

Table of Contents

About the Author	4
Introduction	6
 Part 1: Apple II	 10
Do I Really Want to Make Another Game?	12
Negotiating	26
California	34
The Attic	54
Restarting	66
The Crucible	74
Home Stretch	90
Reality Check	102
Beta	114
It Takes a Village	126
Finishing	144
Ship It!	158
 Part 2: From Flop to Megahit	 168
An Uneasy Quiet	170
It's Dying Out There	186
Clinging to Life	196
New York	206
Sequel	218
Foreign Lands	230
Lost in Translation	244
Paris	258
Where in the World?	270
Night Train to Berlin	278
San Francisco	290
 Legacy	 304
Post-Postscript	335