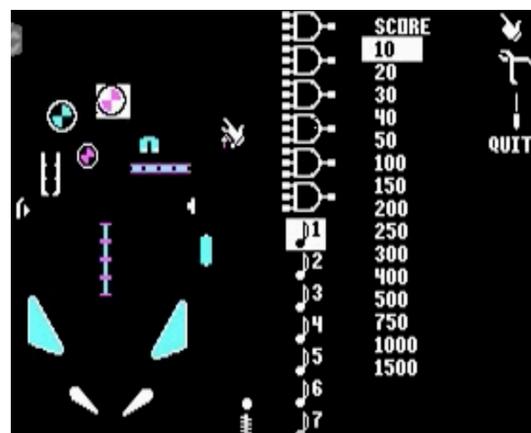


# Pinball Construction Set

Bill Budge, 1982 (BudgeCo, Apple II), 1983 (Electronic Arts, other platforms)



## Highlights:

- Design and play simulated pinball machines.
- Established "construction set" and "software toy" genres, settings the foundation for things such as SimCity.
- First commercially available PARC/Apple inspired graphical user interface.
- Pinball is a kind of computational machine.
- In addition to machine layout, you can tweak the laws of physics, and map scoring and sound relationships.