was electric.



EASN announcer Ron Barr shares a story with veteran golfer and NBC analyst, Johnny Miller, during a broadcast from the PGA tournament at Sawgrass.



NHL® ALLSTAR GAME

NHL® Hockey from EASN was a featured guest at the biggest hockey party in the world. It was the league party after the All-Star Game Philadelphia. The NHL turned pier 19 into Hockey Heaven. Guests included the All Stars, league officials, sports writers and other VIPs.

Under a huge EASN banner we set up six Sega Genesis machines and within minutes the sounds of hockey

filled the air. Over the next three hours a steady stream of hockey dignataries tried their hands at NHL Hockey — EASN style. Pittsburgh Penguin, Jaromir Jagr proved himself to be a natural gamer. Minnesota Northstar coach Bob Gainey remarked that our videogame is a great introduction to hockey for people who have never played the game.

Highlight: Philly steak sandwich from

Jim's, autographs from Jagr, Trottier, and Roenick, and a very cool Easton equipment booth with a chance to take shots on goal.

Our report for this issue is over. But rest assured that whenever the sports world congregates, EASN will be there. Look for us and if you get the chance, come by and say hello.

THESE GUYS ARE THE BEST IN THE WORLD!

By T.S. Flanagan

Members of the production staff at Electronic Arts are, for the most part, modest and unassuming people. These men and women, who have made some of the most popular computer and video games of all time, show an unflinching and usually quiet dedication to their work. But when the producers and artists are playing video games, their enthusiasm sometimes gets the best of them, especially when the video game is one they helped to create. Never has this been more apparent than in the ongoing in-house football tournament on John Madden Football '92 for the Sega Genesis.

As with most in-house competitions at EA, the Madden tourney grew out of a boast. The league's self-styled commissioner, James Bailey (Assistant



James Bailey knows no equal.

Producer), threw down the gauntlet one afternoon in a staff meeting when, during a momentary lull, he blurted out, "No one can beat Rolo and me at Madden." The context in which he made the remark is forgotten, but the gridiron battles spurred by the challenge fill the halls of EA's San Mateo, California headquarters with cheers and groans every weekday evening after normal working hours. To Bailey's credit, he and Roland Kippenhan III (Associate Producer), went 16-0 until finally losing to the gutsy duo of Michael Lubuguin (Tester) and Arthur Koch (Animator/Illustrator). When asked how they lost to a team with a

paltry 6-9 record, Bailey and Kippenhan III pointed fingers at each other.

Whether they win or lose to one another, there's little doubt that the best gamers here at EA are the best gamers in the world. Modest, not to say secretive, as true champions are, they were reluctant to offer hints for playing Madden '92; but, with a little reverse psychology, I was able to get them to talk about how they perform so well. James Bailey, undisputed Master of the Universe and the league's leading scorer, exhorts you to *mix up your plays and make play selections based on individual players' abilities* (listed at the back of the manual). *If your receivers are slower than your opponent's defensive backs, you shouldn't call a lot of long passing plays.*" Duh.

Roland "The Indefatigable" Kippenhan III, as Bailey's teammate, leads the league in fewest points allowed. Scoring a touchdown on Rolo is a feat worth writing home about. His advice to youngsters? *Don't be afraid of pass interference. Get out there and hit the receivers to try and knock them off their spots so they won't catch the ball, or so you can intercept it.* Also: *Bring your linemen forward before the snap, and shift them to the creases in between the men on the other team.*

A few of the other notables kicked in their two cent's worth. Happy Keller (Associate Producer), warns: *Friends don't let friends use the A-button on defense.*



Lubuguin (left) and Koch, giddy after their historic victory.



Roland Kippenhan III, self-satisfied with good reason.



Would you let Happy Keller date your sister?

Pressing the A button on defense makes your defender dive at the ball-carrier,



Richard Hilleman, the brains behind the operation.

and if the defender misses the tackle, the ball-carrier often finds daylight. The ever tenacious Richard Hilleman (Vice President and co-designer of Madden '92), advises: *Don't be afraid of a little*

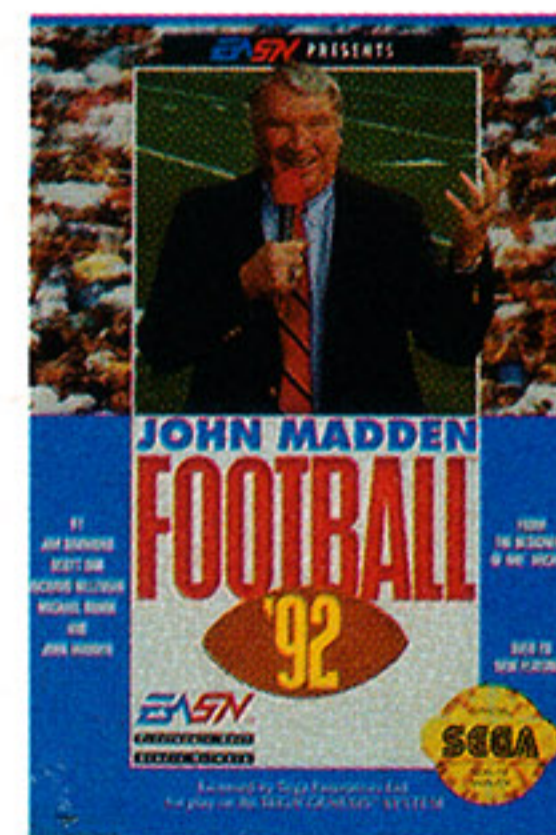
bump and run defense. If that number 80 from San Francisco is making your life blue, give him a shot at the line of scrimmage. It's much tougher to catch the ball when you're lying on your back. But what's Hilleman doing giving advice on defense? He owns the dubious distinction of allowing 111 points in a game. Incidentally, Hilleman's partner, Eric Knopp, (Programmer) won that game with a league record setting 114 points. Quite a shoot out!

Some of the more memorable quotes came from the losers. Don Traeger (Executive Producer) frequently is heard to admonish his hapless teammate: *Do I have to start wearing a saddle*



Don Traeger puts everything in its proper perspective.

to carry your lame butt? After a recent loss, Michael "Madman" Meischeid (Assistant Producer) turned to his discouraged teammate and apologized:



I thought if I ran the fullback slant five times in a row I might fool the defense. Wrong! He was intercepted the last three times. Yours truly (Writer), the consummate crybaby, draws

dirty looks from his colleagues when, after a play goes awry, he mutters disparagingly: *Who built this pig?* Always up-beat, Jon Horsley (Associate Producer) reminds everyone to *just win, baby.*

ON Deck

If you're looking for a hot new sports game this summer, check out the new EASN summer line-up of sports products for the Sega Genesis, Super NES, or IBM/PC.



Ever wanted to play basketball with the greatest players in the world? EASN's new limited edition USA BASKETBALL® gives you the chance to do just that. Take control of Jordan, Barkley, Ewing, Bird, Mullin and Pippen as team USA challenges the world to a game of hoops. Check out hot new signature moves for team USA like the Kiss the Rim dunk or the Hide Your Eyes slam. Challenge 12 real international teams with complete rosters - including Vlade Divac on Yugoslavia and Sarunas Marcellonis on Lithuania. USA BASKETBALL will be available in a numbered, limited edition package for both the SEGA Genesis and the IBM/PC.

Are some of your favorite roundball players not going to the Olympics? No problem. Get ready to take on all 16 teams from the 1991 NBA playoffs with BULLS VS LAKERS AND THE NBA® PLAYOFFS.™ All the greats are here, each sporting their own signature moves. Juke through opposing defenses with Hardaway's U-TEP 2 Step or slam the ball home with Charles Barkley's monster jam. All the greats from the NBA are here - Jordan, Drexler, Malone and Bird. Action too fast? Catch all your greatest plays with the EASN instant replay - watch frame by frame as Jordan glides through the air with his patented Air Reverse.



Speaking of Jordan, you've never seen him look as real as he does in Michael Jordan Flight* for your IBM/PC. Actual live footage of Michael dribbling, shooting and slamming comes alive on your computer screen. Digitized images of Jordan make the game feel like you're actually controlling a game from the director's booth. You've got to see this game to believe it's real!



If you're a big fan of hockey, get ready for NHLPA™ Hockey 93™ for your Genesis and Super NES.

All the players from the big leagues are here in the best Hockey game ever brought to 16-bit! Skate and check with Messier, Robitaille, Coffey and more! Each of the greats has their

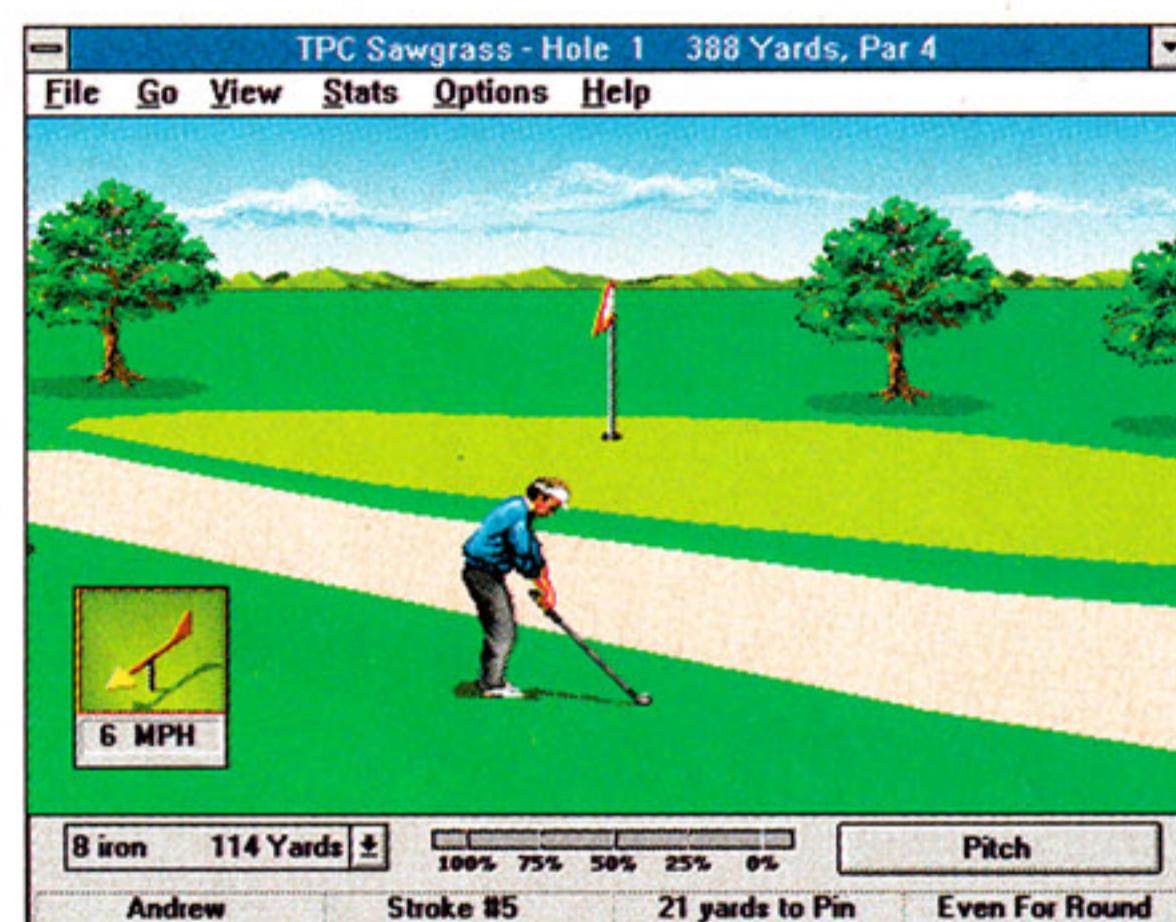


own signature moves—super slap shots, unbeatable puck control, tripping, and lunging goalies. It's not going to be so easy this time around—tougher goalies computer teams with more aggressive offensive attacks. Genesis players—keep track of each of your player's game stats in 5 different categories! Super Nintendo players—you used to be worried about speed on your system. Worry no more, NHLPA Hockey 93 has the fastest action in a sports game we've seen on the SNES! Real players, real action, real NHLPA Hockey!



If the summer sun has you longing for the golf course, look no further than PGA TOUR® GOLF for

Windows™. Compete against 60 PGA TOUR pros on real Tournament Players Club courses. 10 different ball lies, 3-D putting grid, accurate ball physics and EASN TV-style coverage make PGA TOUR GOLF for Windows the most realistic golf game created for the PC. For your next three stops on the tour, don't miss the PGA TOUR® Golf Tournament Course Disk also available this summer. 3 new courses and tournaments for you to challenge the 60 TOUR pros on. Golf has never looked so good through a window!



Do you enjoy the thrill of a overhand smash winner or a backhand pass? If you do, you're going to love EASN PRESENTS: ATP TOUR™ TENNIS for the IBM/PC.

Create your own ATP Tour pro from scratch. Develop your game and then hit the circuit! Rise through the ranks of the ATP Tour against all the pros—Lendl, Agassi,



Edberg and Courier. Take your player all the way to the top and capture the #1 ranking.

That's a wrap—a small taste of some of EASN's hottest new sports titles for the summer. I'll be back next time with some hot new leads on baseball and football. Don't worry—when you want real sports action, look no further than EASN.

If basketball were a science, we'd consider Michael Jordan a technological breakthrough.

So it's fitting that Electronic Arts showcases Jordan in its soon-to-be-released innovation in computerized sports simulations.

Advances in entertainment software typically are slow and incremental. Programmers and artists feed on each other's accomplishments to make subsequent products a little smoother, a little faster, and a little more vivid. Game designers often are forced to compromise their visions because of memory constraints and other limitations. Seldom does someone come up with something totally new.

But, in recent months, independent producer Michael Suarez and Greg Zumwalt of ZCT Systems, in association with Electronic Arts, have broken through the barrier of "improvement by inches;" they've jumped a mile by developing the first truly three-dimensional sports simulation. Their new software combines advanced flight simulation technology and digitized video imaging. What we have here is a basketball game where the player controls video images of Michael Jordan and other real athletes performing *actual* moves—jump shots, dunks, blocks, etc—in a 3-D arena, while viewing the action from *anywhere* on (or above) the court.

Here's how they did it. Suarez and Don Traeger (Executive Producer, Electronic Arts) videotaped Jordan performing his signature moves against a chroma-key blue background. The blue background allows selected

The Making of Michael Jordan Flight

images to be removed cleanly from the videotape, digitized, and inserted into the game's 3-D basketball court, where flight simulation algorithms are applied. Every movement depicted in the game had to be shot from eight different angles without the ball—

Jordan running, Jordan dribbling and passing, defending, shooting and, of course, Jordan jamming. To round out

the field, former stars from colleges in the San

Francisco and Chicago areas were videotaped in the same manner.

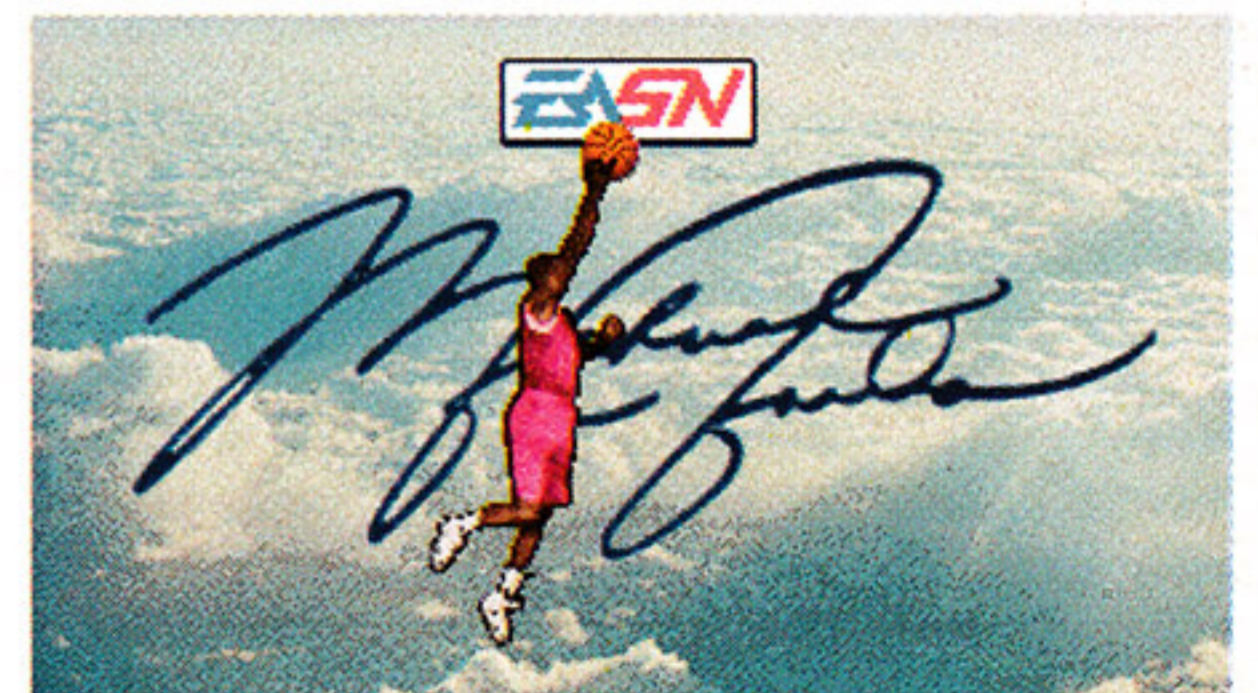
The credit for this new technology goes to Zumwalt who, in the face of skepticism, developed an animation technique that scales and compresses digital images correctly and proportionally in real time.

He believed that if he captured enough frames of

basketball players in motion from enough different angles, his original code could manipulate these two-dimensional digital images so that they would appear as 3-D players on the court. And he was right; the infinite number of views created by this technique allows the action to be seen from anywhere on the court or in the arena, in such a way that the player feels like he (or she) is part of the game. This not only enhances playability, but it allows for some astonishing replays.

Whereas TV sports directors are limited to a few stationary camera angles, this computer program allows you to invent your own camera angles after a play is over, so that when Jordan does a 360° reverse double-pump jam, you can watch it again and again from as many different angles as you like—above the rim, on the baseline, the bottom of Jordan's shoes, even from the basketball's perspective.

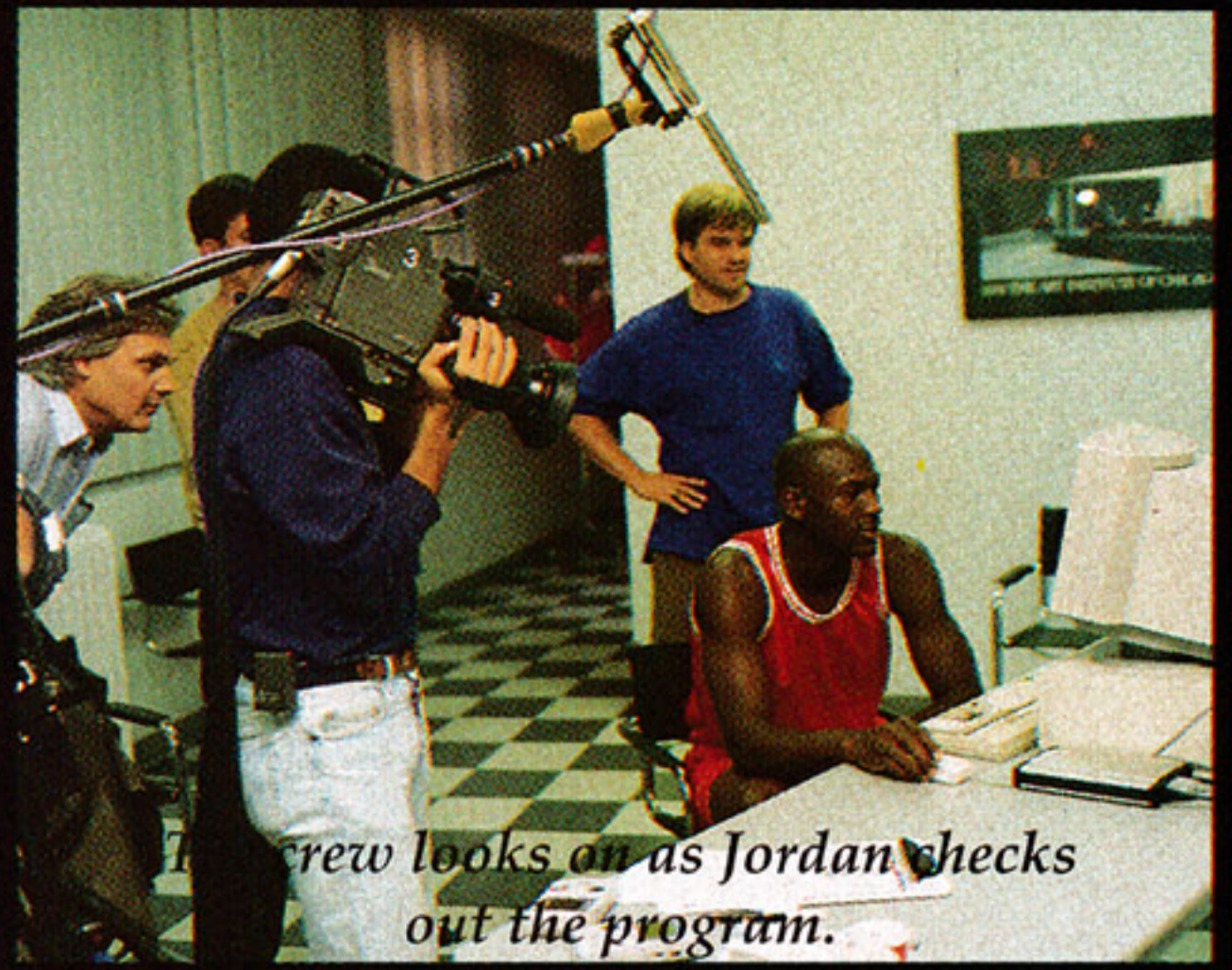
In all, the making of Jordan Flight has cost hundreds of man hours and more than a few dollars. Scheduled for



release this summer, Jordan Flight promises to turn the world of computerized sports simulations on its end; and then it'll show the public what CD-ROM is all about. ♦

By T. S. Flanagan

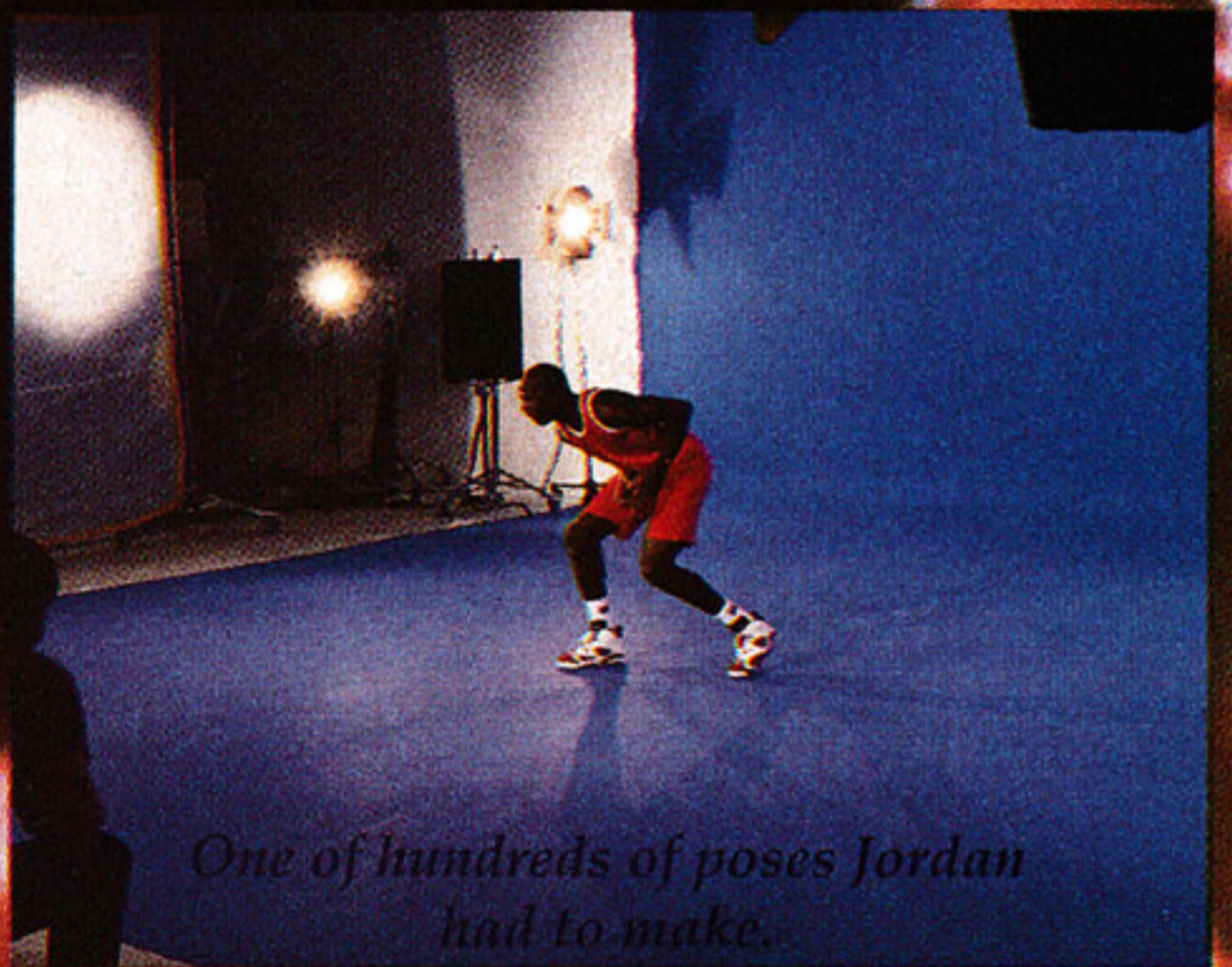
Note: Michael Jordan Flight is a working title.



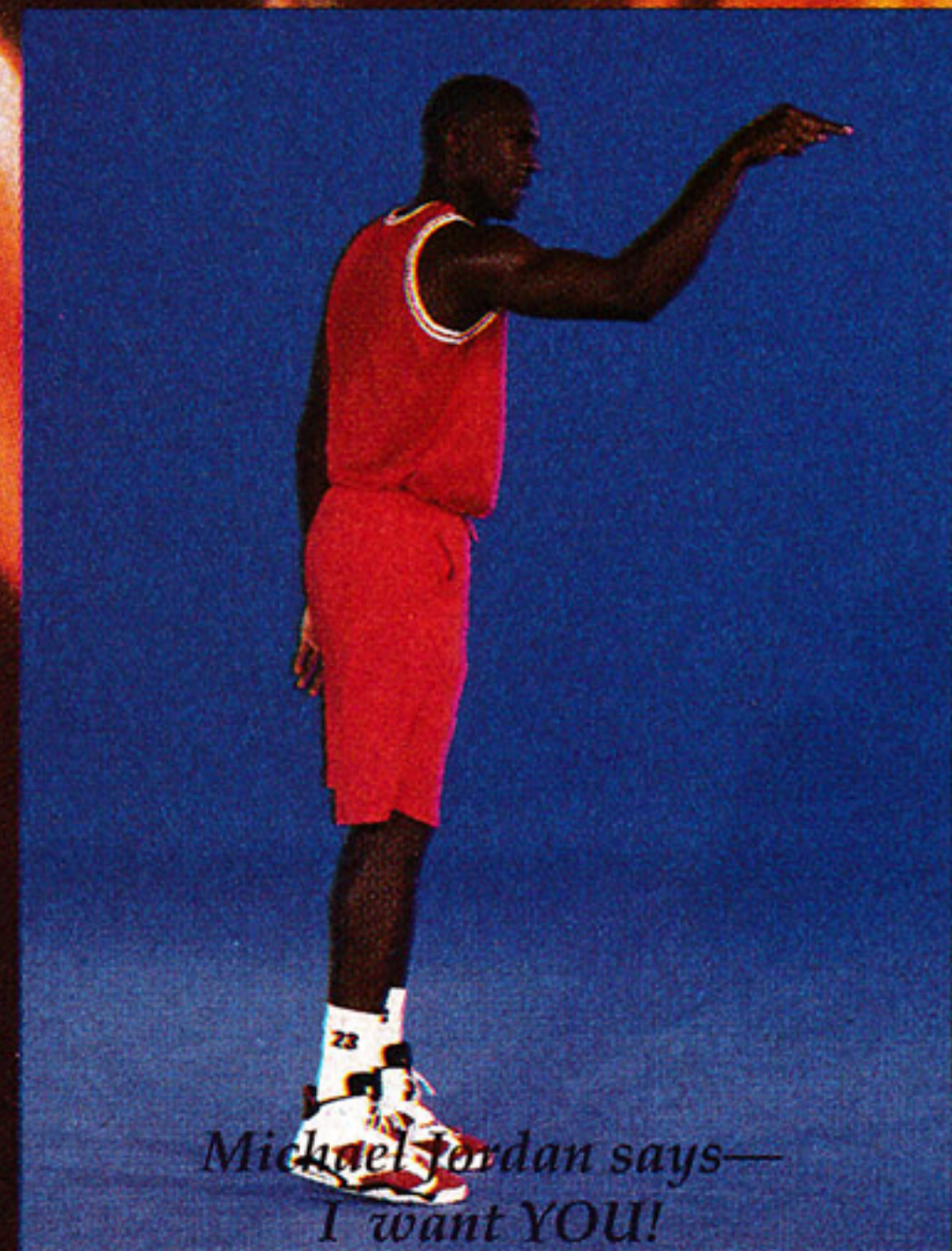
The crew looks on as Jordan checks out the program.



Desensitized, Jordan has never seen anything like it.



One of hundreds of poses Jordan had to make.



Michael Jordan says—
I want YOU!

CAN JORDAN SHOOT DOWN BIRD?

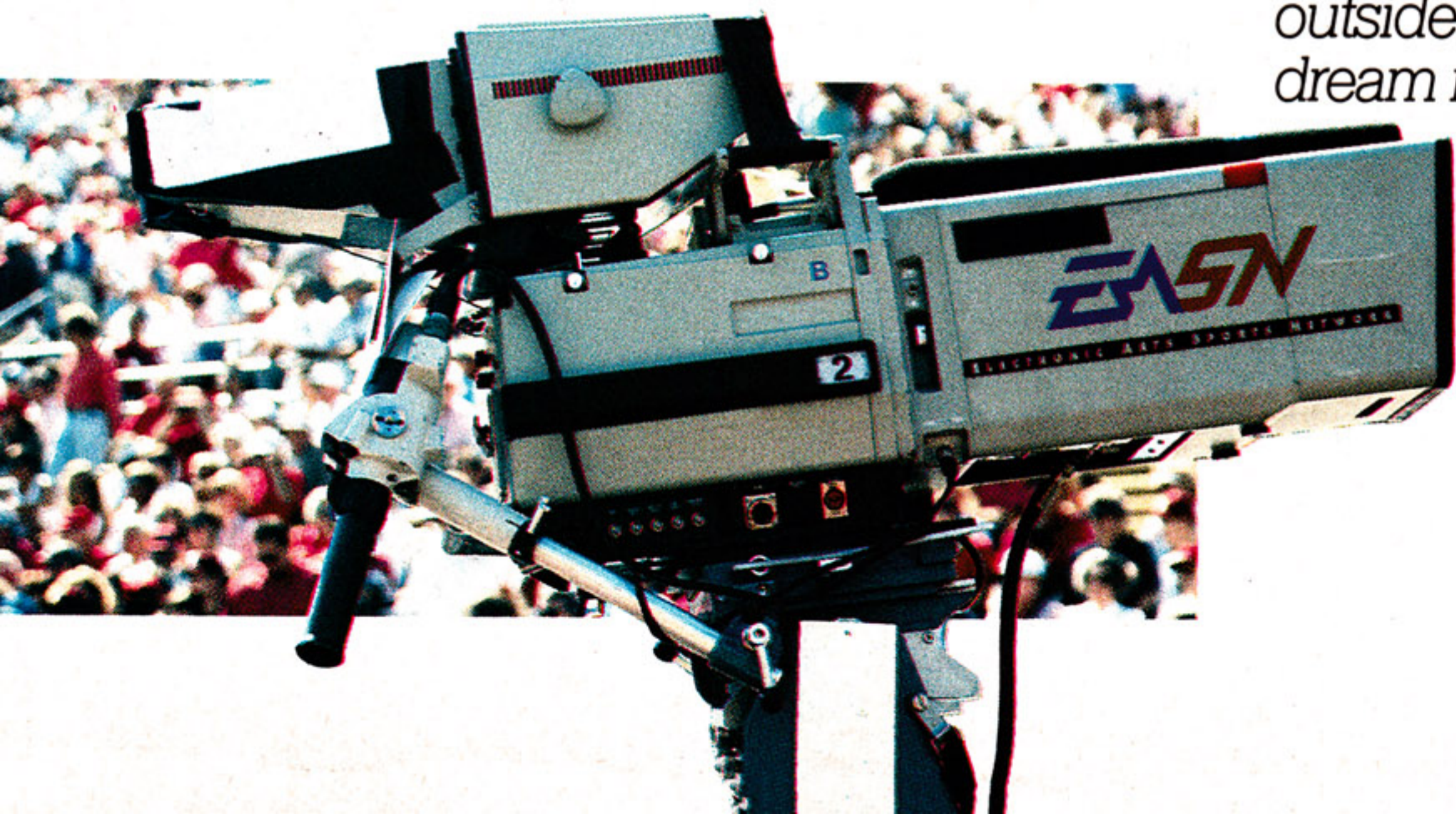
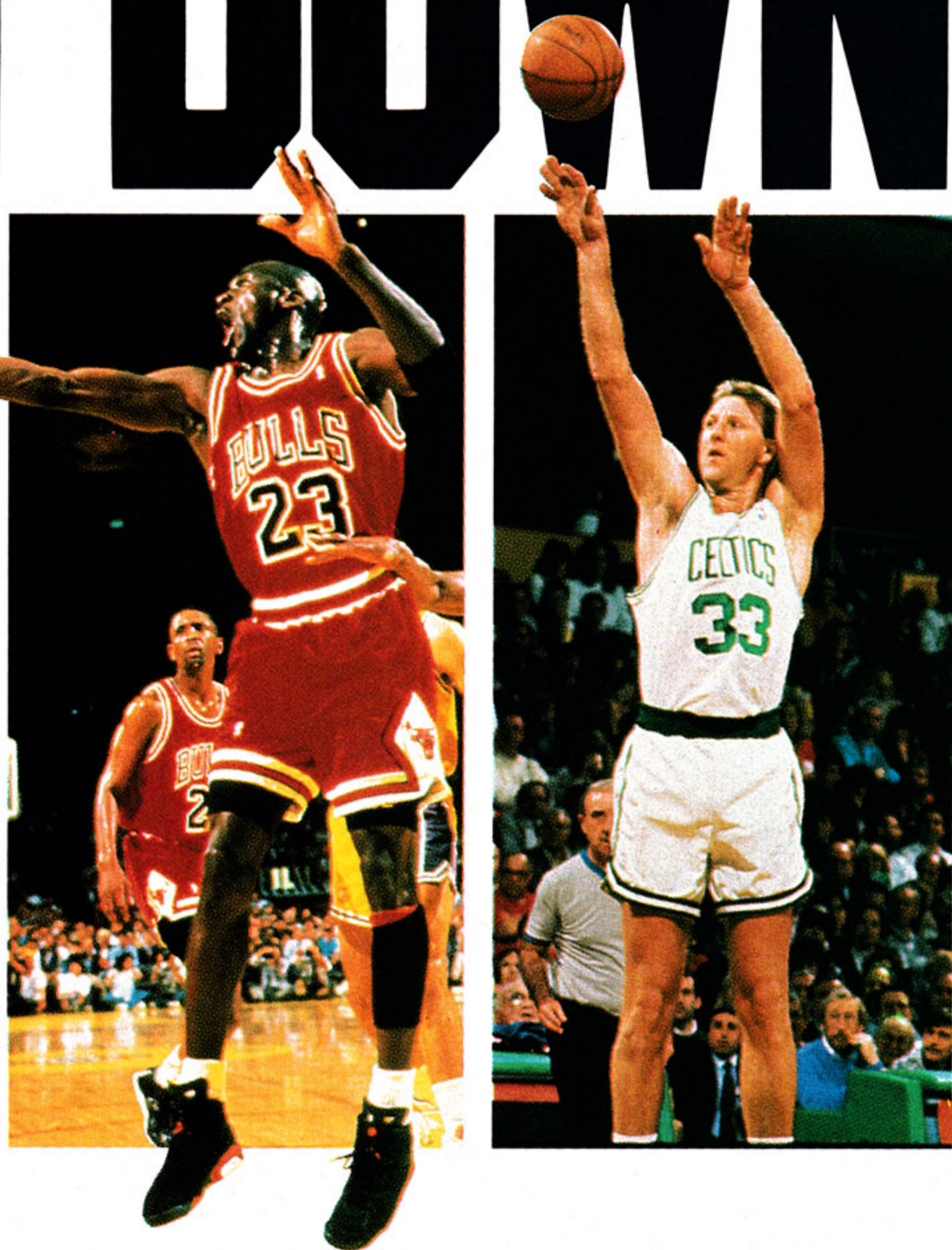
"Larry's scary," says Michael. "Man, he's so consistent, never letting up. The guy's a three-point machine with eyes all around his head. And he can hurt you in so many ways."

Bird: "Michael's unreal. You never know what he's going to do. Basketball's never seen anyone

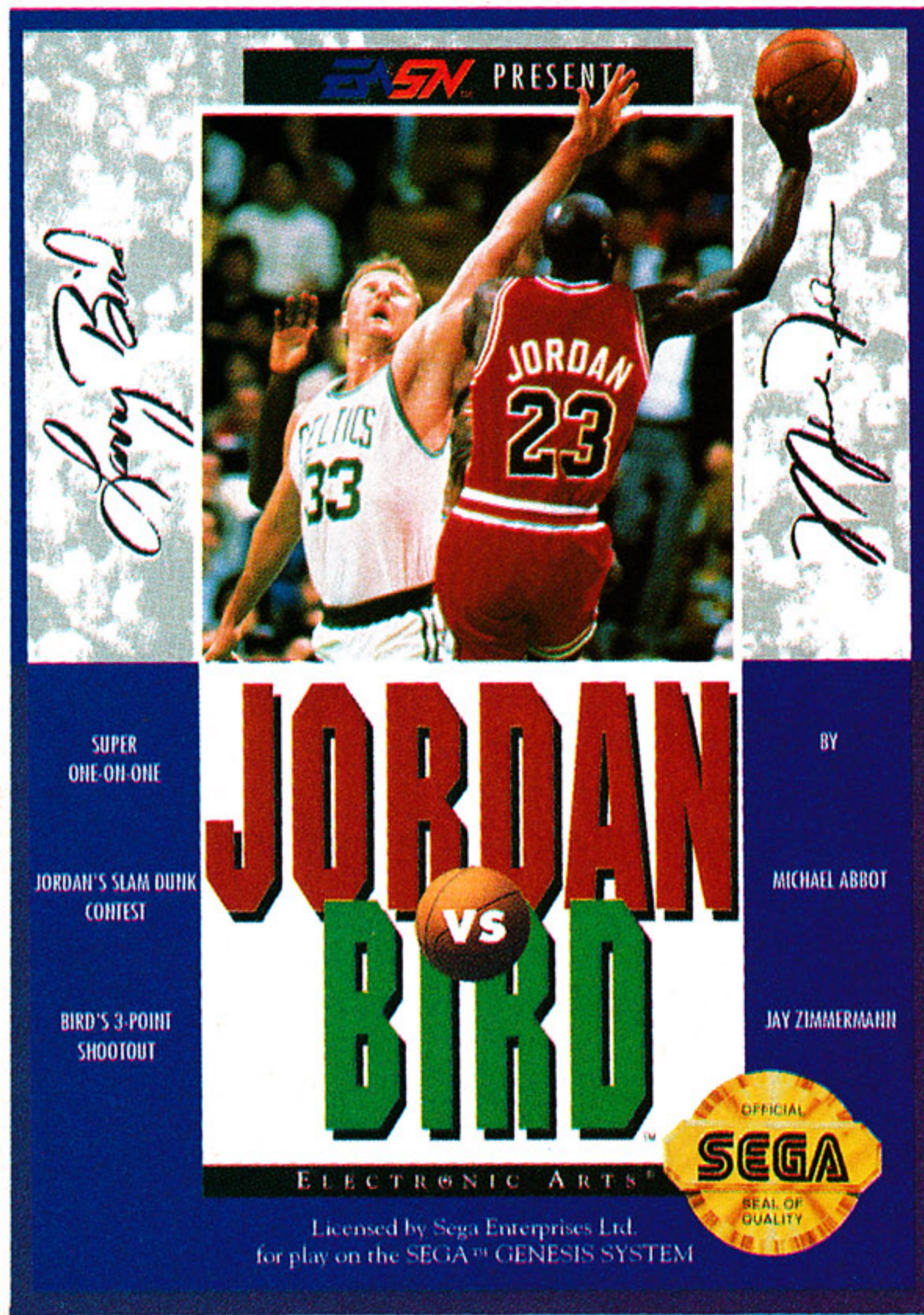
this creative. I mean, when he's on, you can't turn him off. Talk about hang time, Jordan owns the airwaves."

Jordan vs. Bird.™ The game designed by the guys who redesigned basketball: Michael and Larry. They've done everything you can in the sport. Scoring titles. MVP awards. All-Stars. Championship rings.

But they've never gone toe-to-toe like this before. Super One-on-One action. Larry's dead-eye outside game against Michael's explosiveness. The dream match-up anyone would jump through hoops to play. Don't miss what happens when these shooting stars collide.



Jordan and Bird—the modern architects of basketball—co-designed this game. So you know this one's for the record books.

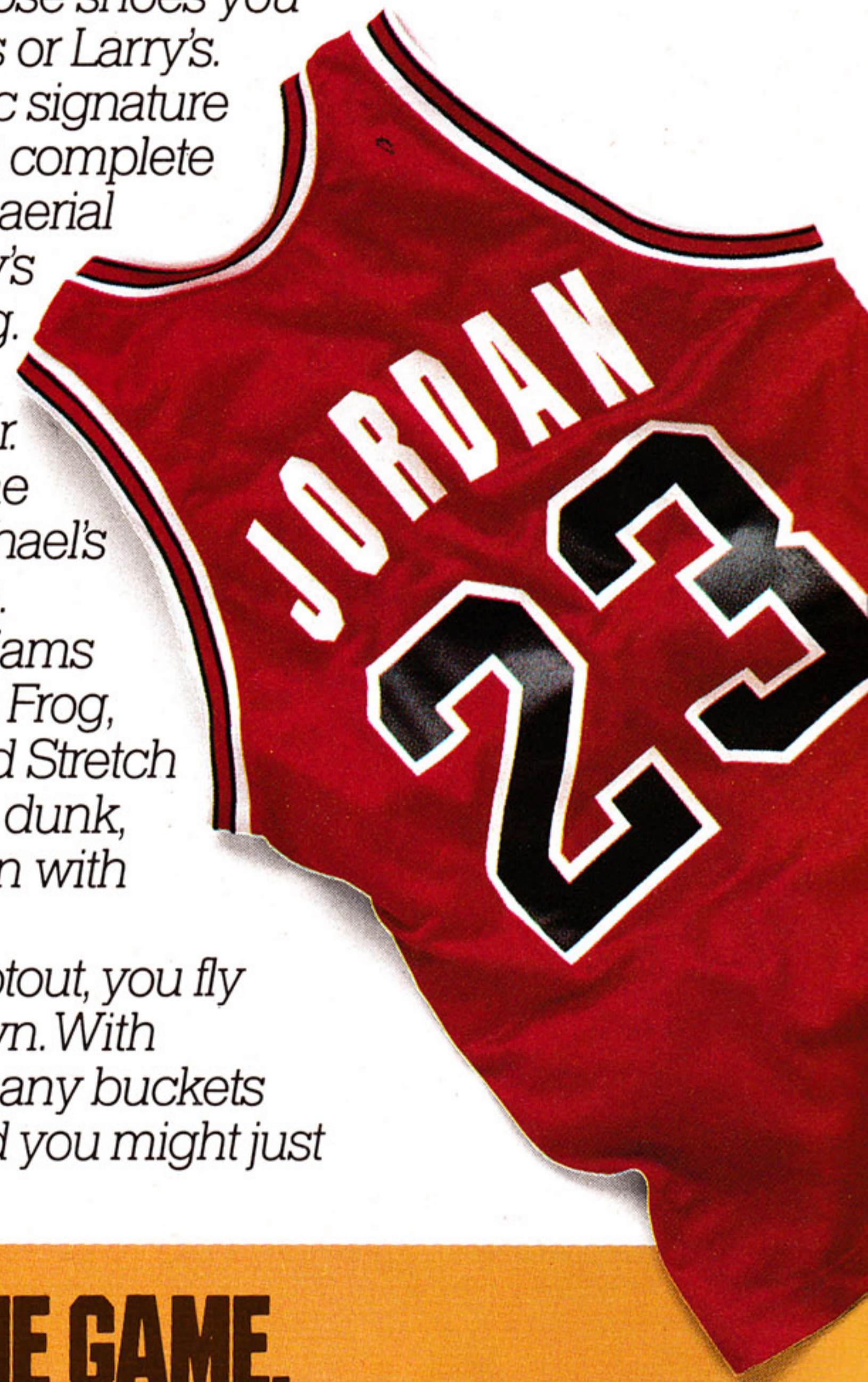


Jordan vs. Bird scores an incredible three pointer: three events in one game. First, there's Super One-on-One. You choose whose shoes you want to play in, Michael's or Larry's. You've got their authentic signature moves, sweet spots, and complete player control. Michael's aerial assaults and steals. Larry's spins and radar shooting. Plus more long range bombs than the Gulf War.

Once you've settled the score, defy gravity in Michael's Slam Dunk Competition. With ten classic Jordan jams like the Helicopter, Leap Frog, Fly Swat, Hula Hoop, and Stretch Air. The more daring the dunk, the more points you earn with the judges and crowd.

In Larry's 3-Point Shootout, you fly with Bird from downtown. With 60 seconds to sink as many buckets

as you can. And money balls count double. Find your rhythm and you might just top Larry Legend's winning score of 22.



THREE ALL-STAR EVENTS IN ONE GAME.



Super One-on-One.

The ultimate match-up. Jordan's aerial artistry vs. Bird's dead-eye shooting.



Jordan's Slam Dunk Competition.

Fly high, score higher. Five judges rule the court when Michael takes off in the Slam Dunk Competition.



Bird's 3-Point Shootout.

Gobble up those 3-pointers like Bird and be the ultimate money ball player.

You know it's a major sports event because EASN's there to cover it. With your detailed stats at the end of every quarter. Instant replay. Even a "Bird's-eye" view from 3-point range.

Visit your local EA dealer or order by phone any time: (800) 245-4525. And conquer the only challenge that remains for Michael and Larry: Each other.



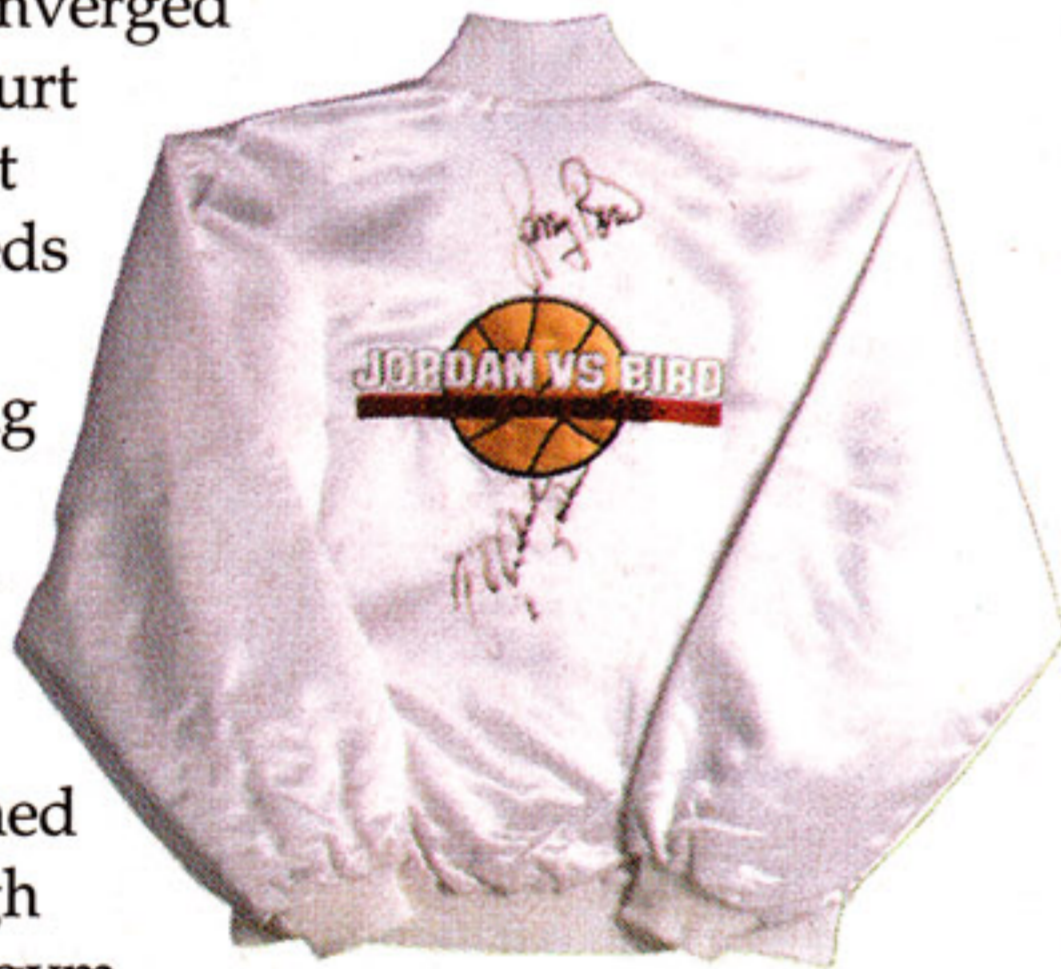
ELECTRONIC ARTS SPORTS NETWORK

HALL OF FAME

The EASN team never misses an opportunity to rub elbows with sports giants like Michael Jordan, John Madden, or the Buffalo Bills. They're stimulating company, they have a seemingly endless supply of knowledge and expertise, and they're the best of the best at their chosen art. But one other thing keeps EASN close to our sports personalities: where they are, cool stuff is sure to follow. Almost everything you see on this page was given to us by one or another of our awesome athletic acquaintances, and there's a story behind each relic that makes it especially cool to us. Read on...

Knights in White Satin

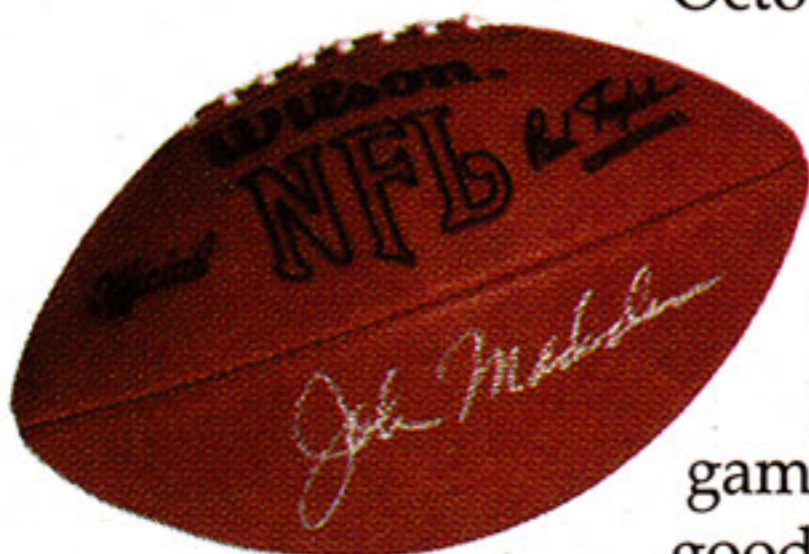
This beauty hangs in the hallway outside EA's main meeting room, a memento of the first time Michael Jordan and Larry Bird converged on a court without hundreds of fans cheering and jeering.



It happened in a high school gym on the north side of Chicago, with only a still photographer and a few members of the EASN team in attendance. Later, the two stars signed one custom-made satin jacket for us, and wore their own jackets home.

Here's the Kickoff — it's GOOD!

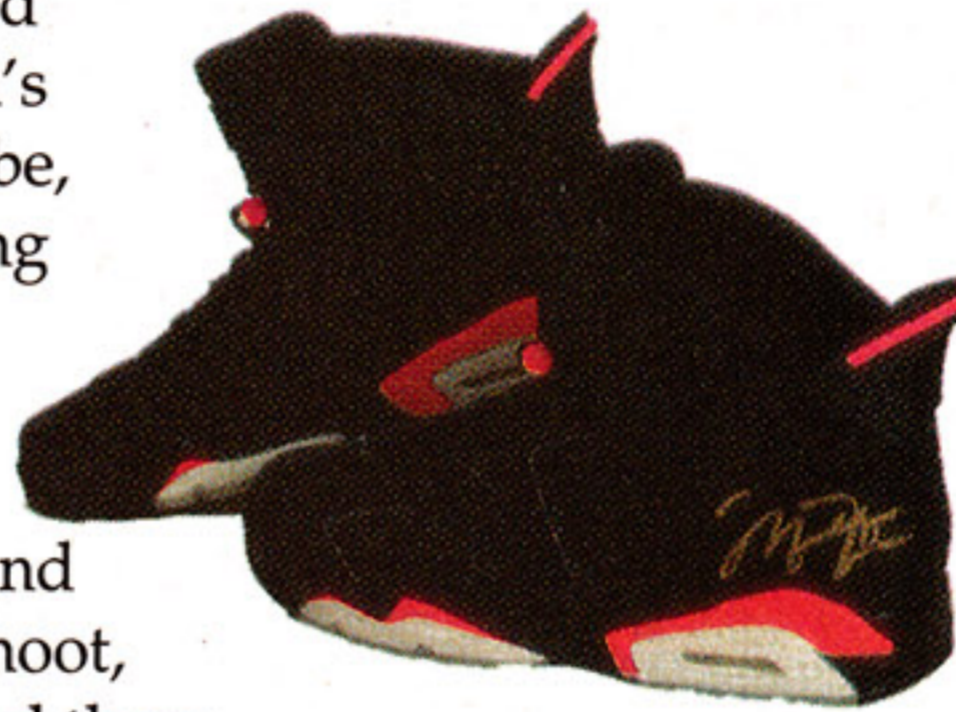
After months of working with John Madden on *John Madden Football*, he met us at his Pleasanton, California offices on October 2, 1991 for one last photo shoot, and one last look at the work in progress. The game was looking good, and Madden



gave us his approval, along with this signed football which is now on display in the EA lobby.

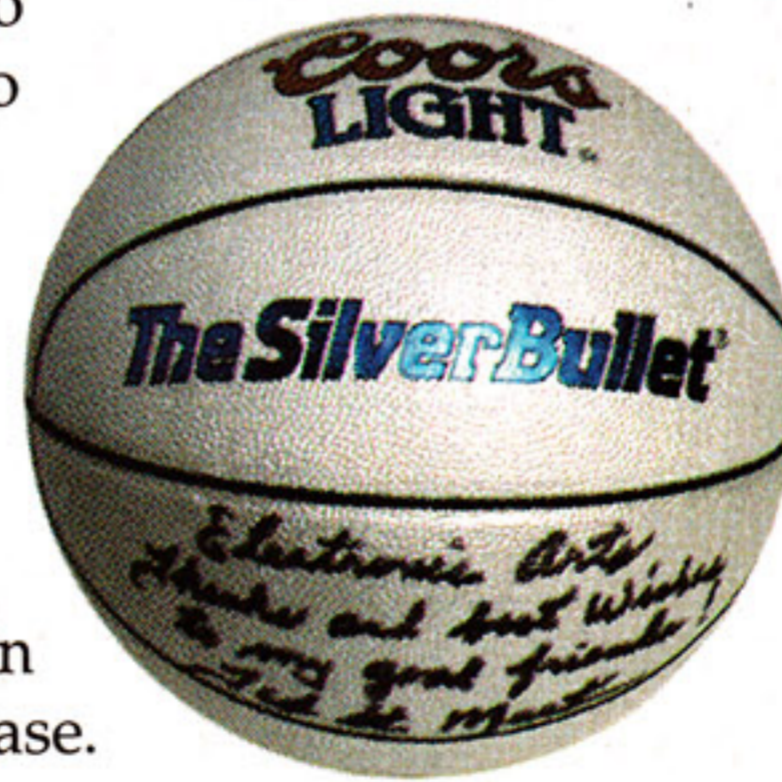
Nikes from Mike

In October of '91, Michael Jordan and EA got together for a two hour design and videotaping session for the upcoming title, *Michael Jordan Flight*. Nike provided Michael's wardrobe, including these hot hi-tops. At the end of the shoot, he doffed them, signed them, and handed them over. Today, they hold a place of honor in EA's trophy case.



Shoot-out at EA Corrale

Ted St. Martin has never played professional basketball, but he holds the title "Most Accurate Free-throw Shooter" in the Guinness Book of Records. At the Consumer Electronics Show in January '92, Ted took on any and all challengers for a best of 10 contest, and was nearly beaten by our own Sue Goerss (Sports Games Product Manager) who sank 8 shots to Ted's 9. Sue's got her own trophy, but Ted signed this bullet for us. You'll find it in EA's trophy case.



Praise from the Pros

Last January, EASN set up temporary headquarters at Naismith's sports bar at Target Center in Minneapolis. The Super Bowl was days away, so we shouldn't have been surprised when four massive football gods sauntered up to our table and said,



"John Madden Football. This game is the best. You guys are awesome." JD Williams, Marcus Patton, Clifford Hicks, and Chris Hale of the Buffalo Bills gladly signed one of their pennants for Dave Dempsey, EASN's Sports Information Director, while Lawrence Taylor (NY Giants), Dan Marino (Miami Dolphins) looked on. To this day the pennant hangs above Dave's desk at EA headquarters.

One Size Does Not Fit All...

This size XXL football jersey was a backup for the one used in a 1990 photo session for the *John Madden Football* package cover. The big guy signed it for us and it hangs today in the halls of EA.



A Trove of Trophies

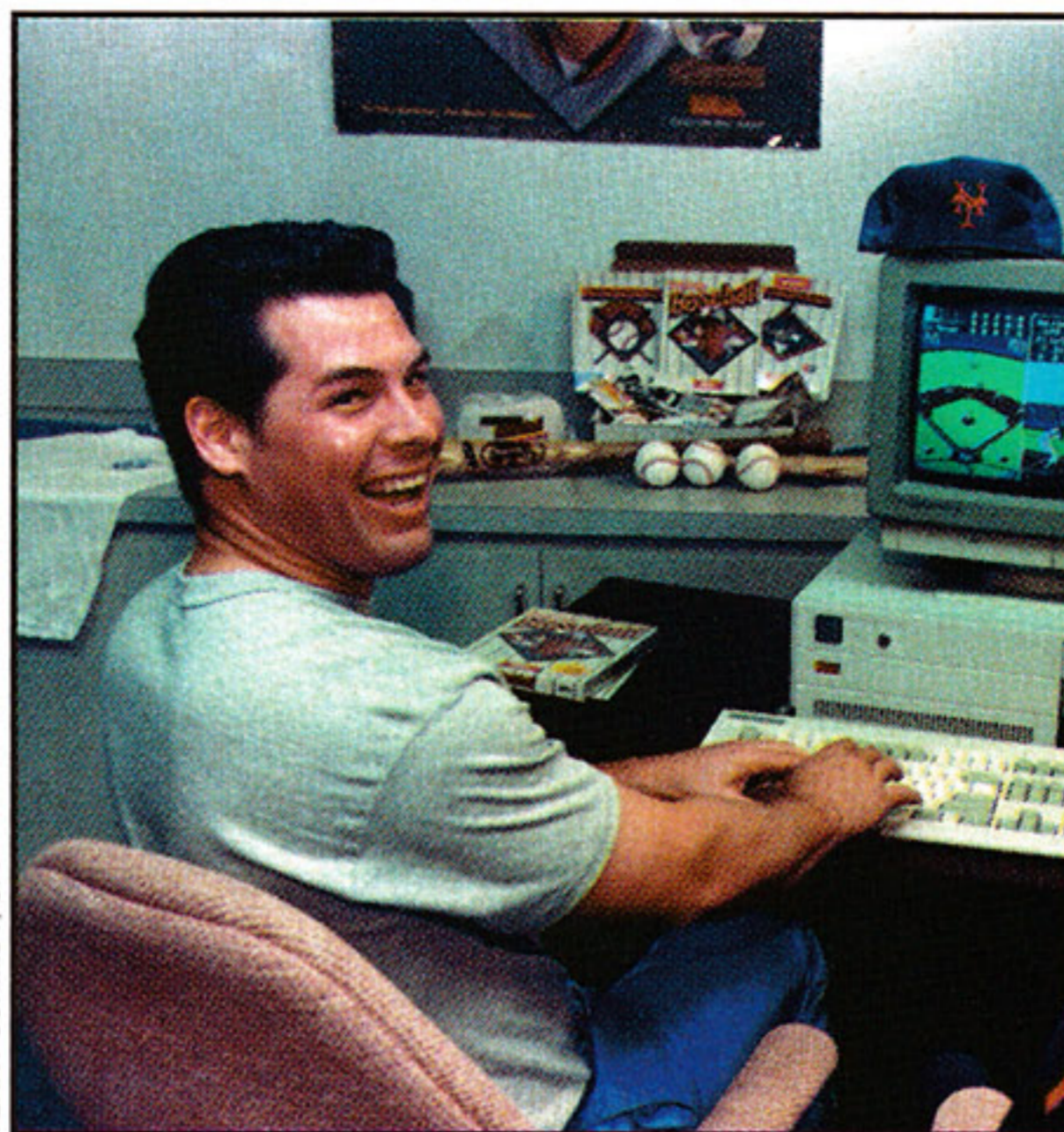
Each year, Game Players Magazine holds awards for the best electronic games in the industry. Since 1989, EASN titles have taken home quite a few of these: Best PC Sports Game 1989 and Best Sega Genesis Sports Game 1990 went to *Lakers vs. Celtics*; *John Madden Football* took home the 1989 Award of Excellence, and Genesis Game of the Year for 1990; *PGA Tour Golf* was voted the Best PC Sports Simulation for 1990; and Sega Game of the Year 1991 was seized by none other than *NHL Hockey*. NHLPA Hockey, *Bulls vs. Lakers*, and *ATP Pro Tour Tennis* on the 1992 list!



PROS WHO PLAY

It's not strange these days to see a professional athlete psyched about EASN™ titles. Former NBA great Bill Walton, Boston Celtic Dee Brown, race car driver Mario Andretti—all are serious gamers. And with good reason. After all, every EASN game is configured with the actual statistics of professional athletes. It's no wonder so many pros play EASN! And although we expect these guys to be good, sometimes we're a little suprised at just *how* good they really are.

Gregg Jefferies is a pro who gets revved up when he sits down at the monitor. Recently he paid a visit to our studio to check out our work and to pick up a few tips. He sized up *Earl Weaver Baseball*™ programmer Eddie "The Mink" Dombrower, then challenged him to a game of *Jordan vs. Bird*™ one on one. Gregg was Michael Jordan; "The Mink" was Larry Bird. A game to eleven, "make



TERRY SCHMIDT, UPI

Kansas City infielder, Gregg Jefferies, playing *Earl Weaver Baseball*

it, take it," turned into a twenty-minute defensive meleé, with more stuffs than Thanksgiving at John Madden's. Then Gregg stepped up to *4-D Boxing*, sparring with Electronic Arts PR strongman David Dempsey. By lunchtime, Gregg, red in the face, had battled his way across the entire spectrum of EASN games. To our chagrin, he held his own against some of our fiercest players!

We hope this season he's as tough at the plate as he was at our headquarters.

PRO-FILE

Name: Gregg Jefferies

Date of Birth: August 1, 1967, Burlingame, CA

Occupation: Infielder, Kansas City Royals

Banner Moment: Hit .333 & scored two runs in the 1988 National League Championship Series

Favorite EASN Title: *Earl Weaver Baseball*

Favorite Feature: Stadium Design Feature (*Gregg builds parks of all sorts, including Jefferies Stadium with its jagged fenceline and outrageous dimensions*).

The Team: "My own dream team, with Cobb, Mantle, Yastremski and my father, who in one season stole 50 bases and parked 42 in the stands."

The Place to Be: EASN Headquarters. "Other than the clubhouse, this is the most intense scene going. Those EASN pros are tough!"

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JOIN NOW!

The EASN Players Association will keep you in tune with the latest-breaking sports news from Electronic Arts! Members get advance notice on new EASN games (including all the details and release dates) along with strategy hints from our all-pro design team. You can also get special sports merchandise offers not available anywhere else.

That includes the entire EASN Players Association kit: EASN baseball cap; EASN Sunglasses and SnugZ™; EASN Players Association jumbo sticker; EASN Players Association stickers; EASN Players Association school folder and pencil; John Madden ruler; EASN embroidered patch, plus a personalized membership card. And if that isn't enough, as a member of the Players Association you'll get a 15-card pack of the 1991-92 SkyBox™ Series II NBA Trading Cards.

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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 **SUPER NINTENDO** ENTERTAINMENT SYSTEM 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.

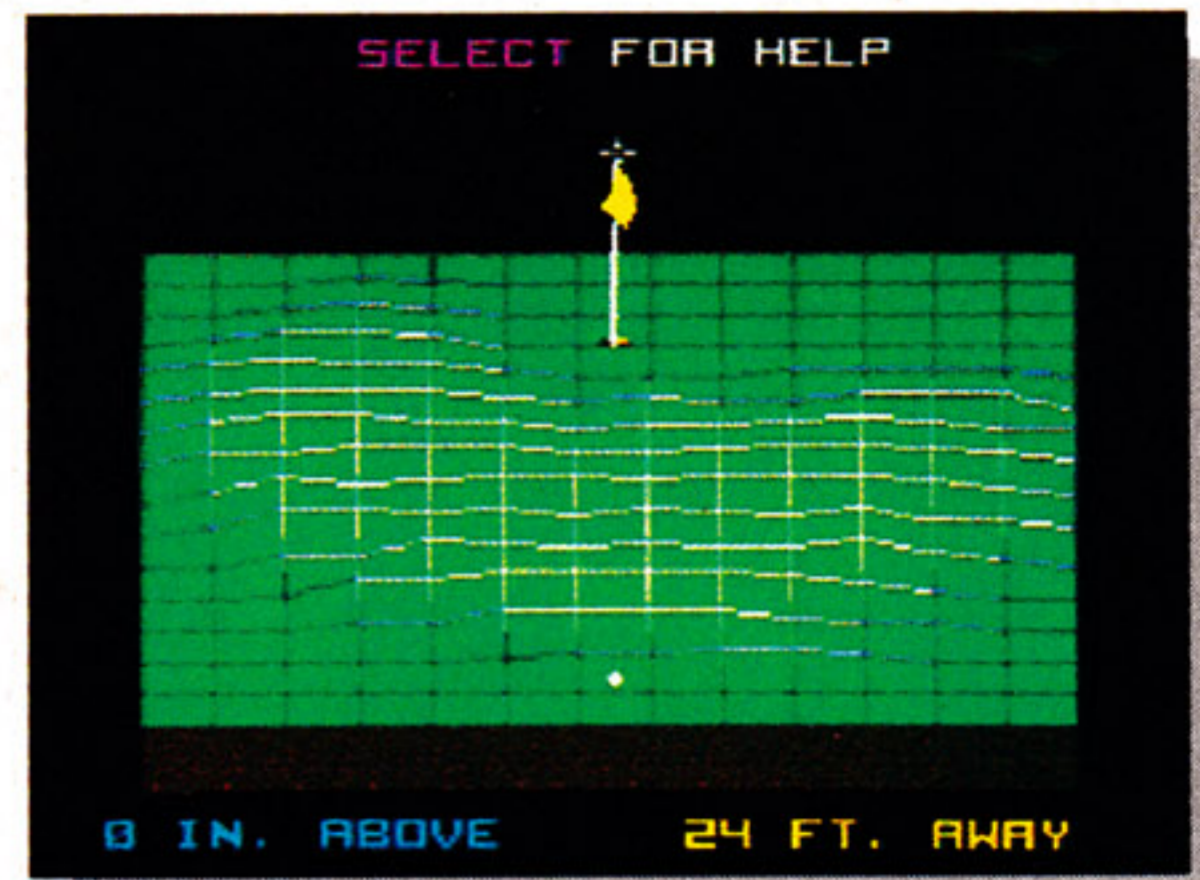


Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.

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—

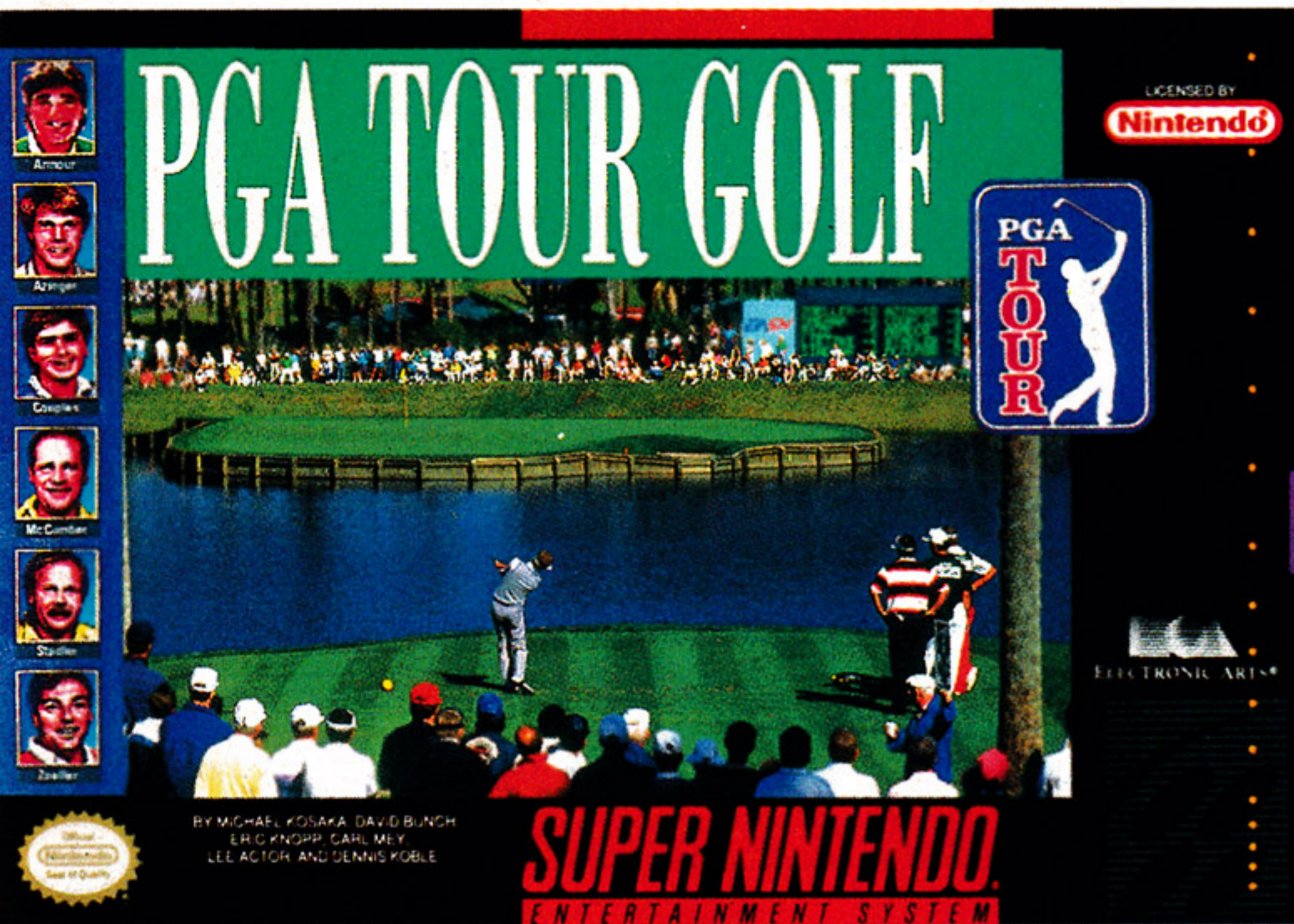
is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of



With a 360° rotating putting grid you see 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.



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EASN™ PROFILE:

RON BARR

Profession:

*Play-by-Play announcer and sports talk show host.
10 Super Bowls, 3 Olympics,
NFL Football, NBA Basketball*

First Live Sports Broadcast:

*1963 Illinois State High School
Track Meet*

Favorite Announcer:

*John Miller, ESPN & Baltimore Orioles
Play-by-Play Announcer*

Favorite Interview:

*Lee Trevino, went from rags to riches
and didn't forget his roots*

Most Memorable Sporting Event:

*1982 California-Stanford game
("The most famous" Big Game in
Cal-Stanford history)*

Most Memorable Call-In:

*Larry, Washington, D.C. undercover
narcotics cop who listens on his stakeouts*

Funniest Interview:

Former Umpire Ron Luciano

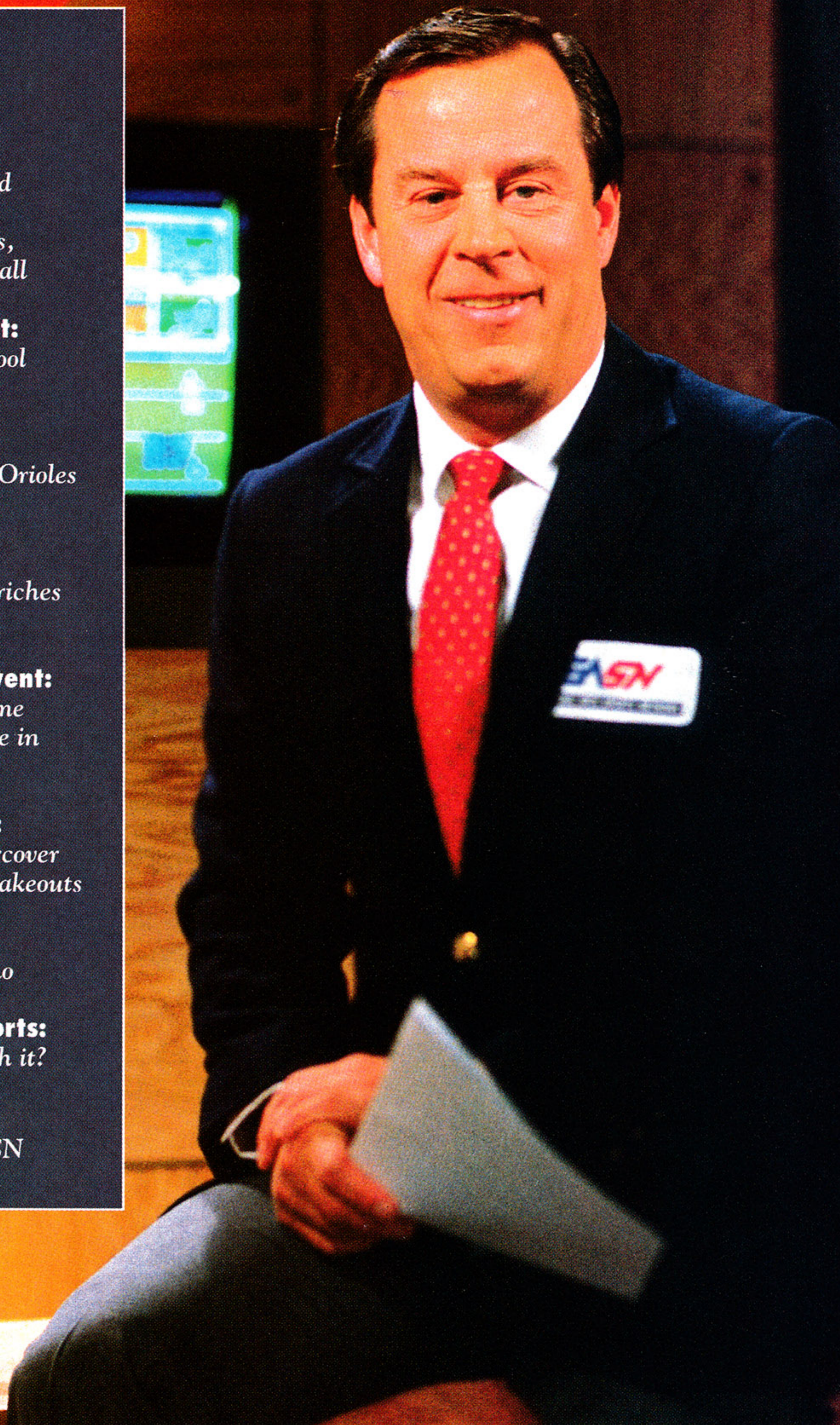
Biggest Issue Facing Pro Sports:

Salaries. Are pro athletes worth it?

Favorite Video Game:

PGA TOUR® Golf from EASN

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Available for the Sega Genesis, Super NES, Gameboy, and major computer formats.