

— Michael Berlyn —

Co-designer of Dr. Dumont's Wild P.A.R.T.I.

Michael Berlyn is a writer who turned to designing computer software and games in 1979. His career path is one of creative enterprise ranging from electric violinist to novelist to game designer. His unique approach to writing games has won him national acclaim from the Washington Post to Rolling Stone to Time Magazine. His energy and playful qualities have gained him a large following of game players.

Michael's game writing career began with his fascination with the original adventure, Colossal Cave, in 1979. Playing the game till the sun rose, then taking it apart to learn its internal mysteries, drove his new wife crazy, till she joined him in the fun.

Michael read many programming books and learned BASIC well enough to try out his new skills on his own first adventure game. The home computer market was finding its first explosive year, and the newlyweds found that with two writers in the family, a home computer as a welcome, tax-deductable expense.

With two original science fiction novels sold and published that year, Michael worked on a third novel while writing his first adventure game, Oo-Topos. With a move to Aspen, Colorado and the founding of their first company, Sentient Software, the Berlyns began working together on game writing and design.

Oo-Topos grabbed the attention of the public with professional quality prose and imaginative science fiction elements. It was released shortly after his third novel, Blight. Michael was well on his way to becoming the first writer to design, write and program computer games, giving his name an innovative edge in the market. His talents as a writer proved to be a valuable asset in the newly developing game market.

With Cyborg, his next science fiction adventure climbing in the top 5 bestsellers in 1982, Michael became a familiar face in computer magazines coast-to-coast. With Suspended, a major feat of design complexity, Michael was hailed by reviewers as a breakthrough game designer.

— Muffy Berlyn —

Co-designer of Dr. Dumont's Wild P.A.R.T.I.

Muffy Berlyn is a writer, editor, and artist. She wrote and edited a young-adult magazine in South Florida, *Easy times*, for two years. Her responsibilities as editor there made good use of her multidisciplinary talents.

Her artistic talents were channeled into a more commercial vehicle as she designed, laid-out and pasted up significant proportion of the magazine's editorial and ad pages. She won the coveted "Rock-Pop Editor of the Year" award and the 1980 hardcover edition of *Writer's Market* requested and used a quote of hers for their back cover. She provided original art and investigative articles for the magazine, shaping it into a successful monthly over the two years she spent as editor. She later published a national horoscope column with the *Weekly World News* under strict deadline--a deadline she never missed in her three years of contributions.

Her game design credits start with her contributions to Sentient Software's first product, *Oo-Topos*, a text-adventure originally designed, scripted and programmed in 1980. She also contributed to *Cyborg*, the second text-adventure by the creative team.

Muffy provided the original idea and basic game-play/format for the company's first arcade-graphics style games, *Congo*. These products were produced for Sentient Software, a company founded by the Berlins and two other partners.

Muffy enjoyed working with her husband on their shared careers of journalism, fiction writing, and game design. Both Michael and Muffy missed the creative interaction they received from each other over the period Michael spent working for Infocom. It wasn't long before they realized the need for a true partnership and started Brainwave Creations.

Muffy's latest work is *Tass Times in Tonetown*. This graphic-text adventure is a collaboration between husband and wife, the first product of Brainwave Creations. It was programmed by Interplay Productions, and is being marketed by Activision.