WE SEE FARTHER

BILL BUDGE

If you've ever wished there was something to do with the bumpering software movement. It's done things with code that once-seem-smart-designed-to-be-islanded. Maybe our accomplishments are the result of our poetic reform in the arcane alphas of real-time language, or maybe they're the short-length effects of things we think about—like software friends, while we're in sessions and the intentional return of companions. Whatever the causes, there's a general agreement that his PINBALL CONSTRUCTION SET is the most powerful program ever written for an 8-bit computer. If you're one of the few (or a few of those) who are really worth, you ought to watch PINBALL in action. You do.

ANN E. WESTFALL

Second from right, back row, is something of a sorcerer. Her true materials are the ambitious and idealistic gaming concepts that proliferate at the Fall Associates. Her magic takes place in a den of thousands of code. Her true source comes from ARCHON, a program that combines the strategy of chess with the whimsical action of video combat. Oh, the way, one of the key characters in ARCHON is a sorcerer. Imagine that.

DAN BUNten

In the February issue of Wired Magazine, the two of us, David Maynard and I, were quoted as saying that our game was written in a single day. This is not true. Our game was written over a period of several weeks. The game was designed and programmed by Bill Budge, and the graphics and music were created by Jon Freeman. The game was released for the Apple II in 1980.

JOHN FIELD

The story goes that Bill Budge was asked to create a game for the Apple II. He had just returned from a trip to Japan, where he had seen a game similar to what he wanted to create. He approached us, and we helped him develop the concept and create the game. The game was released in 1980, and it was a huge success.

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