

Rowan Software Ltd

Rowan Software Ltd was formed in 1987 to produce games and business software. Prior to 1987 we were engaged in similar activities, trading as H&H Software which was formed in 1983.

Over the last 10 years, we have specialised in producing flight simulations for the entertainment industry. These games include:

Year

89 - 91 Falcon on the Amiga & ST, including Mission Disks: Spectrum Holobyte
90 - 91 Flight of the Intruder: Spectrum Holobyte
93 Reach for the Skies: Virgin
94 Overlord: Virgin
94 Dawn Patrol: Entertainment International
95 Air Power: Mindscape
95 Navy Strike: Entertainment International
95 Dawn Patrol - Head to Head: Entertainment International
97 Flying Corps: Entertainment International
97 Flying Corps Gold: Entertainment International

Rowan has also produced bespoke software. For instance, we have produced:

90 a navigator training aid for the RAF
91 an 8-station simulator for experimental work at Farnborough
89 a newspaper layout program for the QE2

We are currently working on the following:

- MiG Alley, a flight sim based on the Korean conflict
- Soccer Management game
- Battle of Britain product

Rowan's team

Game Design	Rod Hyde Mark Shaw
Lead Programmer	Jim Taylor
Lead 3d programmer	Paul Dunscombe
3d programmer	Robert Slater
Soccer	James Woodworth
UI	Dallas Morrison
Comms	Andy McMaster
Flight model and ACM	Rod Hyde Andrew McRae
Lead Artist	Andy McCann
Artists	Toks Solarin Richard Jones
Data Prep	Amanda McCann Chris Jones Ian Hardy
Network, hardware, support Administration	Dave Whiteside Mary Hyde