Enhanced Edition

BIG COMPUTER GAMES

1984 EDITION

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David H. Ahl – Preface

Apple PugetSound Program Library Exchange

Big Computer Games: Enhanced Edition

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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."

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