



"All the talent, no recruitment fee."

JON HARE – GAME BIOGRAPHY 1985-2006

GAMES WORKED ON IN A CONSULTANCY CAPACITY AS ARTIST

SODOV THE SORCEROR (Bug Byte)	ZX Spectrum	1985
TWISTER (System 3)	ZX Spectrum	1985
FLYER FOX (Bug Byte)	ZX Spectrum	1986
RMS TITANIC (Electric Dreams)	ZX Spectrum	1986
TRIVIAL PURSUIT (Domark)	Commodore 64	1987

GAMES WORKED ON IN CAPACITY OF DESIGNER/PRODUCER/OWNER

PARALLAX (Ocean)	Commodore 64	1986
GALAX-I-BIRDS (Firebird)	Commodore 64	1986
WIZBALL (Ocean)	Commodore 64	1987
OH NO! (Firebird)	Commodore 64	1987
SHOOT-EM-UP CONSTRUCTION KIT (Palace)	Commodore 64	1988
MICROPROSE SOCCER (Microprose)	Commodore 64	1989
INSECTS IN SPACE (Hewson)	Commodore 64	1990
INTERNATIONAL 3D TENNIS (Palace)	C64/Amiga/Amstrad/PC/ST/Spec.	1991
MEGA-LO-MANIA (Mirrorsoft/UbiSoft)	Amiga/Atari ST	1991
SENSIBLE SOCCER (Renegade)	Amiga/Atari ST/SNES/Mega Drive	1992
SENSIBLE SOCCER 1.1 (Renegade)	Amiga/Atari ST/SNES/Mega Drive	1992
CANNON FODDER (Virgin)	Amiga/Atari ST/Mega Drive	1993
SENSIBLE WORLD OF SOCCER (Renegade)	Amiga/Atari ST	1993
SENSIBLE WORLD OF SOCCER '94 (Renegade)	Amiga/Atari ST	1994
SENSIBLE WORLD OF SOCCER '95 (Renegade)	Amiga/Atari ST	1995
CANNON FODDER II (Virgin)	Amiga/Atari ST/Mega Drive	1995
SENSIBLE WORLD OF SOCCER '96 (Renegade)	Amiga/Atari ST	1996
SENSIBLE GOLF (Virgin)	Amiga/Atari ST/Mega Drive	1996
SENSIBLE SOCCER '98 (GT Interactive)	PC	1998
SENSIBLE SOCCER ECE (GT Interactive)	PC	1998
SENSIBLE SOCCER (Kuju Mobile)	Mobile	2004
CANNON FODDER (Kuju Mobile)	Mobile	2005
BRITISH LIONS RUGBY SEVENS (Player 1)	Mobile	2005
INTERNATIONAL RUGBY SEVENS (Player 1)	Mobile	2006

PUBLISHED GAMES WORKED ON IN A CONSULTANCY CAPACITY AS DESIGNER

PRINCE NASEEM BOXING (Codemasters)	PlayStation 2/Xbox	2000
CANNON FODDER COLOUR GAMEBOY (Codemasters)	GBA	2001
MIKE TYSON BOXING (Codemasters)	PlayStation 2/Xbox	2002
FRONT LINE COMMAND (Koch Media)	PC	2003
REAL WORLD GOLF (In2Games)	PlayStation 2/Xbox/PC	2005
SENSIBLE SOCCER 2006 (Codemasters)	PlayStation 2/Xbox/PC	2006