

# BIG COMPUTER GAMES

**Enhanced  
Edition**

## **1984 EDITION**

*David H. Ahl – Editing*

*Patrick Calkins – Art Direction*

*Eugene Bicknell, Chris DeMilia, Peter Kelley, Diana Negri Rudio –  
Illustrations and Production*

## **2022 ENHANCED EDITION**

*Brian Wiser – Editing, Layout, Remastering*

*Bill Martens – Scanning*

*David H. Ahl – Preface*



**Apple PugetSound Program Library Exchange**

# ***Big Computer Games: Enhanced Edition***

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Paperback ISBN: 978-1-387-85401-1

Hardback ISBN: 978-1-387-85398-4

## **ACKNOWLEDGEMENTS**

Thanks to David H. Ahl for his support and new preface for this *Enhanced Edition*. Produced in coordination with and permission from David H. Ahl. Special thanks to the original authors, artists, and publisher for this wonderful view into the past.

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## **PRODUCTION**

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Brian Wiser → Layout, Editing, Remastering of Cover, Art, and Pages

Bill Martens → Scanning

David H. Ahl → Preface

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David H. Ahl → Editing

Patrick Calkins → Art Direction

Eugene Bicknell, Chris DeMilia, Peter Kelley, Diana Negri Rudio → Illustrations and Production

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# About David H. Ahl

David H. Ahl is the author or editor of 22 how-to books, including *Basic Computer Games* (the first million-selling computer book), *Dad's Lessons for Living*, and *Dodge M37 Restoration Guide*. In 1974, he founded *Creative Computing* magazine – the world's first personal computing magazine – and was the publisher and editor-in-Chief of *Creative Computing* magazine and six others from 1974 to 1985. He is a frequent lecturer and workshop leader at educational and professional conferences.

David holds a MS and BS degree in Electrical Engineering from Cornell University, an MBA from Carnegie-Mellon University, and has done further work in educational psychology at the University of Pittsburg.

He served in the Army Security Agency, was a consultant with Management Science Associates and a senior research fellow with Educational Systems Research Institute. In 1967, David devised the first computer model for forecasting the success of new consumer products. In early 1970, he joined Digital Equipment Corporation. As education product line manager, he formulated the concept of an educational computer system consisting of hardware, software and courseware and helped guide DEC into a leading position in the education market.

David joined AT&T in 1974 as education marketing manager and was later promoted to manager of marketing communications for the unit later to become American Bell. Concurrent with this move, he started *Creative Computing* as a hobby in late 1974. It was the first personal computing magazine in the world. As *Creative Computing* grew, David left AT&T in 1978 to devote full time to it. In 1984, *Creative Computing* magazine was Number 1 in software and applications.

He has also written more than 1,000 articles on technology, automotive restoration, marketing, Bible, logic puzzles, travel, market research, financial planning and investment analysis. Among computer games, he created *Lunar Lander*, *Subway Scavenger*, *Orient Express*, and 50 others.

David's hobbies include racing 1950s Triumph sports cars, collecting and exhibiting WWII patriotic stamped covers and classic first day covers, and collecting toy tow trucks. He is an award-winning photographer, restores historic military trucks, hikes, and sails. And he is a softball pitcher and coach, collects antique and historic Bibles and leafs, and repairs anything! Read more about David at: <https://swapmeetdave.com>. Some of his favorite quotes include:

*"Learn from the past; live for the future."*

*"You can never have too many bungee cords, AA batteries, or rolls of duct tape."*

*"The circles around you can include or exclude ideas, people, and events.  
Draw large circles."*

# CONTENTS

<b>Preface: David H. Ahl, June 2022</b> .....	vii
<i>Technology advancing over the decades</i>	
<b>Preface: David H. Ahl, May 1984</b> .....	ix
<i>Converting the games to your computer</i>	
<b>Cribbage</b> .....	2
<i>Interesting high-scoring card game</i>	
<b>Dukedom</b> .....	11
<i>Challenging land management game</i>	
<b>Eliza</b> .....	20
<i>Your own psychotherapist</i>	
<b>Lost &amp; Forgotten Island</b> .....	25
<i>Cooperative survival game for one to three players</i>	
<b>Monster Combat</b> .....	34
<i>Try to get treasures from the monsters</i>	
<b>Mu-Torere</b> .....	43
<i>Maori game from New Zealand</i>	
<b>Presidential Campaign</b> .....	47
<i>Simulation of the nine-month pre-election period</i>	
<b>Star Merchant</b> .....	57
<i>Futuristic trading simulation</i>	
<b>Streets of the City</b> .....	66
<i>Manage the transportation system of a small city</i>	
<b>Survival</b> .....	79
<i>Stranded on the moon with three hours of oxygen</i>	
<b>Trucker</b> .....	87
<i>Drive your rig from Los Angeles to New York</i>	
<b>How To Write An Adventure</b> .....	100
<i>Techniques for writing and playing adventure games</i>	
<b>Adventures in Videoland</b> .....	103
<i>Rollercoaster: A computer/videodisc adventure</i>	
<b>Tips for Playing Adventure Games</b> .....	116
<i>You too can be a master explorer</i>	