

Finding Aid to the Bill Budge Collection, 1971-1985

Summary Information

Title: Bill Budge collection

Creator: Bill Budge (primary)

ID: 113.2210

Date: 1971-1985

Extent: 1 linear foot

Language: The materials in this collection are in English.

Abstract: This is a compilation of published computer manuals and printouts of early programs created by Bill Budge. The materials are from 1971 through 1985.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong

One Manhattan Square

Rochester, New York 14607

585.263.2700

library@museumofplay.org

Administrative Information

Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Custodial History: The Bill Budge Collection was donated to The Strong in April 2012 as a gift from Bill Budge. The papers were accessioned by The Strong under Object ID 113.2210. The materials were received from Bill Budge in one box.

Preferred citation for publication: Bill Budge collection, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, May 2013

Controlled Access Terms

Personal Names

- Budge, Bill, 1954-

Corporate Names

- Apple Computer, Inc.

Subjects

- Apple II (Computer)
- Apple II (Computer)--Programming.
- Apple II (Computer)--Programming--Handbooks, manuals, etc.
- MousePaint (Computer program)
- Pinball Construction Set (Computer program)

Biographical Note

Bill Budge is an American computer game programmer and designer. While at the University of California at Berkeley, Budge acquired an interest in programming and worked primarily on the Apple II computer. He joined Apple Computer, Inc. in 1980, focusing on graphics drivers. His main interest was in creating tools for others to make games. In 1981, Budge designed the popular early pinball game *Raster Blaster*. He also founded his own company, BudgeCo., for printing copies of his games and distributing them directly to consumers.

Budge developed *Pinball Construction Set* in 1983. This program allowed users to craft their own pinball playing field without any prior programming knowledge. After Electronic Arts published the game, it sold over 300,000 copies across several platforms. Budge also wrote the original source code for *MousePaint*, a bitmap-based graphics painting software for Apple Computer, issued in 1984.

Over the next two decades, Budge worked for The 3do Company, Electronic Arts, Sony Computer, and Google. Budge received the 2011 Pioneer Award from the Academy of Interactive Arts and Sciences for his work with *Pinball Construction Set*, considered the first computer game to feature user-generated content as part of the game design. Budge's innovation has influenced both game developers and players in the "construction" genre of video games.

Collection Scope and Content Note

The Bill Budge collection contains computer programming and reference manuals, a binder of printed source codes, two disks, and printouts of early programs created by Budge in the 1970s. The bulk of the materials are published manuals, released between 1976 and 1980, including one manual signed by Steve Wozniak of Apple Computer, Inc.

The collection is arranged into two series and housed in one archival document box.

Related Materials

Bill Budge's original Apple II computer is part of the holdings in the International Center for the History of Electronic Games at The Strong.

System of Arrangement

Series I: Computer manuals and guides, 1976-1980

Series II: Programming printouts, 1971-1985

Contents List

Series I: Computer manuals and guides, 1976-1980

Scope and Content Note: This series houses various Apple II computer programming manuals and reference guides utilized by Bill Budge.

Box 1

- Folder 1 Syntertek Inc. Programming Manual, © 1976
- Folder 2 Disk II Floppy Disk Subsystem, Installation and Operating Manual (Apple), © 1978
- Folder 3 Apple II Basic Programming Manual, © 1978
- Folder 4 Applesoft II Basic Programming Reference Manual, © 1978
- Folder 5 Apple II Reference Manual, signed by Steve Wozniak, © 1978
- Folder 6 Apple II Reference Manual, © 1979 [2 copies]
- Folder 7 The Applesoft Tutorial, © 1979
- Folder 8 Apple II, The DOS Manual, © 1980

Series II: Programming printouts, 1971-1985

Scope and Content Note: This series contains printouts of computer programs written by Bill Budge. The first three folders house early work done by Budge while in high school and college; annotations on the original folders indicate the hardware used at the time. The large binder holds printed sections of code for different components from the program *MousePaint* (1984), including source code for the drawing program, disk formatter, print driver, interpreter, and more. Two floppy disks with the program for *MousePaint* are also in this series.

Box 1

- Folder 9 Budge program printouts, 1971
- Folder 10 Budge program printouts, c. 1973
- Folder 11 Budge program printouts, 1975
- Folder 12 *MousePaint* Source 1 and Source 2 floppy disks, c. 1984
- Object 1 Binder, *MousePaint* source code printouts, July 1985