



Bruce Carver
Creative Director
Microsoft

Golf simulations have always been one of the cornerstones of PC gaming, and nobody has done more to advance the subtle art of creating them than Bruce Carver. Very few franchises dominate their genre so convincingly and consistently as his “Links” games have. Despite heavy weight competition, the “Links LS” brand name remains the undisputed gold standard in golf gaming.

Carver co-founded Access Software in 1982 and had initial success with 8-bit action titles like “Beach Head” and “Raid Over Moscow.” In 1986, he designed the Commodore 64 title “Leaderboard,” a simplistic “target golf” game with island greens and no trees. But its impressive physics and swing meter were enough to make it a stand-out. The full golf sim “World Class Leaderboard” followed and in 1990, the “Leaderboard” approach was parlayed into “Links 386 Pro,” which opened the floodgates for a new breed of high-resolution, highly realistic golf simulations.