

Blue Sky Ranger Launches Music Video Game Company

Contributed by
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Blue Sky Ranger David Warhol, the programmer of Mattel Electronics's Mind Strike and Thunder Castle who went on to produce dozens of Intellivision titles for INTV Corporation before founding the independent studio Realtime Associates, has started a new company, Music Video Games, LLC. The company will bring the music synchronization genre, similar to hits such as Guitar Hero and Rock Band, to the growing online casual market.

Music Video Games marks a logical progression to Dave's video game career. After graduating with a degree in Music Composition from Pomona College, Dave became an Intellivision game designer at Mattel Electronics. In addition to programming his own games, Dave helped other programmers with the music and sound design for their projects. He became an expert at pulling complex scores from a sound chip that could only produce three notes at a time. His highpoint may be the classical arrangements in a game he designed (with Connie Goldman), Thunder Castle, which incorporated themes from Schubert, Moussorgsky and Beethoven, among others. (These and more of his scores can be heard on our music CD Intellivision in Hi-Fi.)

After the Intellivision rights were sold by Mattel to INTV Corp., Dave's Realtime Associates became the producer of their new games – from Super Pro Football to Stadium Mud Buggies. Realtime went on to develop games for Sega, Midway, Acclaim, THQ and other major publishers.

In 2003, Dave returned to the Intellivision platform when Realtime Associates developed the Play Station 2, Xbox and GameCube versions of the Intellivision Lives! collection, published by Crave Entertainment, ironically, emulating many of the same games he helped create

Dave will continue as president of Realtime Associates while serving as Chief Creative Officer of Music Video Games (MvG). Dave's partner in MvG, former TDK Mediactive CEO Vincent Bitetti, will serve as CEO of the new company. More info about MvG is available at musicvideogames.net.

Strangely, in 1994 Dave Warhol became a character in one of the games he was producing. In Normy's Beach Babe-O-Rama, a Sega Genesis game based on the weekly comic strip Making It by Blue Sky Ranger Keith Robinson, the hero Normy battles evil video game creator Prof. Warhol. Prof. Warhol, based on Dave, was a regular character in Keith's strip years before Normy's Beach Babe-O-Rama was conceived. At the end of Level 4, Prof. Warhol zaps Normy into a classic video game (shades of TRON)!

Below is Level 4 from Normy's Beach Babe-O-Rama, developed by Realtime Associates for Electronic Arts in 1994.