

SOFTWARE ARTISTS?

TO MAKE THE FIRST BASKETBALL PROGRAM that feels like the real thing, it helps to start with two guys who know what the real thing feels like.

Enter Larry Bird and Julius Erving. Bird — the hustler, the strong man, deadly from outside. Erving — The Doctor, maybe the most explosive player in the history of the game.

We talked to them, photographed them in action, studied their moves and their stats and their styles. Then we set out to create on computer disc an event which may never happen in real life. We put the two of them together on a dream court of light, for an electronic afternoon of one-on-one.

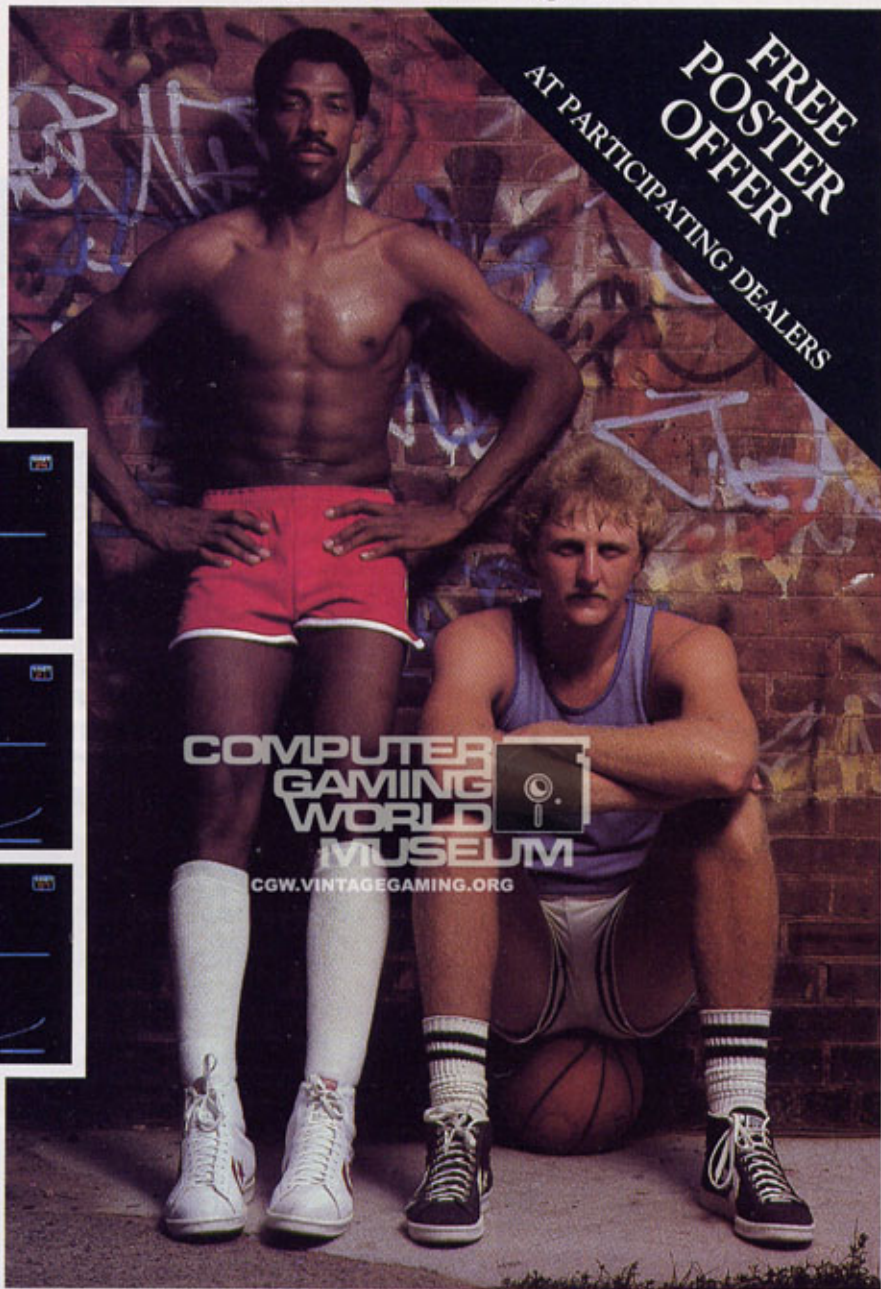
It wasn't easy. When they talked, we listened. When they criticized, we made big changes. When they gave suggestions, we took them.

And it shows. This thing is absolutely uncanny. You actually take on all the skills and characteristics of Bird or The Doctor — their own particular moves, shooting abilities, even strength and speed.

You'll meet with fatigue factors, hot and cold streaks, turn-around jump shots, and 360-degree slam dunks. But there's some whimsy in here, too — a funny referee, a shattering backboard, even instant replay.

It's called *Julius Erving and Larry Bird Go One-on-One*.™ You're Bird. Or you're The Doctor. And that's the last decision you'll have plenty of time to make.

How we got this year's hottest sports game out of two rather inexperienced designers.



Julius Erving and Larry Bird Go One-on-One is now available on diskette for Apple II, II+, and IIe computers. Apple is a registered trademark of Apple Computer. To find out more about Electronic Arts and its products, write us at 2755 Campus Drive, San Mateo, CA 94403 or call (415) 571-7171. For a free catalog, send a stamped, self-addressed #10 envelope. Also available for the Commodore 64. Coming soon on IBM and Atari home computers.


ELECTRONIC ARTS™