The Colossal Computer Cartoon Book





The Colossal Computer Cartoon Book: Enhanced Edition

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Special thanks to the original artists and publisher for this wonderful view into the past.

Cover art by Ned Sonntag.

New Back Cover, Front Cover enhancements, and new Interior pages designed by Brian Wiser.

PRODUCTION

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The Colossal Computer Cartoon Book \rightarrow © 1977, 1980 Creative Computing Press David H. Ahl \rightarrow Editing

Pat Holl → Layout

Ned Sonntag \rightarrow Cover Art

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About David H. Ahl

David H. Ahl is the author 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.

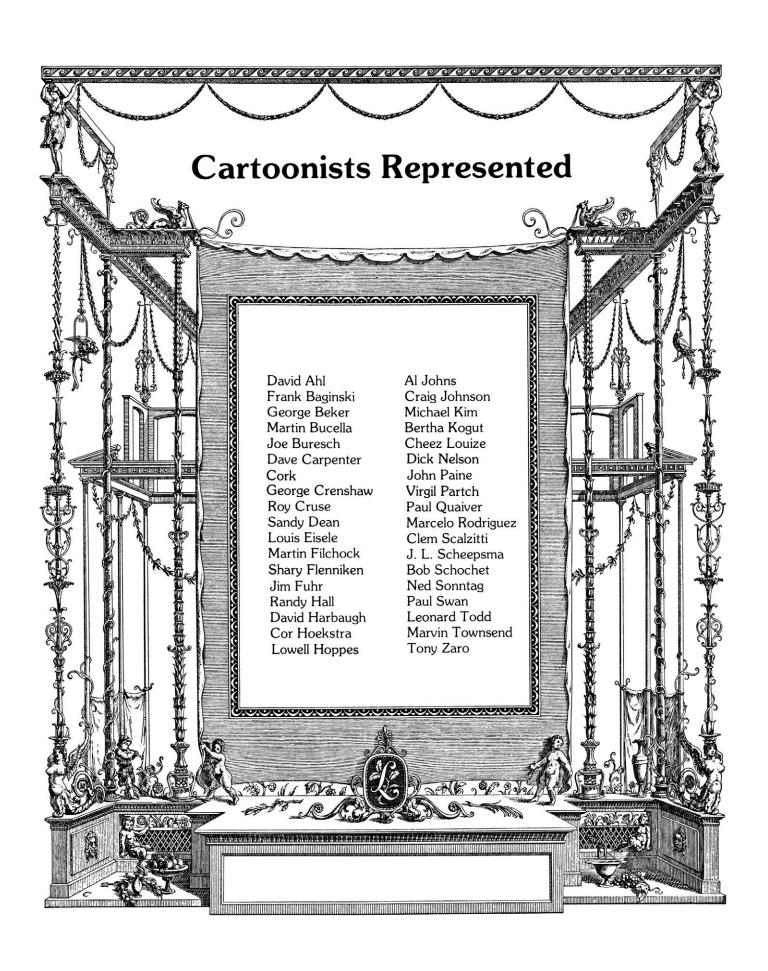
He holds a MS and BS degree in Electrical Engineering from Cornell University, 1961, as well as an MBA from Carnegie-Mellon University, 1963. In 1967, David devised the first computer model for forecasting the success of new consumer products. He has also written more than 1,000 articles on technology, 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.

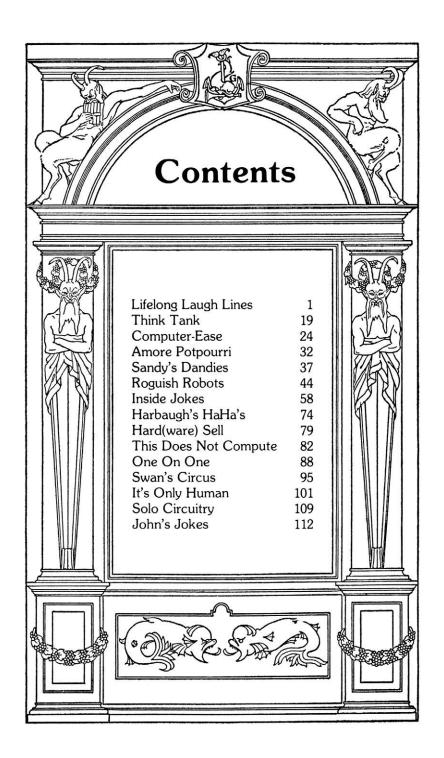
David's hobbies include racing 1950s Triumph sports cars, collecting and exhibiting WWII patriotic stamped covers and classic first day covers, and collecting toy tow trucks. He is an award-winning photographer, restores historic military trucks, hikes, and sails. And he is a softball pitcher and coach,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

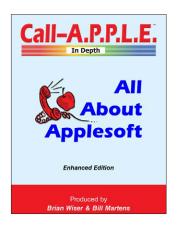
"The circles around you can include or exclude ideas, people, and events. Draw large circles."

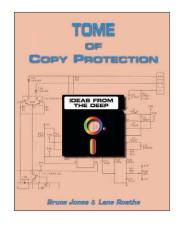


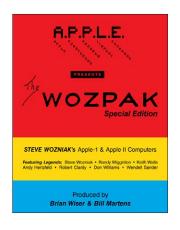


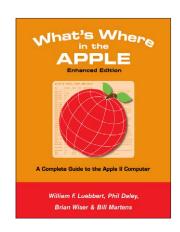
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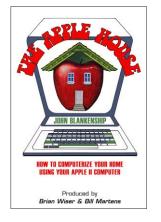
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