



Games Honchos Play

Quiver for Quake? Tempted by Tomb Raider? You're not alone. We asked technology's big shots what they enjoy. BY B.J. SIGESMUND



PIERRE OMIDYAR

Founder, eBay
I'd have to say **Tomb Raider III**. It's intellectually stimulating in an es- capist type of way.

As opposed to what I do at work, which is also intellectually stimulating, but the decisions you make at work have a lot of impact. In a game, mistakes only cost you 15 minutes.



CHARLES SIMONYI

Chief architect, Microsoft
I sometimes indulge in **Solitaire**. For a mindless game, it provides many useful lessons: if the deal is bad—walk away at the outset. If you are

greedy, you'll be sorry later. Most importantly: some situations just do not have a solution.



JOHN PERRY BARLOW

Cofounder, Electronic Frontier Foundation
I've never played computer games at all. My idea of a good "doodling" game is **Microsoft Word**. I've enriched dreary meetings fiddling with the

upper reaches of its menu tributaries, discovering obscure and useless functions as well as—occasionally—the keys to capacities I've been trying to deploy ever since the latest upgrade. It's more vast and filled with conundrums than *Myst*, more dangerous than any of the antagonists in *Tomb Raider*, more likely to produce carpal tunnel syndrome than even *Tetris*.

Microsoft Word 2000
Microsoft Office Application



STEVE WOZNIAK

Cofounder, Apple
I play **Game Boy Tetris**. I love sucking people into betting on my performance. I have gotten

quite a reputation for losing enough to score really big in the final hustle. I even enjoy winning money off my young students.



STEVEN JOHNSON

Cofounder, Feedmag.com
The two that have had more staying power of late are **The Sims**, which is brilliant and weirdly addictive, and the golf simulator **Tiger Woods 2000**. My hope is that there will be a fusion of the



ROB WRUBEL

CEO, Ask Jeeves When it's late at night and the kids are asleep, I still can get hooked on adventure-game classics like **WarCraft** and **Diablo**.



SCOTT MCNEALY

CEO, Sun Microsystems
I get my work done and go home and play street-hockey in the family room with my boys ... Real life is way better than silly Microsoft-based games.



MARILYN BELLOCK

CEO, Goodhome.com
Women approach relaxation differently than men, who are far more likely to turn on their computer and do

gaming stuff. On a Saturday, would I go to a football game?

No. Would I go antiquing? Yes. So I look at **eBay** all the time. I've had some success with some odd items, particularly artwork.



BRUNO TAPOLSKY

CEO, Firetalk Communications
I've got eight computers, five of them dedicated to gaming. What I tend to play most are first-person shooters like

Quake III Arena and **Unreal Tournament**. I like to play online, mostly against other people. You go around with big guns and shoot everyone that moves. It's extremely fast. You have to be completely focused and react very quickly. It's like making your own movie and being part of it.



NOEL PAUL STOOKEY

Member of Peter, Paul and Mary; now a partner at Downeast.net I find myself gravitating to **Pandora's Box**, a very clever Microsoft game designed by the same Russian

who created Tetris. It's a very well-done series of six or seven types of graphic puzzles threaded together.



VINCENT GROSSO

CEO, IntoNetworks
Deep down, I'm nostalgic: I always fall back on **3-D Pinball** when I need to relax.

