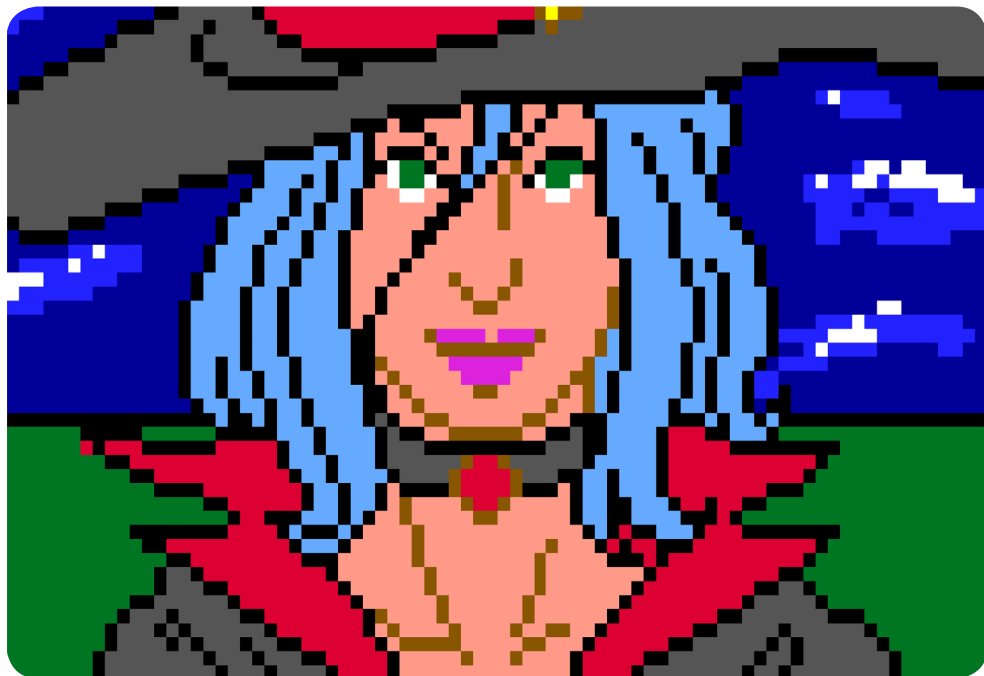


Witch Trial



Dan Henderson
Dr. Marc A. Golombeck
Roby Sherman

Produced by
Brian Wiser & Bill Martens



Apple PugetSound Program Library Exchange

Witch Trial

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PRODUCTION

Brian Wiser → Design, Layout, Editing, Map and Picture Enhancements

Bill Martens → Production

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ABOUT THE AUTHORS



Dan Henderson

From an early age Dan has been interested in computer art and BASIC programming. He was lucky enough to have a dad who owned a computer maintenance company and gave him a second-hand Apple II Europlus when he was 12-years-old. From that point, Dan became Apple II-addicted and progressed to an Apple IIGS a few years later. His primary interest has always been on the graphics side and has been an avid user of art software his entire life.

However, being English, Dan didn't have access to software sharing so it was only with the advent of the Internet and social media that enabled him to continue his Apple II addiction. Most recently, Dan pursues his love of 8-bit pixel art with massive help from other Apple II enthusiasts such as Sellam Abraham, Roby Sherman, and Dr. Marc A. Golombeck. He lives on the edge of the Peak District in Northern England where he found the inspiration for *Witch Trial*.

Dr. Marc A. Golombeck

In 1980, when Marc was around 7-years-old, his dad brought home a Taiwanese Apple II Plus clone with no disk drives. Apple was not particularly popular in Germany at that time – in fact, most of his friends were using Commodore 64's. Other kids at school were learning to code, so Marc, undeterred and enthusiastic about learning to program his machine, went to the library and got some books with generic BASIC listings which he managed to convert to AppleSoft and save on audio tape. That was about as far as he got with programming until he moved on to a PC at age 13. Through many house moves over the years, Marc always took the Apple II clone with him.

Later, when Marc become a father, he decided that he needed a hobby which worked around looking after his children. With the help of the online Apple II community, he successfully unboxed, repaired and retrobited his clone. Other models were added to his Apple II collection over the years, and he now has approximately six Apple II's in various states of repair.

Coding was always his main interest, so he decided to teach himself 6502 assembly and started work on the '3D Engine' in 2017. Knowledge was gained and he has recently become avidly interested in the little exploited Double Lo-Res mode which led to the writing of the DOLORES graphics system behind the game *Witch Trial*.

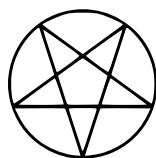
Dr. Marc A. Golombeck is married with two children, has a degree in Nuclear Physics and Medicine, and works as a physician in the Ore Mountains region of Saxony, Germany. Read more about Marc at: <https://golombeck.eu>

Roby Sherman

Roby Sherman has long been involved in the Apple II scene producing classic games such as *Spell Wielder*, *Murder Manor*, and *The Orion Trail*. He also formed and ran the Apple II software enthusiasts group on Facebook, provided competition prizes for the good of the community, and owns several Apple II variants.

Roby once had the honor of meeting Steve Wozniak whilst working for Apple and now lives in Denver, Colorado with his partner and two children. His BASIC and assembly programming skills have enabled him to write the game engine for *Witch Trial* and, more importantly, the amazing graphical interface. Read more about Roby at: <https://www.crowcousins.com>

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