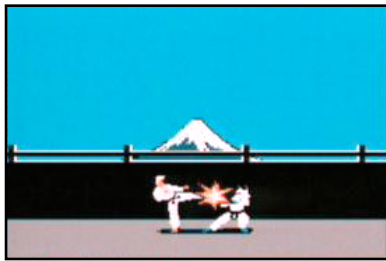


JORDAN MECHNER - BIOGRAPHY

Jordan Mechner is the creator of the computer games **Karateka**, **Prince of Persia**, and **The Last Express**. His pioneering use of cinematic storytelling techniques has earned him a reputation as one of the world's premier videogame designers.



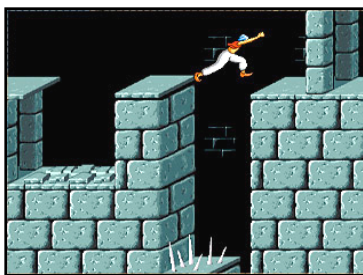
At age 15, Mechner taught himself to program an **Apple II** computer, devoting his after-school hours to creating increasingly ambitious games, first in BASIC, then in 6502 machine language. His efforts bore fruit when **Broderbund Software** published Mechner's action-adventure



Karateka, a labor of love which had occupied his first two years at **Yale University**. Using cinematic devices such as cross-cutting and a mobile camera for the first time in a computer game, Mechner created unprecedented emotional investment in a human lead character and dramatic storyline. The result was a software landmark that “took the gaming community by storm, introducing players to

an epic experience never before achieved in a videogame” (**Next Generation**). Acclaimed for its fluid animation and movie-like feel, **Karateka** became a #1 bestseller, selling over 500,000 copies.

Following **Karateka's** success, Mechner took a hiatus from software design to finish college, graduating with a degree in psychology. His next game, **Prince of Persia**, a swashbuckling Arabian Nights action-adventure, revitalized the platform-game genre by blending fast-paced arcade action with dramatic visual storytelling in a way



never seen before. **Prince of Persia** has been described as “the **Star Wars** of its field” (**Computer Gaming World**), “the standard by which all animated action-adventure games are judged” (**Electronic Games**), and “an ever-present in any compiled list of classic PC games of all time” (**PC Review**). It has won numerous industry awards including the **Macworld Eddy**, **MacUser Hall of**

Fame, and two **Tilts d'Or**. In 1997, the French TV network **Canal+** named **Prince of Persia** “**Game of the Decade**.” It is the acknowledged inspiration for many later videogames, including **Tomb Raider**.

With two hits under his belt, Mechner returned to student life. An intensive film production course at **NYU** launched him on a year of travelling and filmmaking abroad. His short film **Waiting for Dark**, filmed in Havana, Cuba, and produced and edited in Paris, won prizes at international festivals including Bilbao, Havana, Philadelphia, and Bahia.



Mechner's film studies were punctuated by trips back to northern California to supply creative guidance to **Broderbund Software's** team of artists and programmers



at work on **Prince of Persia 2: The Shadow and the Flame**. The sequel enjoyed commercial and critical success, surpassing its predecessor in PC sales, and winning the **Computer Gaming World Premier Award** for "Best Action Game of 1994." Mechner's role as game designer-director reflected an industry-wide shift

in the way games were being made. No longer the work of solo programmers, games in the 1990's had become collaborative efforts employing teams of professional creative talent with six- and seven-figure development and marketing budgets.

To create his next title—an epic adventure set aboard the Orient Express crossing Europe on the eve of World War I, entitled **The Last Express**—Mechner formed **Smoking Car Productions**. The \$5-million, San Francisco-based production included a team of 40 artists, animators, and programmers, and a live-action film shoot with an international cast of 60 actors, directed by Mechner. Four years in the making, the game



was hailed by **Next Generation** as "a giant creative leap for Mechner, combining his love of film and game design into one masterpiece." One of 1997's most highly acclaimed titles, **The Last Express** was named "Best Adventure Game of the Year" by **Games, Family PC**, and **Macworld** magazines, among many other awards. **The Last Express** gained a passionate cult following and is today considered a landmark of

interactive fiction. In 1999, **PC Gamer** magazine recognized Mechner's body of work by naming him a "**Game God**."

Mechner was a creative consultant on **Mattel Entertainment's** production of **Prince of Persia 3D**, published for PC CD-ROM in 1999. **Prince of Persia** and its first two sequels have sold over 3 million copies to date.

Mechner's latest film project is **Chavez Ravine: A Los Angeles Story**, a documentary about the legendary vanished Mexican-American neighborhood destroyed in the 1950's to build Dodger Stadium. Directed by Mechner, the film features photography by **Don Normark**, music by **Ry Cooder** and narration by **Cheech Marin**.



In 2001, Mechner and **Ubi Soft Entertainment** began development on a new **Prince of Persia** title for next-generation videogame consoles, with Mechner attached as screenwriter and creative consultant. The game is now in production at Ubi Soft's Montreal studio. Slated for holiday 2003 release, **Prince of Persia: The Sands of Time** was nominated for **Best Game of E3** at this year's Electronic Entertainment Expo.