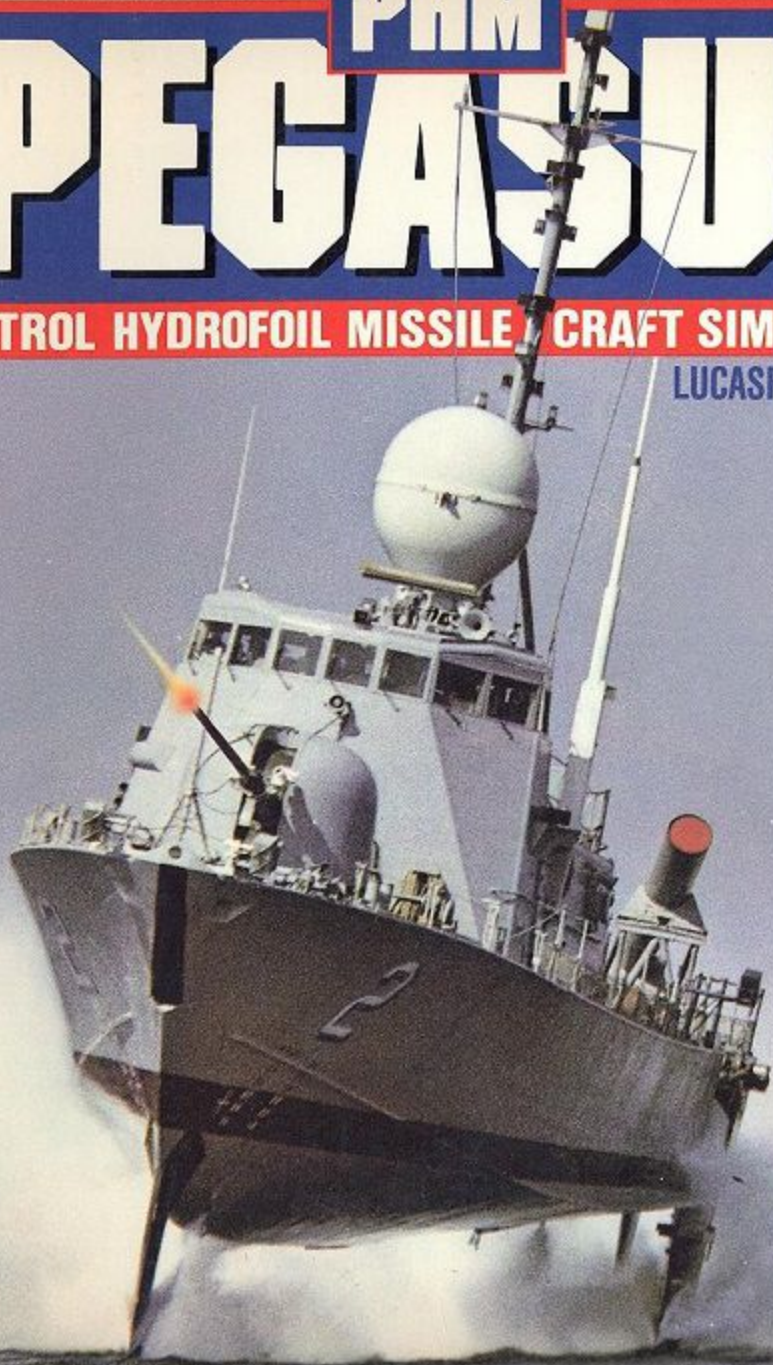


PHM

# PEGASUS™

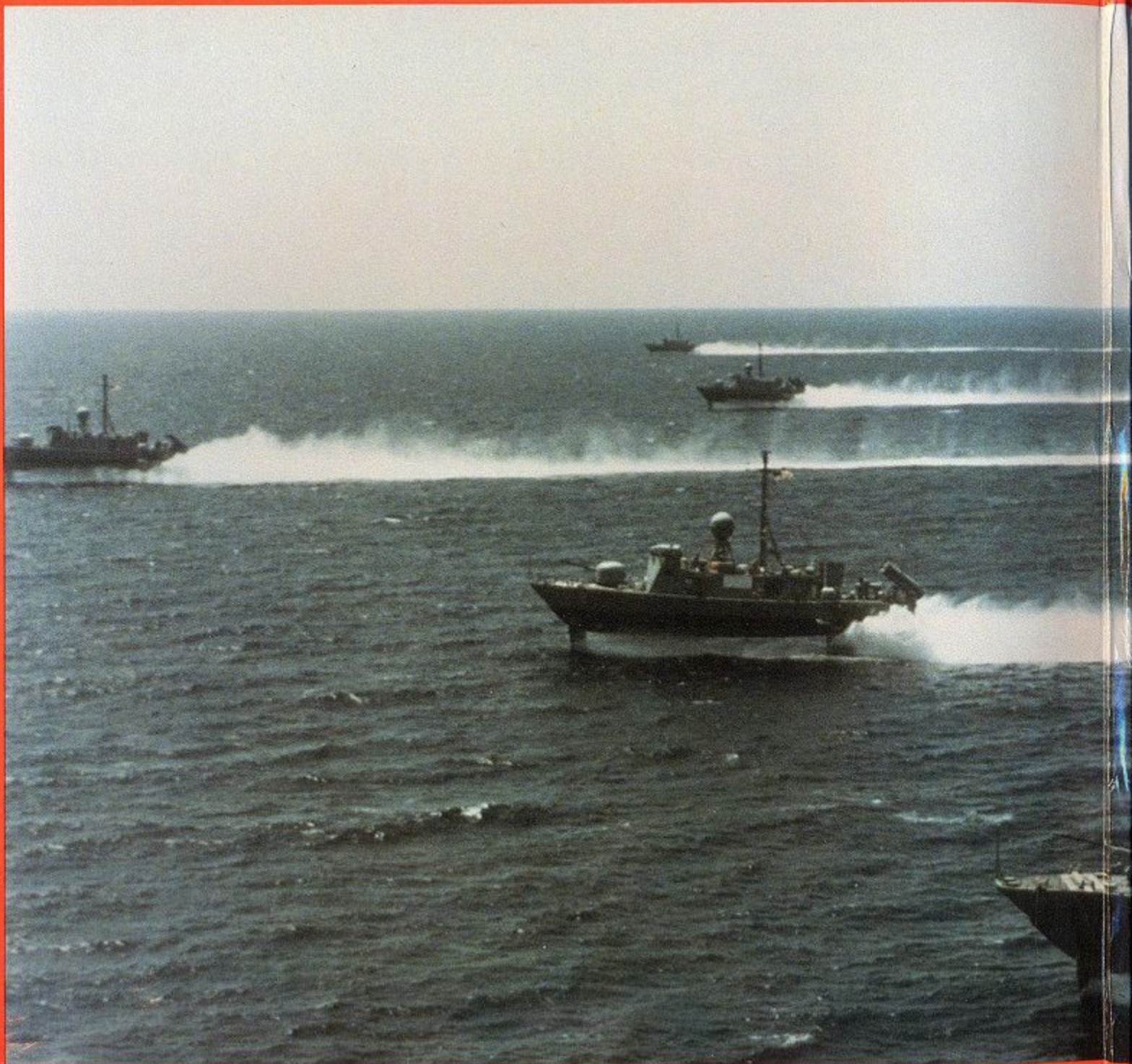
PATROL HYDROFOIL MISSILE CRAFT SIMULATION

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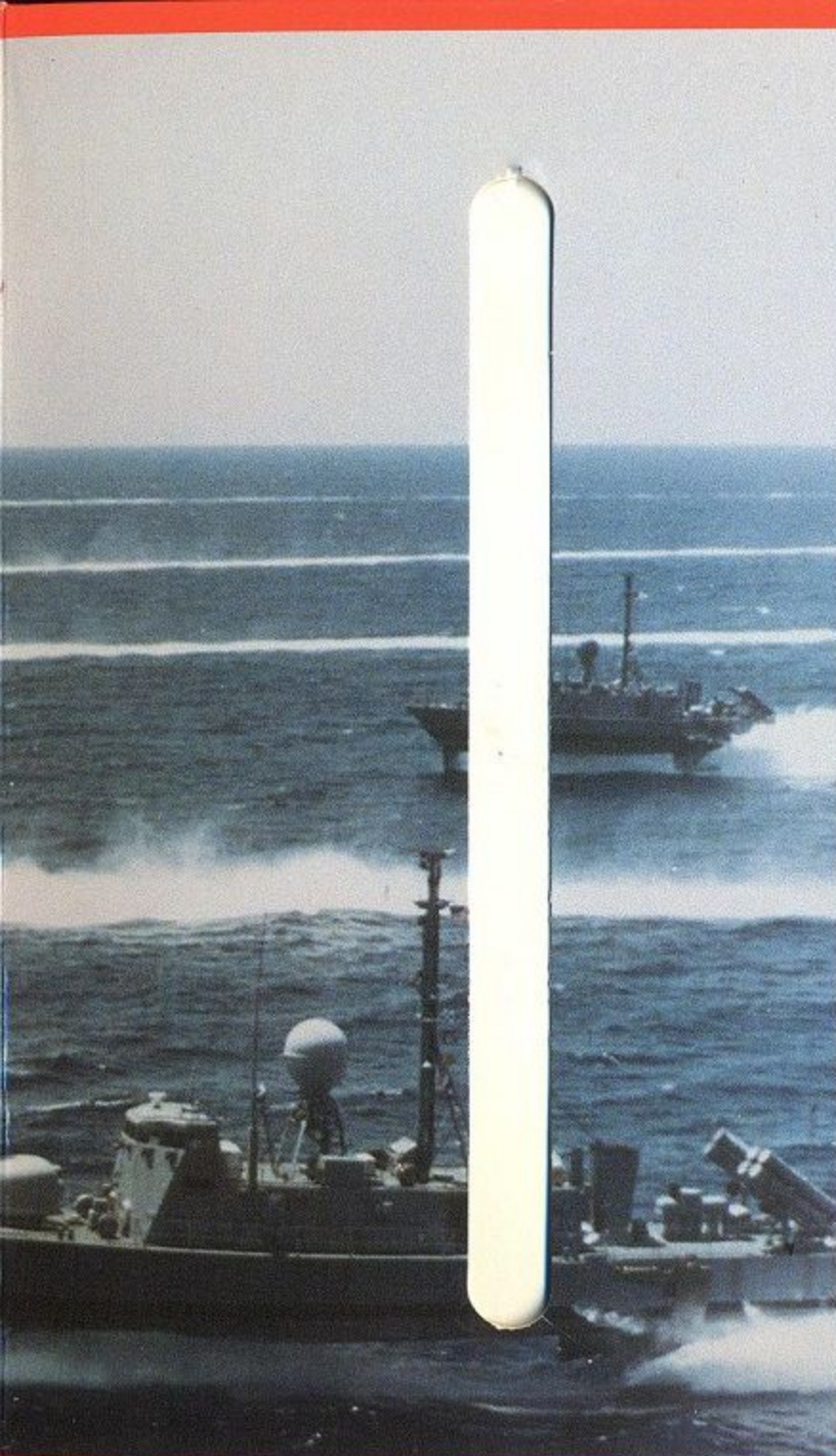


ELECTRONIC ARTS™









Noah Falstein knows games. At the age of 12 he made a Sink the Bismark action game. His fascination with board games and war strategy games carried him through high school and college. It was while at Hampshire College, in fact, that he realized he could turn his life long love into a full fledged career. His senior college project found him designing a computer game dealing with mining a distant asteroid belt.

From college he went on to design games and toys for companies such as Milton Bradley and Williams Electronics. He even worked for a time on speech synthesis and voice recognition. It was about February, 1984 that Noah came to the sunny hills of San Rafael. Here, his lifetime experience with games and bringing people fun really took form and he has designed several projects, Pegasus being his latest. He'd like you to know that working at Lucasfilm is as wonderful an experience as you might think. We'd like him to know that we're glad he's there and look forward to his next project.

Left to right: Chris Grigg, Lawrence Holland, Ken Macklin, Noah Falstein.

**Software design and head programmer: Noah Falstein**  
**Programmers: Edwin W. Reich, Jr., Lawrence E. Holland**  
**Program art: Ken Macklin**  
**Technical consultants: Vern Salisbury, Scott Orlosky**  
**Sounds and music: Christopher Grigg**  
**Producer: Stewart J. Bonn**  
**Assistant Producer: Bill Lee**  
**Product Manager: Don Traeger**  
**Art Director: Nancy L. Fong**  
**Package Design: Jamie Davison Design**  
**Package photography: Courtesy Boeing Marine Systems**

**About Our Company:** We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for our success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send 50¢ and a stamped, self-addressed #10 envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.

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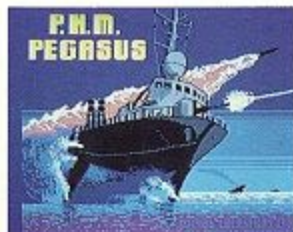


## (Not all Top Guns fly on air) **FLY ON WATER**

The Patrol Hydrofoil Missilecraft. Warship of the jet age. So agile, enemy radar mistakes it for a low-flying helicopter. So fast, the enemy has only minutes to react. So deadly, there is no second chance.



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- Full control of search helicopters and convoy ships.
- On-screen maps for operations planning and support placement.
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- Life-like 3-D solid-fill color graphics.
- Comprehensive operations manual includes mission briefings and enemy vessel spotter cards.
- Technical consultant: PHM Commander Vern Salisbury, Chief, Hydrofoil Test Groups, Boeing Marine systems.

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