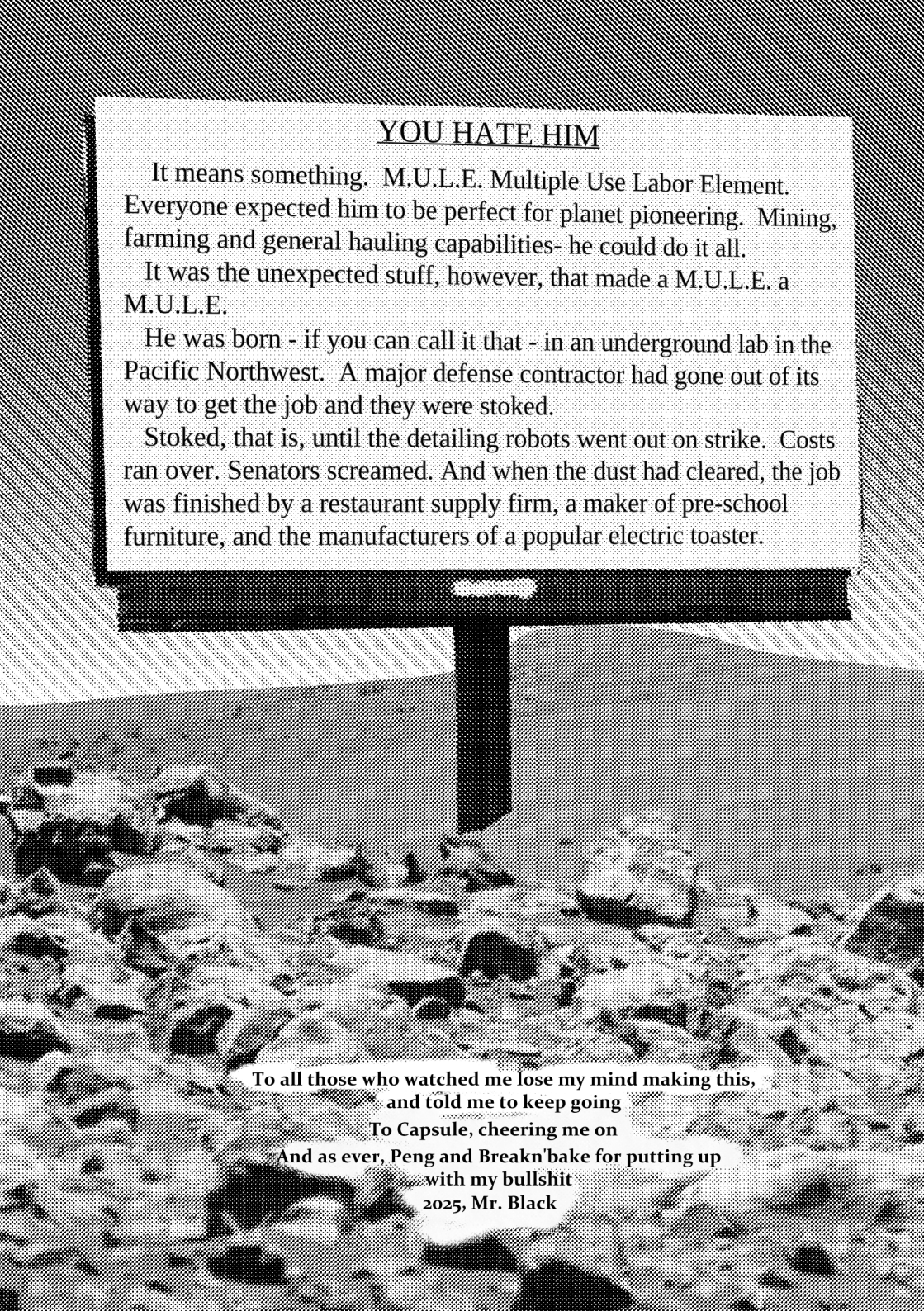
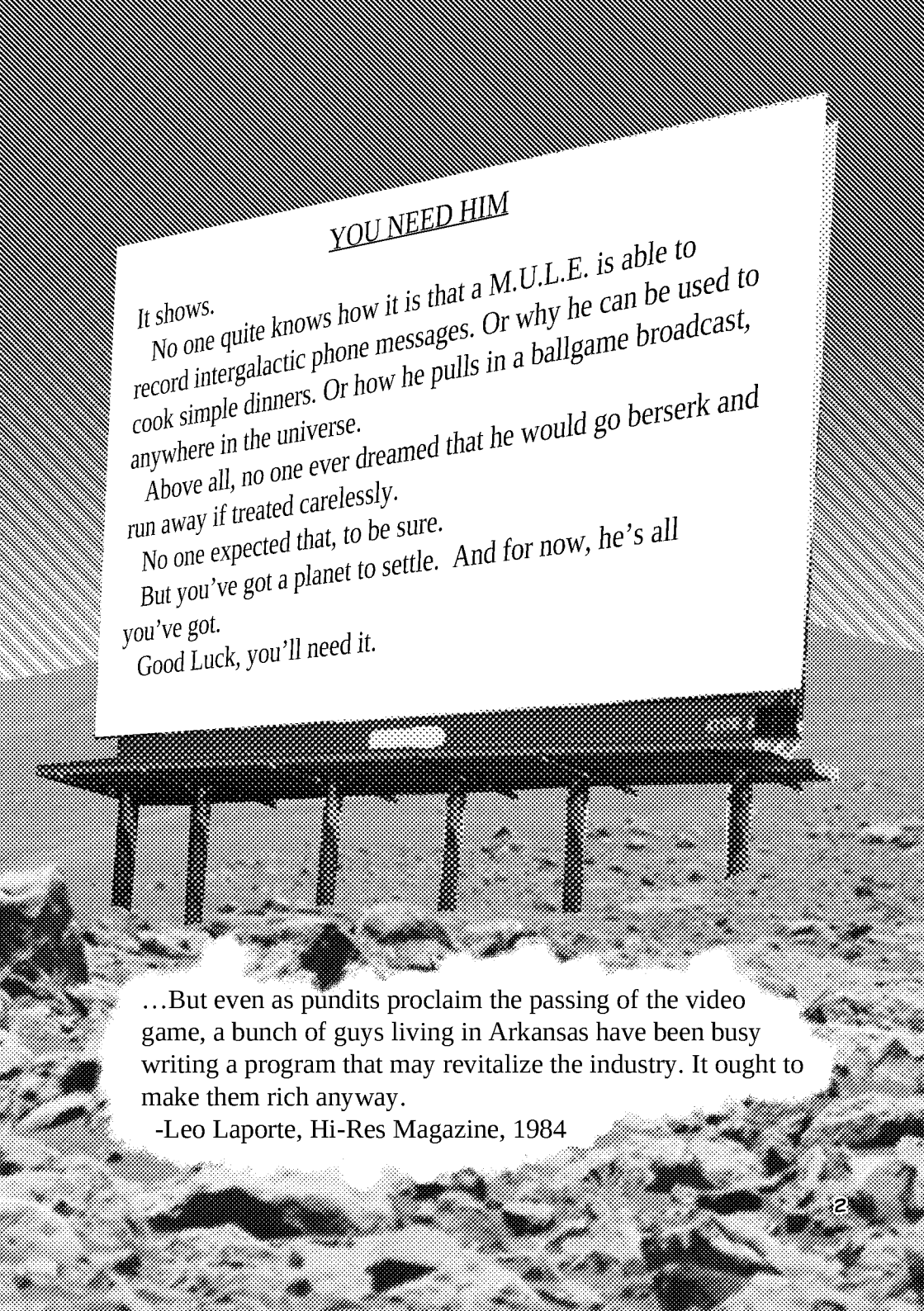
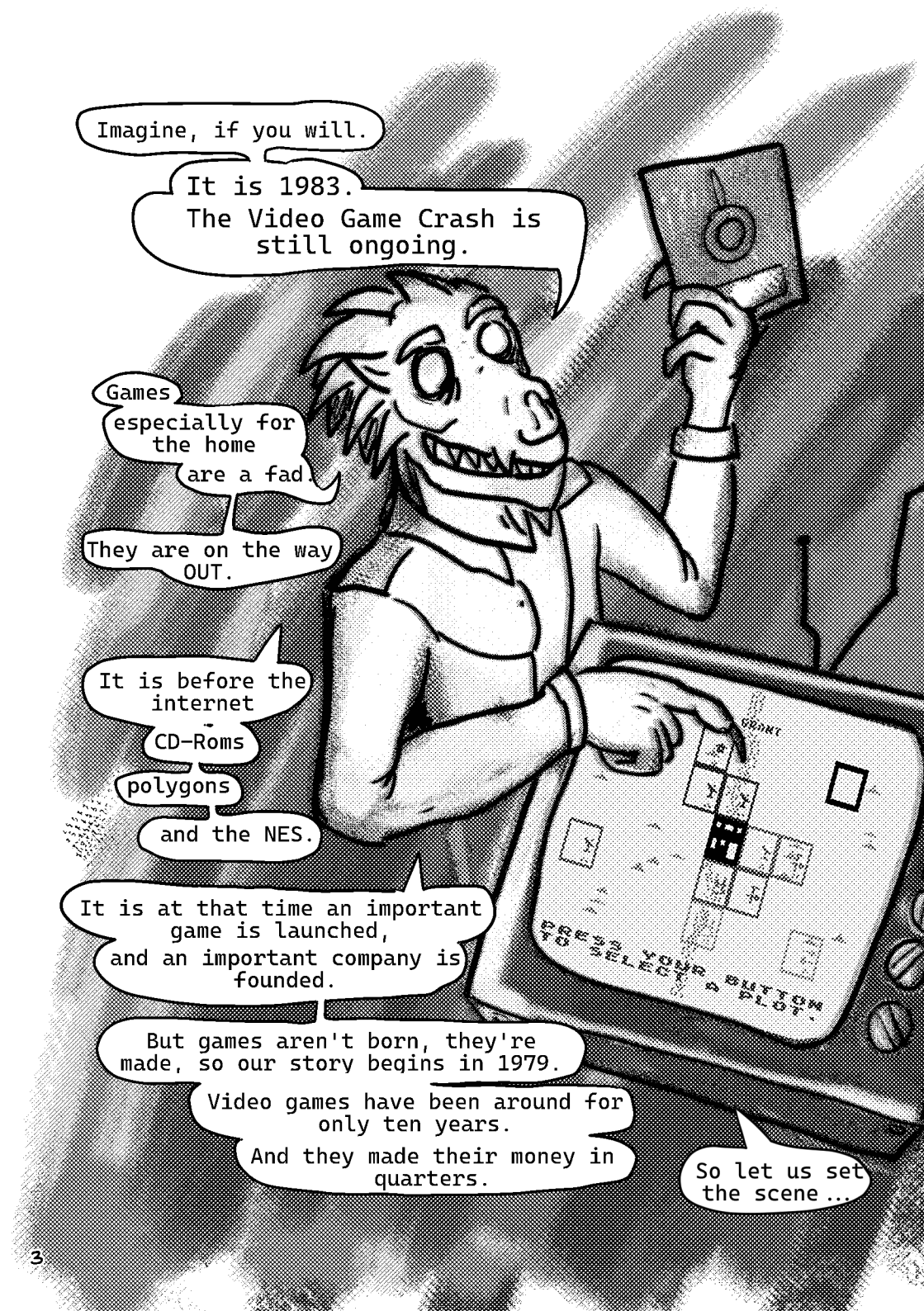

YOU HATE HIM
It means something. M.U.L.E. Multiple Use Labor Element. Everyone expected him to be perfect for planet pioneering. Mining, farming and general hauling capabilities- he could do it all.
It was the unexpected stuff, however, that made a M.U.L.E. a M.U.L.E.
He was born - if you can call it that - in an underground lab in the Pacific Northwest. A major defense contractor had gone out of its way to get the job and they were stoked.
Stoked, that is, until the detailing robots went out on strike. Costs ran over. Senators screamed. And when the dust had cleared, the job was finished by a restaurant supply firm, a maker of pre-school furniture, and the manufacturers of a popular electric toaster.
To all those who watched me lose my mind making this, and told me to keep going
To Capsule, cheering me on
And as ever, Peng and Breakn'bake for putting up with my bullshit
2025, Mr. Black



…But even as pundits proclaim the passing of the video game, a bunch of guys living in Arkansas have been busy writing a program that may revitalize the industry. It ought to make them rich anyway.

-Leo Laporte, Hi-Res Magazine, 1984


Imagine, if you will.
It is 1983.
The Video Game Crash is still ongoing.
Games especially for the home are a fad.
They are on the way OUT.
It is before the internet
CD-Roms
polygons
and the NES.
It is at that time an important game is launched, and an important company is founded.
But games aren't born, they're made, so our story begins in 1979.
Video games have been around for only ten years.
And they made their money in quarters.
So let us set the scene...
PRESS YOUR A BUTTON TO SELECT A PLOT.

In the late 70's,
Computers were getting smaller.

But small is relative.

A machine that once took up a building,
could now be made to be something that
took up the size of a refrigerator.

The relentless advance of progress
were making them yet smaller.

If you valued it enough,
If you were living on the bleeding edge,
If you had the capital,

You could even bring
one
home...

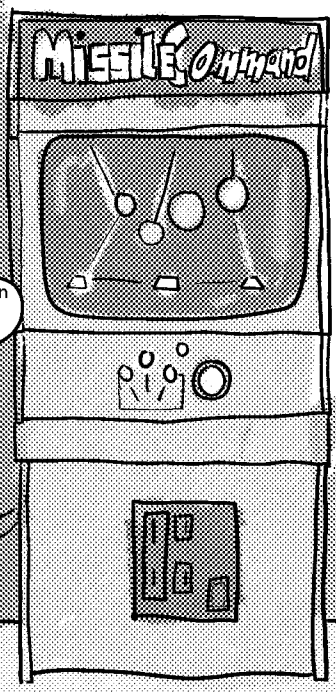
PART 1:
8 BIT MAGIC

The HP-35 was a calculator that plugged into a wall and cost something around $1k.[1]

A grand some people were happy to pay!

A machine that could do Math for Entertainment was so special,

You could slap a coin taker on it and make more money than GOD.



It is in this environment that one Dan Bunten enters the picture.

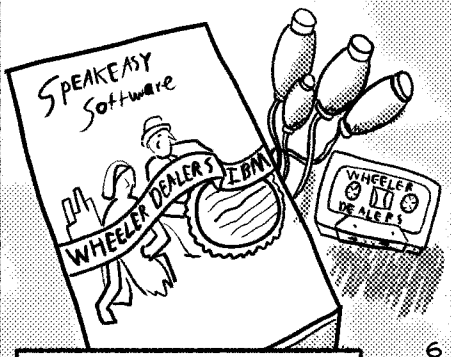
He had once released a game for the Apple II called Wheeler Dealers.

It didn't sell that well, even for the niche market of the time.[2]

But being the first multiplayer game for home computers

with a special controller[3]

selling for $35 instead of the normal $15



... it still made a pretty penny.

$35 then is like $170 today, for what it's worth.

Wheeler Dealers and Dan's other games catches the attention of one Trip Hawkins,

head of the then-fledgling

ELECTRONIC ARTS™

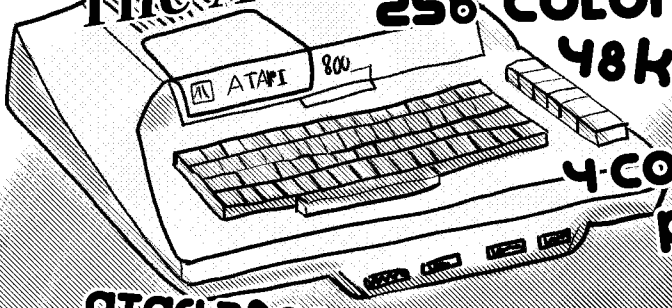
which was founded in 1979, but had yet to release any games.

They needed some good titles with eye-catching graphics and killer gameplay to put EA on the map, and these two were made for each other.

What better way to get attention than to make some games for the most powerful machines at the time:[4]

The Atari 8-Bit Computers:

The Atari 800



256 colors!

48 kb of ram!

4-controller ports!

Atari 2600 compatibility!

All for $1000* 1980's dollars, baby!

*$3000 in 2025

"Wait, EA?" Some of you might be saying, and yeah, same guys. But some clarification:

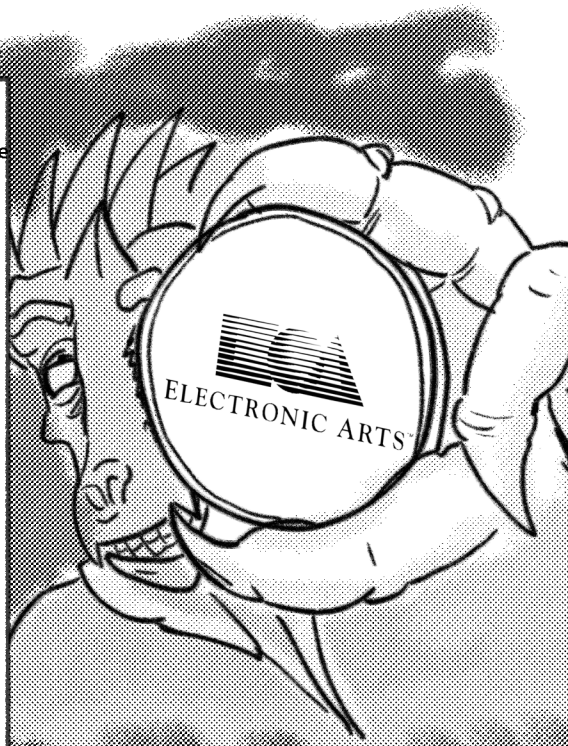
In the beginning, the group was as much idealistic as they were capitalistic.

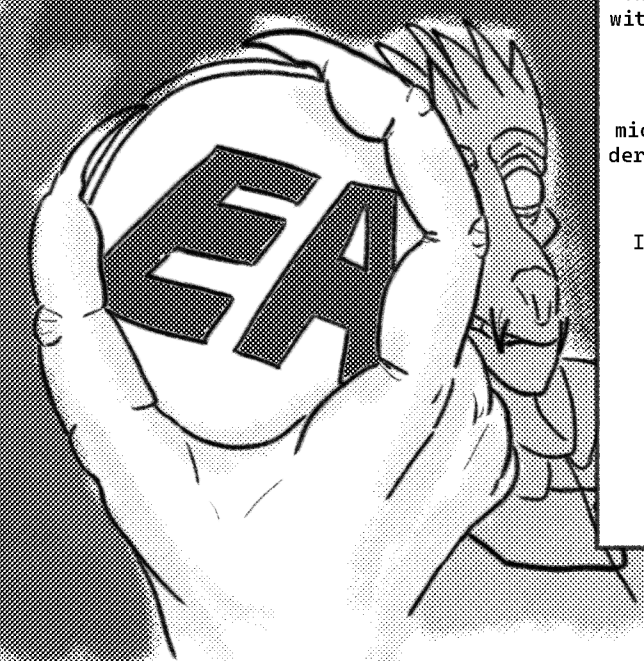
A place for artists, it's right in the name.

Made up of refugees from other abusive studios or having shown promise,
this publisher would many beloved classics for decades, even at their lowest.

Our game, and 5 others, would be the opening salvo to a powerhouse of a game publisher.

I bring them up now, to illustrate how much things have changed.





The publisher is now associated with some of the worst capitalism itself can offer.[5]

We all think about microtransactions, overwork, and derivative titles at mere mention of their name today.

In the 2025 videogame industry layoff bloodbath,

they rank 4th highest in the amount of people they've fired ... so far.

But, in this story,

it started with other intentions in mind.

Now ...
Game-Dev at this time is very tricky
If you ever opened Unity and thought that was hard ...
... Games in this era were almost always written in some form of Assembler
"Asset Management"
You know, writing sprites to the screen and music to the speakers?
None of that existed at the time.
Pixels were hand entered, by typing Assembler code
Same for Music, sound, and animations
It is in this way that simple games by modern standards could easily take a year or more to make.
The technology to do anything was being invented on the spot.
GRAPHICS MODE INSTRUCTIONS
COARSE SCROLL
$09
#31
40 bytes
DISPLAY AREA
SCREEN MEMORY
9

Trip and Dan agreed that they would make a spiritual remake to another of Dan's titles: "Cartels and Cuthroats".

But this time

There will be aliens,

And graphics

And direct competition,

and even music[6]

Ozarksoft, Dan's studio, would handle the Atari version

The team, sans Dan and Bill, would port later to the Commodore 64

Roy Glover (uncredited)[7]
Musician, Sound

Bill Bunten
Designer, Tester

Dan Bunten
Team-Lead, designer, programmer

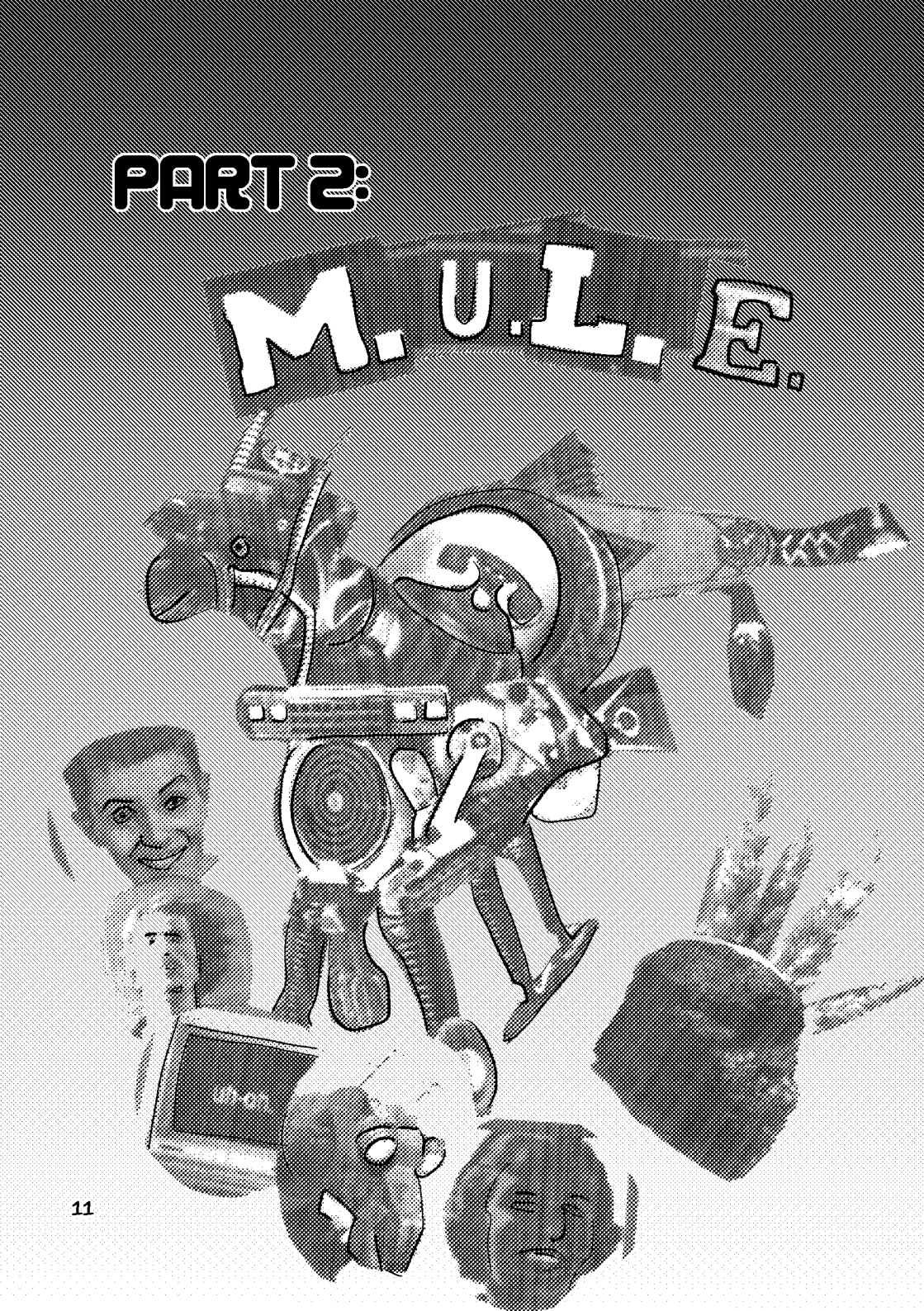
Jim Rushing
Programmer, Producer

Alan Watson
Programmer, Artist, Designer

The game would be known as…

PART 2:

M.U.L.E.



Electronic Arts wanted to sell rockstars.

A few months before, they released a famous magazine ad.

The "**We See Farther**" Ad

There is a good chance that your favorite game designer has this on their wall somewhere

It promoted their designers like musicians photographed like rockstars, by a rockstar photographer.

WE SEE FARTHER

ELECTRONIC ARTS

The rocker angle didn't stop at the marketing either!

The games were sold in Vinyl-Record style Gatefolds,

which would fit with your album collection perfectly.

The inside of the album contains flavor text to set the scene

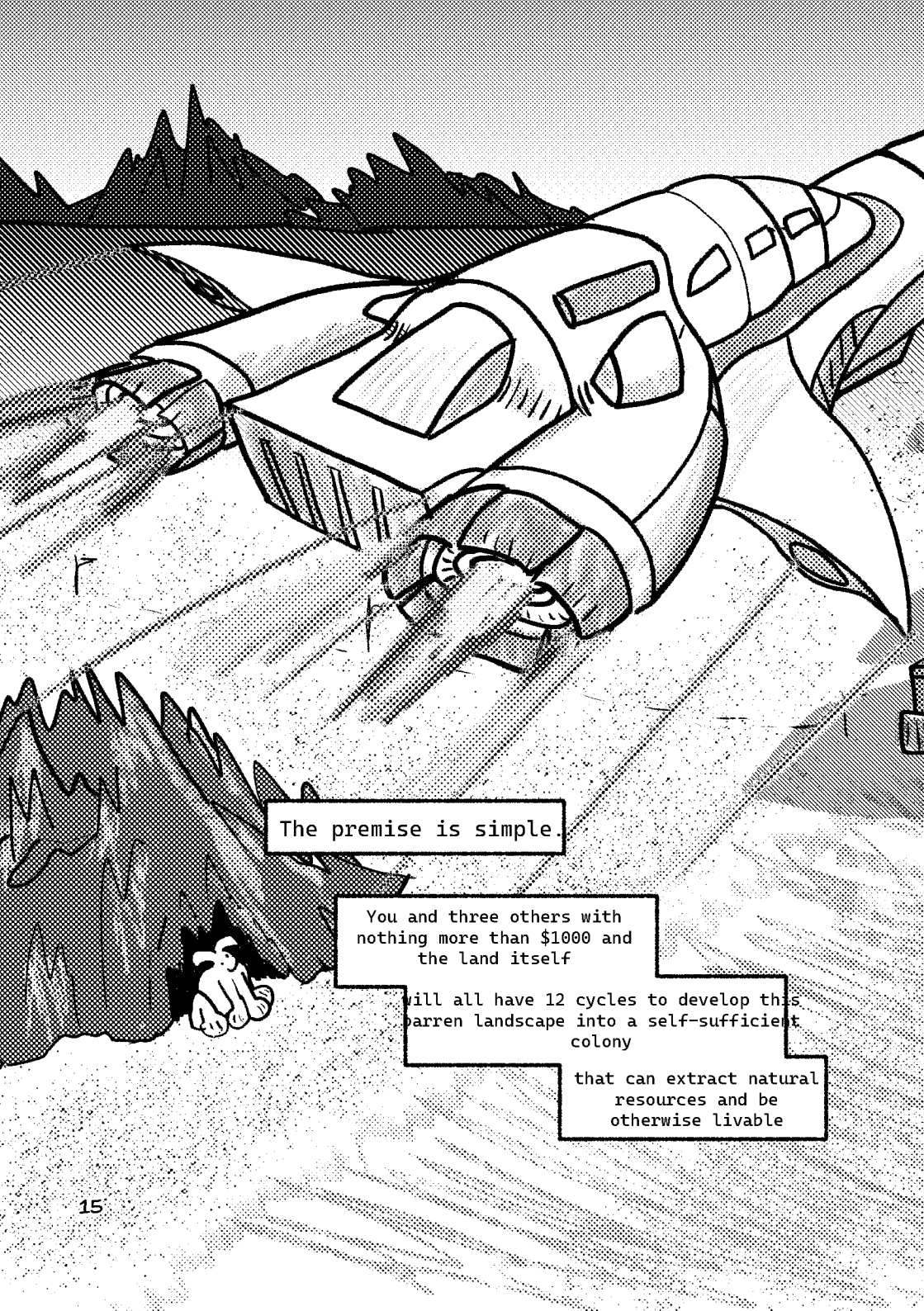
an instruction manual

and the game disk itself.

The gatefold also contained another black and white portrait of the dev-team and a little interview[8]

The text inside the inner cover paints a hell of a picture:
“YOU HATE HIM, YOU NEED HIM…
It was the unexpected stuff,
however,
that made a M.U.L.E. a M.U.L.E.”
“He was born- if you can call it that, in the Pacific Northwest.
A major defense contractor had gone out of its way to get the job and they were stoked”
“ … Costs ran over. Senators Screamed…
When the dust had cleared, the job was finished by a restaurant supply firm,
a maker of pre-school furniture,
and the manufacturers of a popular electric toaster.”
"It shows"
“But you got a planet to settle… and he’s all you got.”
“Good luck, you’ll need it”
M. U. L. E.
EXPLOITATION

The ideal way to experience MULE is to get four players together at your house.[9]
Have them bring their 2600 controllers, the Atari 800 can take up to 4.
Not a big deal if you can't, there are AI players but they are… predictable.
Put the disk in, turn the computer on, and this game is not hard to explain as it goes.
Choose the number of present players
Choose you species
And away
YOU
14


The premise is simple.
You and three others with nothing more than $1000 and the land itself
will all have 12 cycles to develop this barren landscape into a self-sufficient colony
that can extract natural resources and be otherwise livable

CRAZY EDS SOLA
MINE
MULE
But merely livable is not your goal
You want to own this town

With your money, you can buy land, and M.U.L.E.s.

M.U.L.E.s can be planted on plots of land after being fitted with special equipment

Multi Use Labor Elements

MULEs can extract one of four resources from

FOOD

You consume food every turn from your reserves. Deficiencies shorten your turn timer. The riverbed is good for food farming. Food decays in storage.

POWER

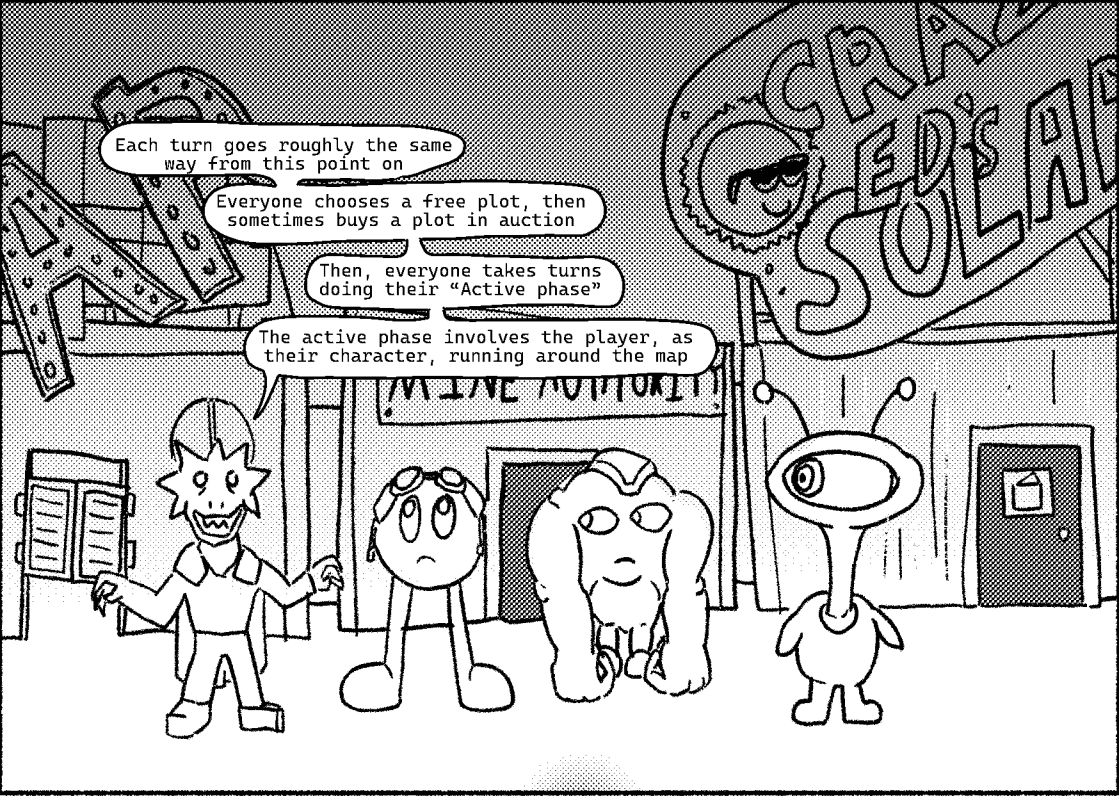
MULEs consume power every turn from your reserves. Deficiencies will randomly turn MULEs off. Power decays in storage.

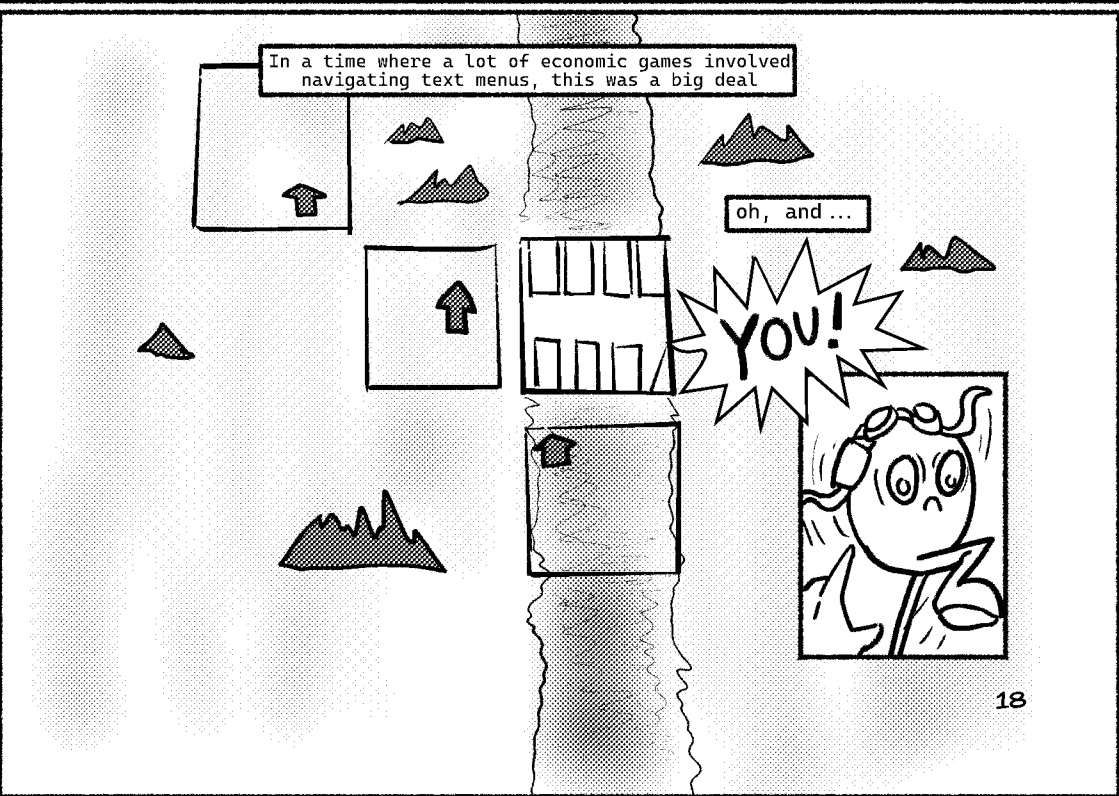
SMITHORE

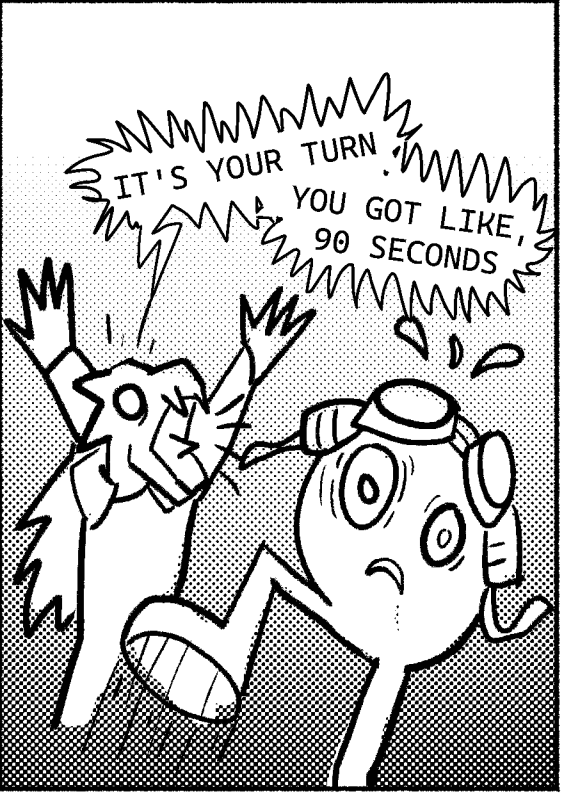
The shop uses smithore to create MULEs. Mountains are good for Smithore mining.

CRYSTALITE

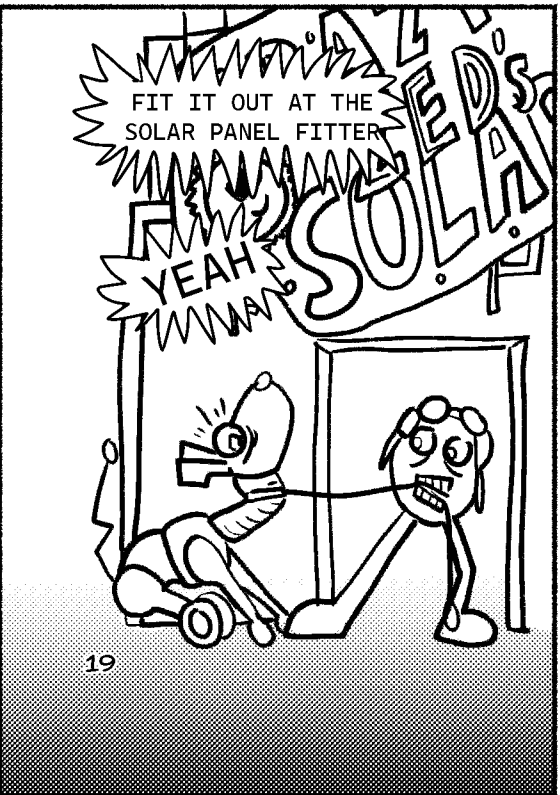
Tournament mode only. A cash ore. Nobody knows where Crystalite might be.

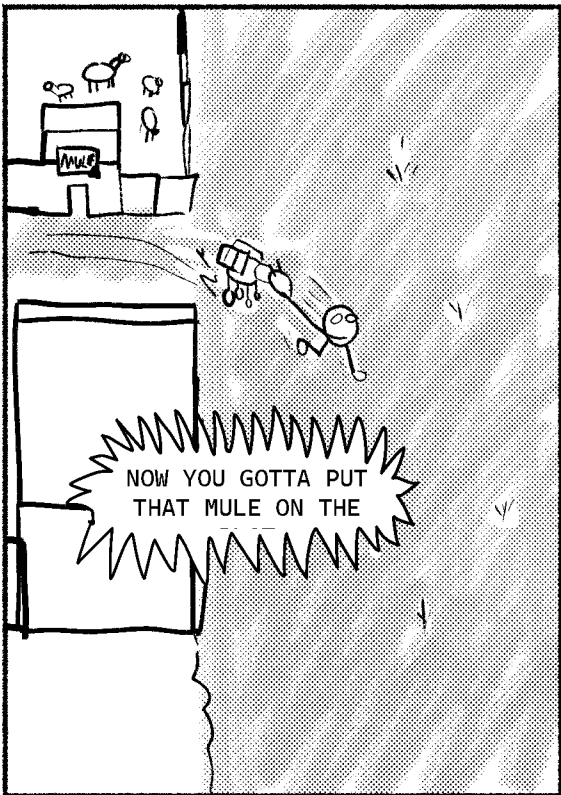

Each turn goes roughly the same way from this point on
Everyone chooses a free plot, then sometimes buys a plot in auction
Then, everyone takes turns doing their "Active phase"
The active phase involves the player, as their character, running around the map

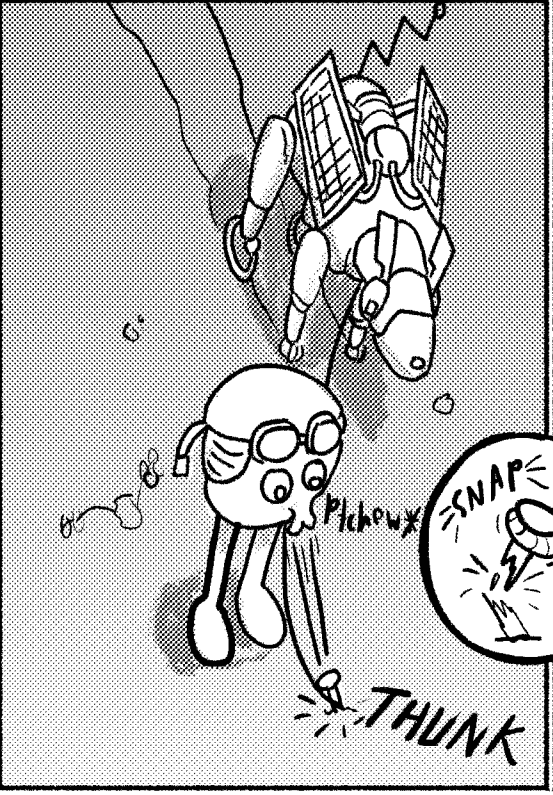

In a time where a lot of economic games involved navigating text menus, this was a big deal
oh, and ...
YOU!

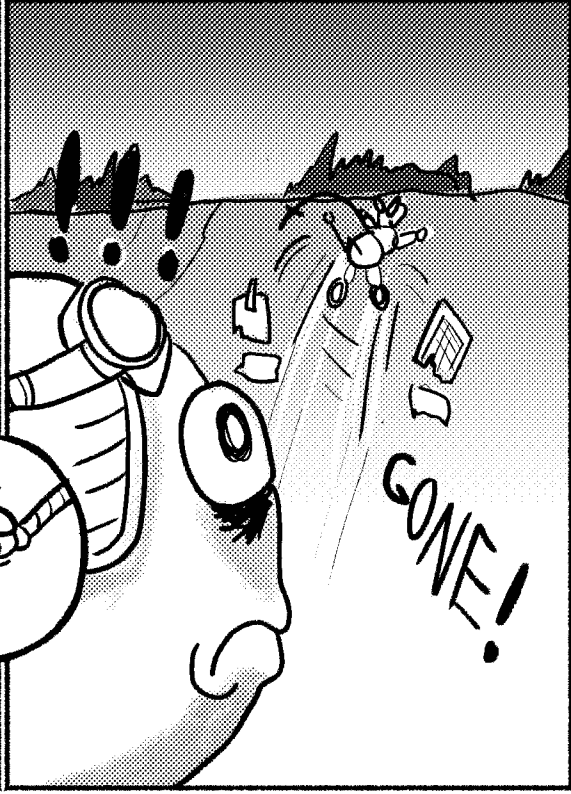

IT'S YOUR TURN.
YOU GOT LIKE, 90 SECONDS

THATS RIGHT
BUY A MULE
$200

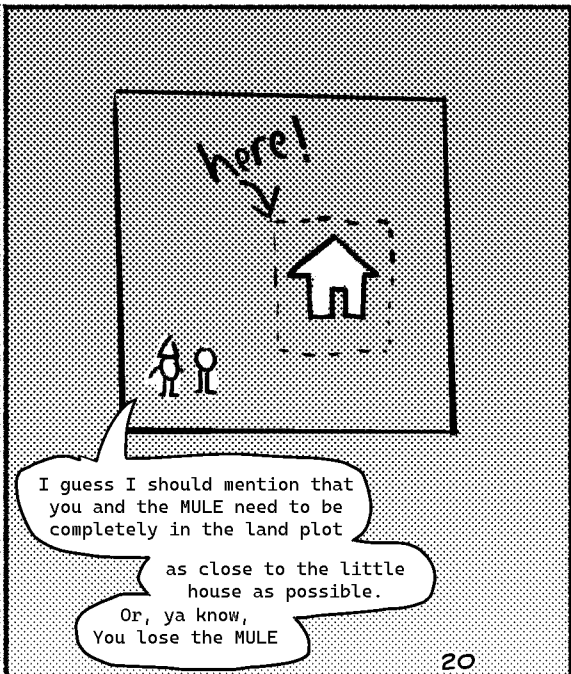

FIT IT OUT AT THE SOLAR PANEL FITTER
YEAH
SOLAR

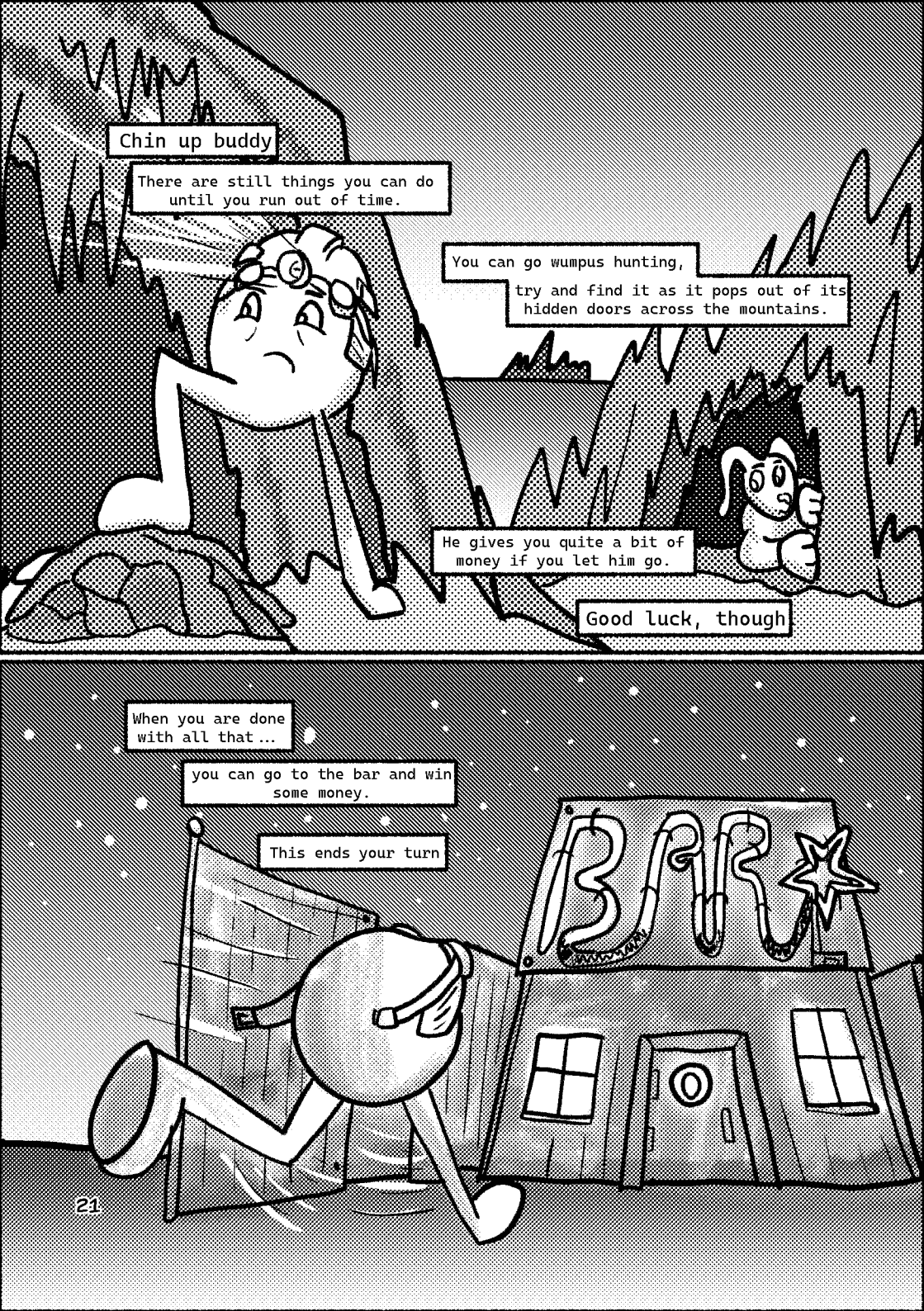

MULE
NOW YOU GOTTA PUT THAT MULE ON THE

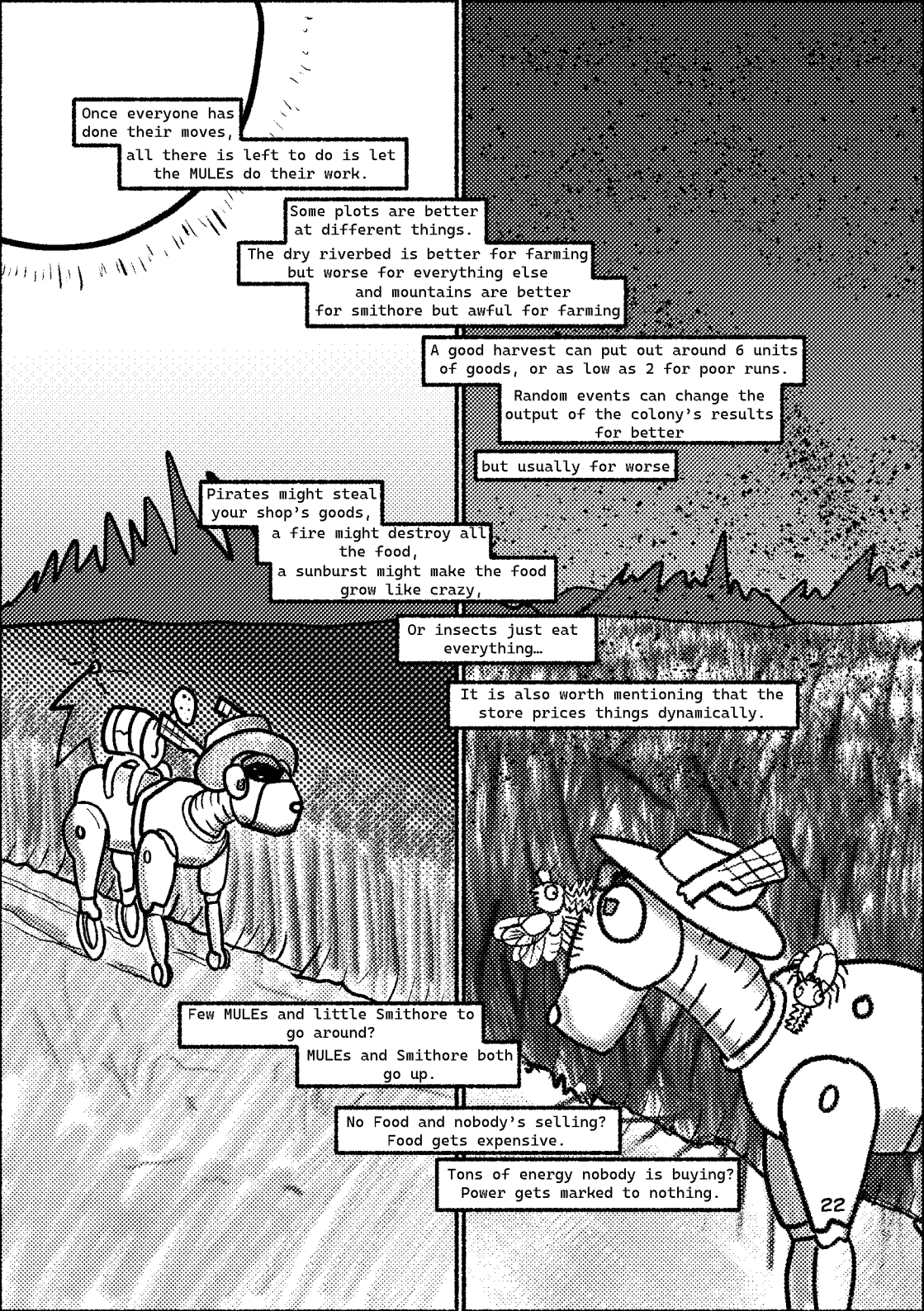

Pkhow*
SNAP
THUNK

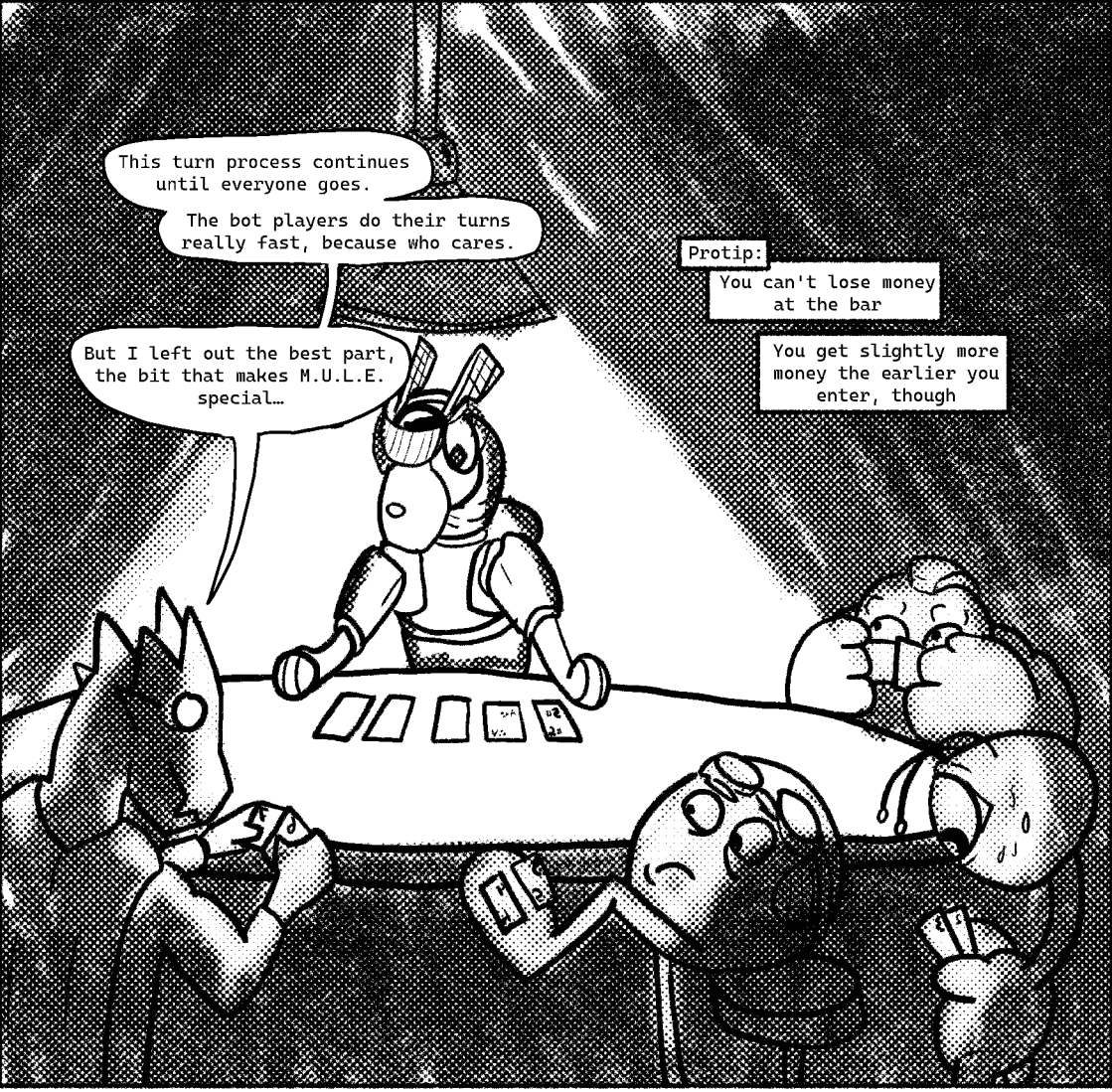

!!!
GONE!

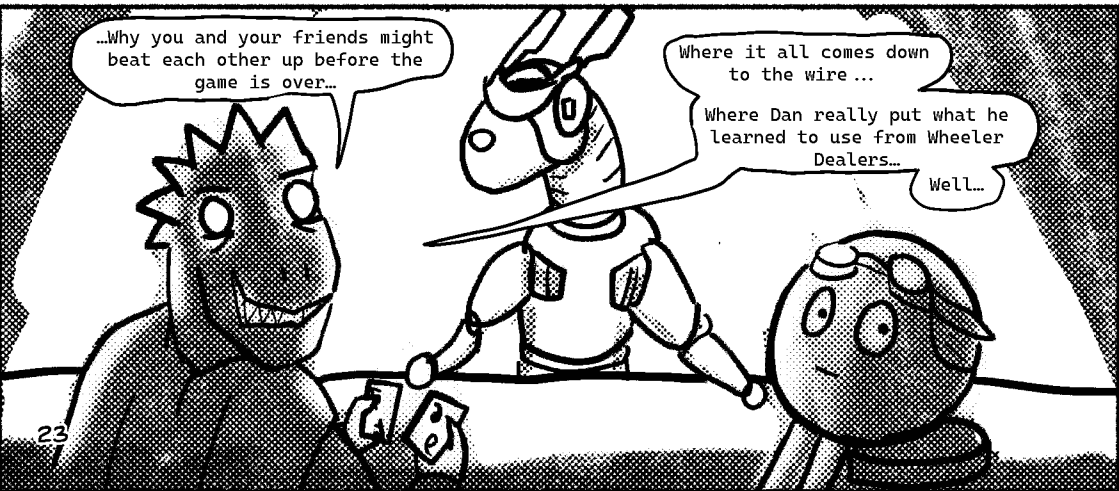
Ouch.
That's $200 you aren't getting back.


here!
I guess I should mention that you and the MULE need to be completely in the land plot
as close to the little house as possible.
Or, ya know, You lose the MULE


Chin up buddy
There are still things you can do until you run out of time.
You can go wumpus hunting,
try and find it as it pops out of its hidden doors across the mountains.
He gives you quite a bit of money if you let him go.
Good luck, though
When you are done with all that...
you can go to the bar and win some money.
This ends your turn
BAR


Once everyone has done their moves,
all there is left to do is let the MULEs do their work.
Some plots are better at different things.
The dry riverbed is better for farming but worse for everything else and mountains are better for smithore but awful for farming
A good harvest can put out around 6 units of goods, or as low as 2 for poor runs.
Random events can change the output of the colony's results for better
but usually for worse
Pirates might steal your shop's goods,
a fire might destroy all the food,
a sunburst might make the food grow like crazy,
Or insects just eat everything…
It is also worth mentioning that the store prices things dynamically.
Few MULEs and little Smithore to go around?
MULEs and Smithore both go up.
No Food and nobody's selling?
Food gets expensive.
Tons of energy nobody is buying?
Power gets marked to nothing.


This turn process continues until everyone goes.
The bot players do their turns really fast, because who cares.
But I left out the best part, the bit that makes M.U.L.E. special…
Protip:
You can't lose money at the bar
You get slightly more money the earlier you enter, though


…Why you and your friends might beat each other up before the game is over…
Where it all comes down to the wire…
Where Dan really put what he learned to use from Wheeler Dealers…
Well…

PART 2
SECTION 2

THE AUCTION

Auctions are extremely interesting.[1]

Instead of looking for a buyer for your item, or someone selling something you want, auctions structures the search

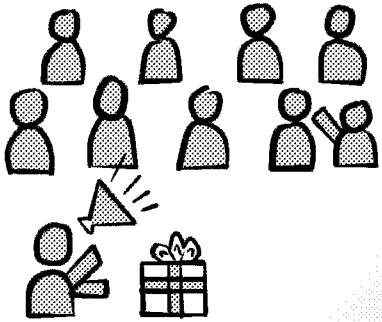
An auction brings lots of interested buyers and sellers together and adjusts the price until the two parties can agree.

Because there are so many parties involved,

and time is also a currency,

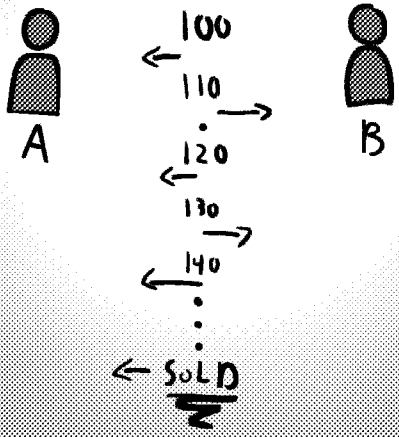
there are specific formats of communicating price and intent.

There are a lot of ways to do this.



The most famous format is the English Auction, where an auctioneer calls out a price and bidders can claim it.

If claimed, the price jumps an interval and someone else may claim that price.

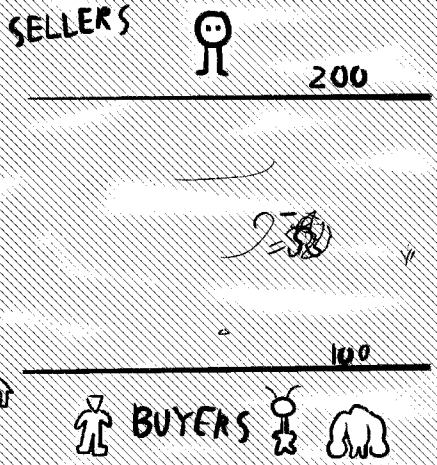


If that price is not claimed after a certain time interval, the last bid is locked in.

MULE is… none of these[12]

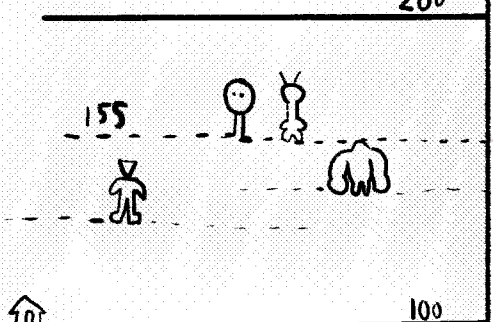
MULE uses a real time, positional Auction system to declare intent, prices, and raises.

Sellers stand at the top of the floor, buyers stand at the bottom. Where they stand represents the price:



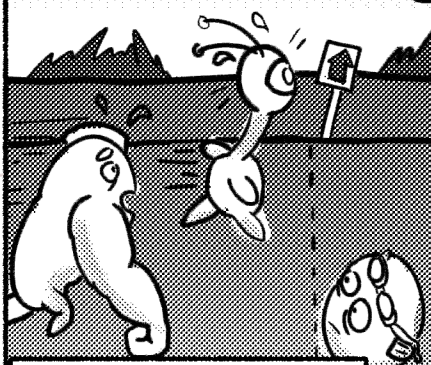
The top of the screen is the store's selling price, and bottom is the store's buying price.

A seller can run against the bottom to lower the price to undercut the store, and a buyer can run up to outbid the store.



When a buyer and seller meet, they initiate trading at the met price, 1 unit at a time.

If you want to buy a good for less than what the store is offering, you'll need to RUN

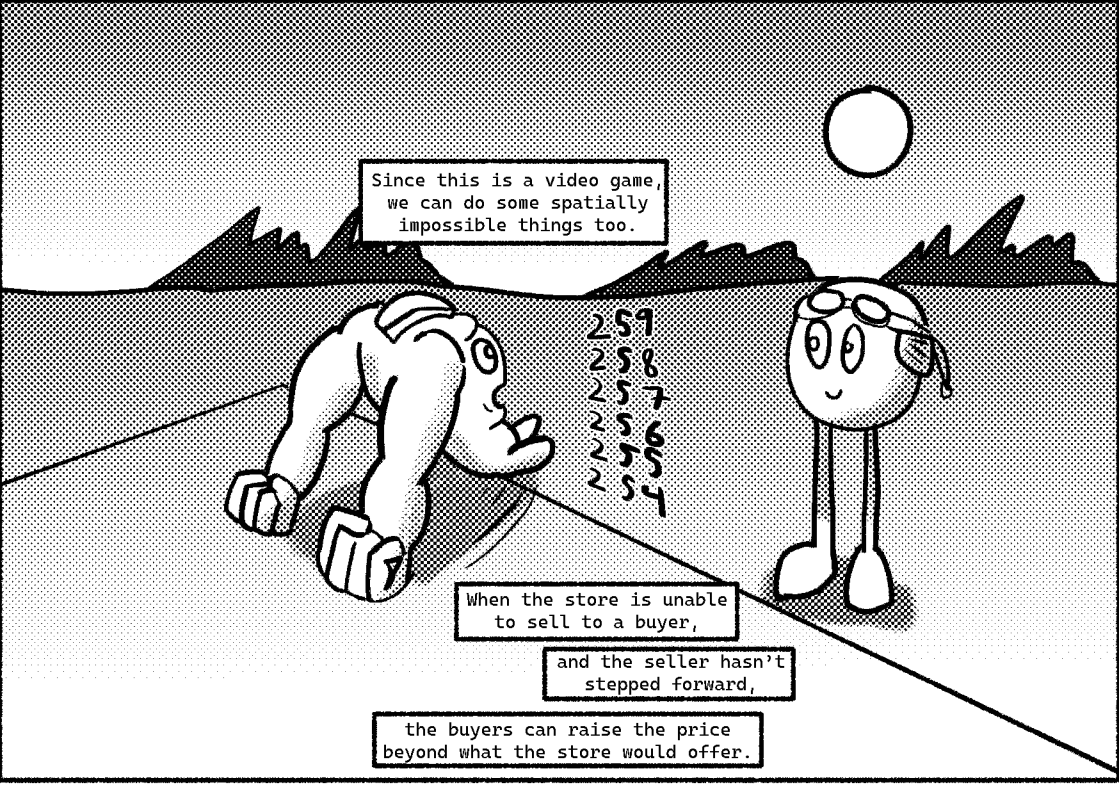


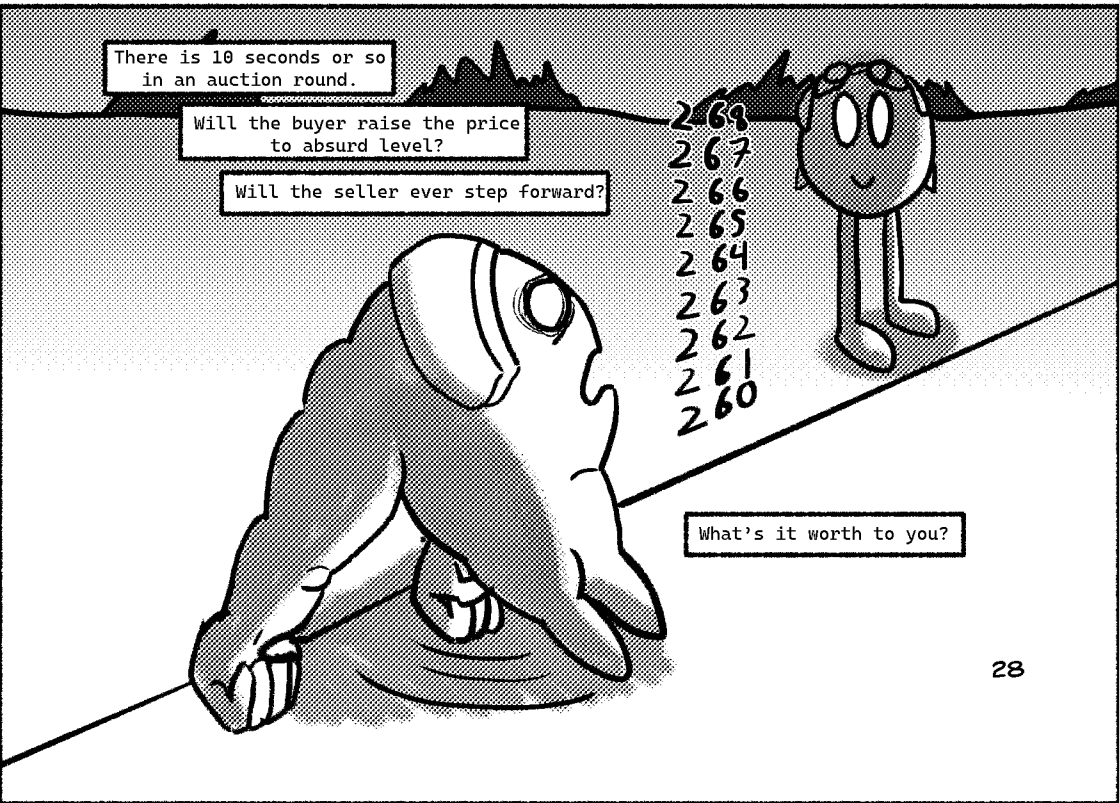
If you want to sell before your rival, you'll need to RUN

But positional auctioneering also allows for some…

…dance moves.

For starters, unlike other auctions, you can cancel your bid if you're fast enough.
A little legwork could trick a person into paying a price they might not have anticipated.
Or… if you are feeling spicy, you can declare yourself as a buyer.
Buy everyone's stock.
Keep the store empty.
Not only will you have all the food or whatever next round,
(if they weren't producing their own, the fools)
the dynamic pricing for the store will rise due to lack of supply!
Nice!

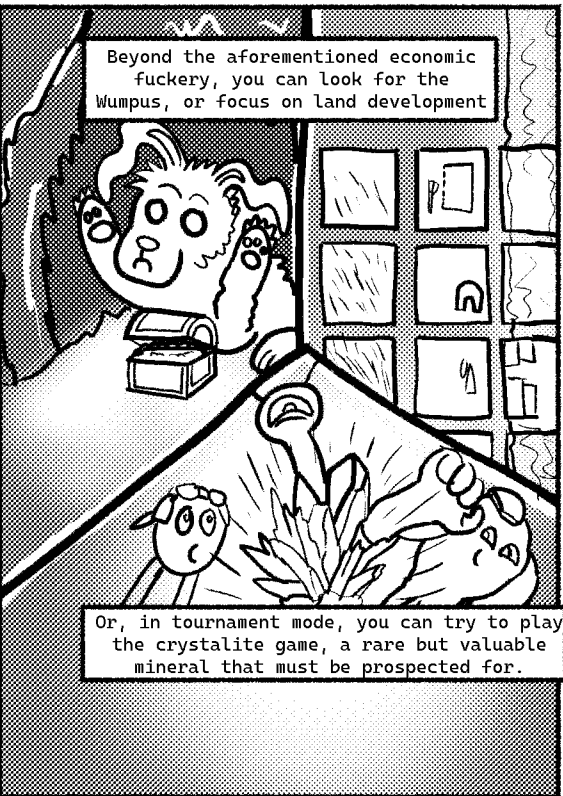

Since this is a video game, we can do some spatially impossible things too.
259
258
257
256
255
254
When the store is unable to sell to a buyer,
and the seller hasn't stepped forward,
the buyers can raise the price beyond what the store would offer.


There is 10 seconds or so in an auction round.
Will the buyer raise the price to absurd level?
Will the seller ever step forward?
269
267
266
265
264
263
262
261
260
What's it worth to you?

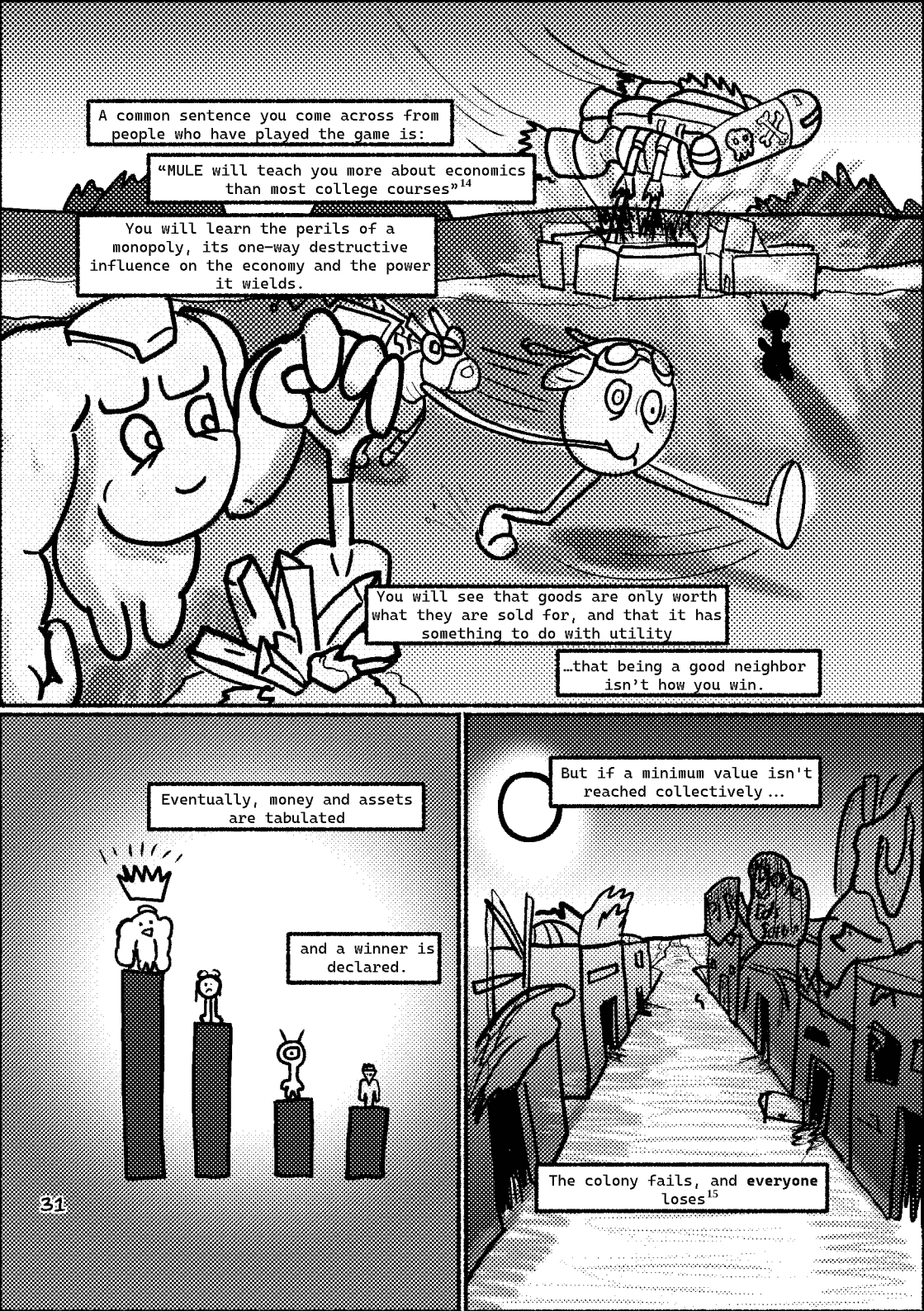
MULE
In fact, there is a lot of evil shit you get up to in order to prep for auctions.
For example: MULE's take smithore to make.
The store price is based off of how many MULEs and smithore availability.
Less MULEs, Smithore gets used up, MULEs and smithore go up in price.
MULE
MULE
Amazing

This doesn't even begin to touch on the fact that you can talk to other play-
OPPEEERRRAAATTOOORRRR.
YOU'RE GONNA SELL ME FOOD AT A LOW PRICCCEE.
...KAAYYY

You are able, nay, encouraged to come to backroom deals.
If both of you press your button at the beginning of the auction, everyone else is locked out of the bidding.
"Collusion mode", it is called.[13]


Beyond the aforementioned economic fuckery, you can look for the Wumpus, or focus on land development
Or, in tournament mode, you can try to play the crystalite game, a rare but valuable mineral that must be prospected for.

But, uh, temper your roll a bit.
The people you're fucking over are probably within arms reach.
And probably know where you sleep ...


A common sentence you come across from people who have played the game is:
“MULE will teach you more about economics than most college courses”[14]
You will learn the perils of a monopoly, its one-way destructive influence on the economy and the power it wields.
You will see that goods are only worth what they are sold for, and that it has something to do with utility
…that being a good neighbor isn’t how you win.
Eventually, money and assets are tabulated
and a winner is declared.
But if a minimum value isn't reached collectively…
The colony fails, and **everyone** loses[15]

PART 3:

MULE was released in 1983 for the Atari 8-bit platforms and ported to the Commodore 64.

Its sales numbers were… so so.

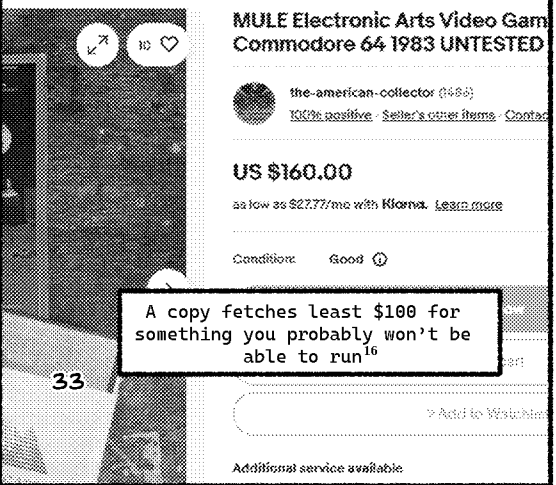
The Atari 8-bit machines were old news by then, already supplanted by newer models

Dani would later go on to say in an interview:

"Actually, given some caveats, it didn't do all that badly. It sold 30,000 copies, and for a game whose home platform—the Atari 800—went out of production just months after its release, that ain't bad.

Also, although we ported it to the C64 it had a very poor solo capability but still sold good numbers there too."

The original printing of the game is fairly rare and fairly expensive

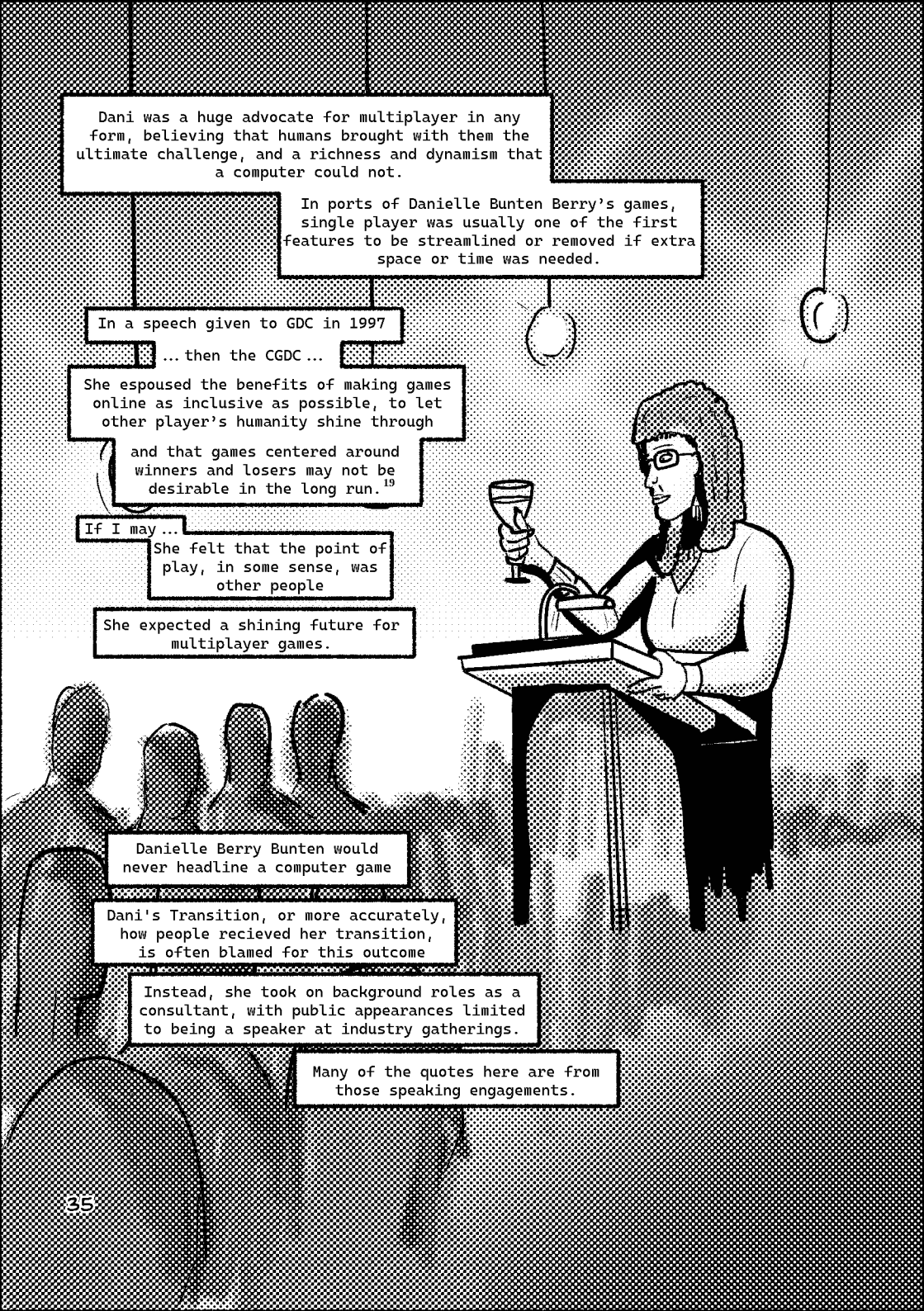


A copy fetches least $100 for something you probably won't be able to run[16]

Despite being name-dropped by the likes of Will Wright and Shigeru Miyamoto, it is estimated that 10 copies were pirated for every 1 sold.

Ozarksoft's later game, "Seven Cities of Gold", would sell 5 times as many copies.

If the previous page didn't tip you off...
In 1992, after 3 kids and 3 failed marriages, Dan Bunten transitioned into Daniele Berry.
For various reasons, both personal and professional, Danni refers to herself in an "era appropriate" gender and name
Him/Dan before, and her/Dani after/present/neutral, with the appropriate name to match.
I've tried to maintain that convention, though it does lead to some interesting pronoun switching.[17]
Dan Bunten, immediately after Seven Cities of Gold, would assist on a number of titles for EA, including the first networked commercial strategy game, Modem Wars.[18]
Released in 1988, it beat Westwood's Dune II to the punch of multiplayer RTS by five years.
MODEM WARS
Dan Bunten would bounce around EA for a few years, until moving to MicroProse: famed developer of simulator titles such as:
Sid Mier's Civilization,
Carrier Command,
and X-Com: UFO Defense.
There he would release a spirtual remake of Modem Wars: Global Conquest.
GLOBAL CONQUEST
34


Dani was a huge advocate for multiplayer in any form, believing that humans brought with them the ultimate challenge, and a richness and dynamism that a computer could not.
In ports of Danielle Bunten Berry's games, single player was usually one of the first features to be streamlined or removed if extra space or time was needed.
In a speech given to GDC in 1997
... then the CGDC ...
She espoused the benefits of making games online as inclusive as possible, to let other player's humanity shine through
and that games centered around winners and losers may not be desirable in the long run.[19]
If I may ...
She felt that the point of play, in some sense, was other people
She expected a shining future for multiplayer games.
Danielle Berry Bunten would never headline a computer game
Dani's Transition, or more accurately, how people recieved her transition, is often blamed for this outcome
Instead, she took on background roles as a consultant, with public appearances limited to being a speaker at industry gatherings.
Many of the quotes here are from those speaking engagements.

This fact was not lost on Dani.
“I had a sex-change November '92 and sort of got into other parts of my life. However, I never actually left the business…
…So, I'm a little more than three years into my new life role as Ms. Danielle Berry, and her career looks to be somewhat different from old Mr. Dan Bunten's.”
As for MULE…
It tends to get ported every 15 years or so. It notably got a NES edition in 93 and an internet edition in 2009.
It was supposed to get a Sega Genesis edition, but was reportedly canceled due to Danny “refusing to add Guns and Bombs”.[20]
To this day, the remains of Ozarksoftscapes owns the rights to MULE
Alan Watson and Jim Rushing are still at EA, at time of writing
The rest of the team are still around, on their own adventures
36

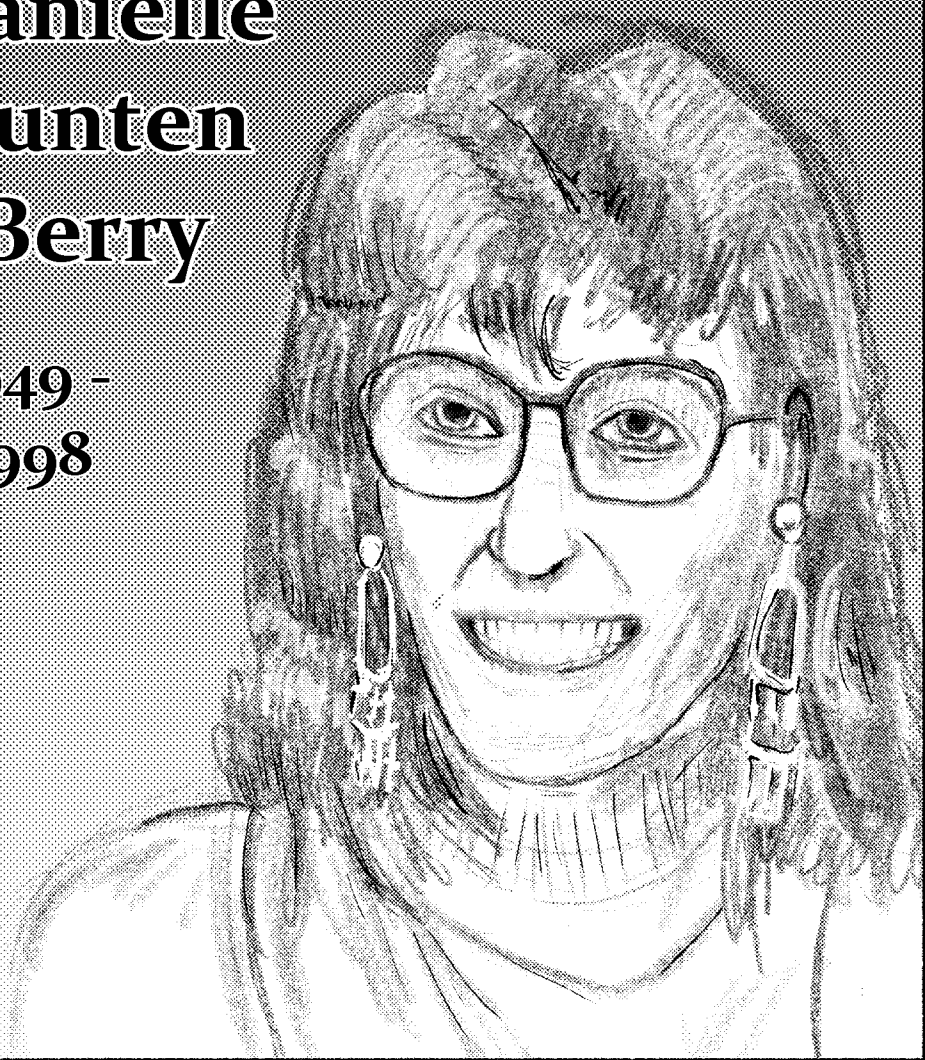
Danielle Bunten Berry passed away from lung cancer in July of 1998.

She leaves behind three kids.

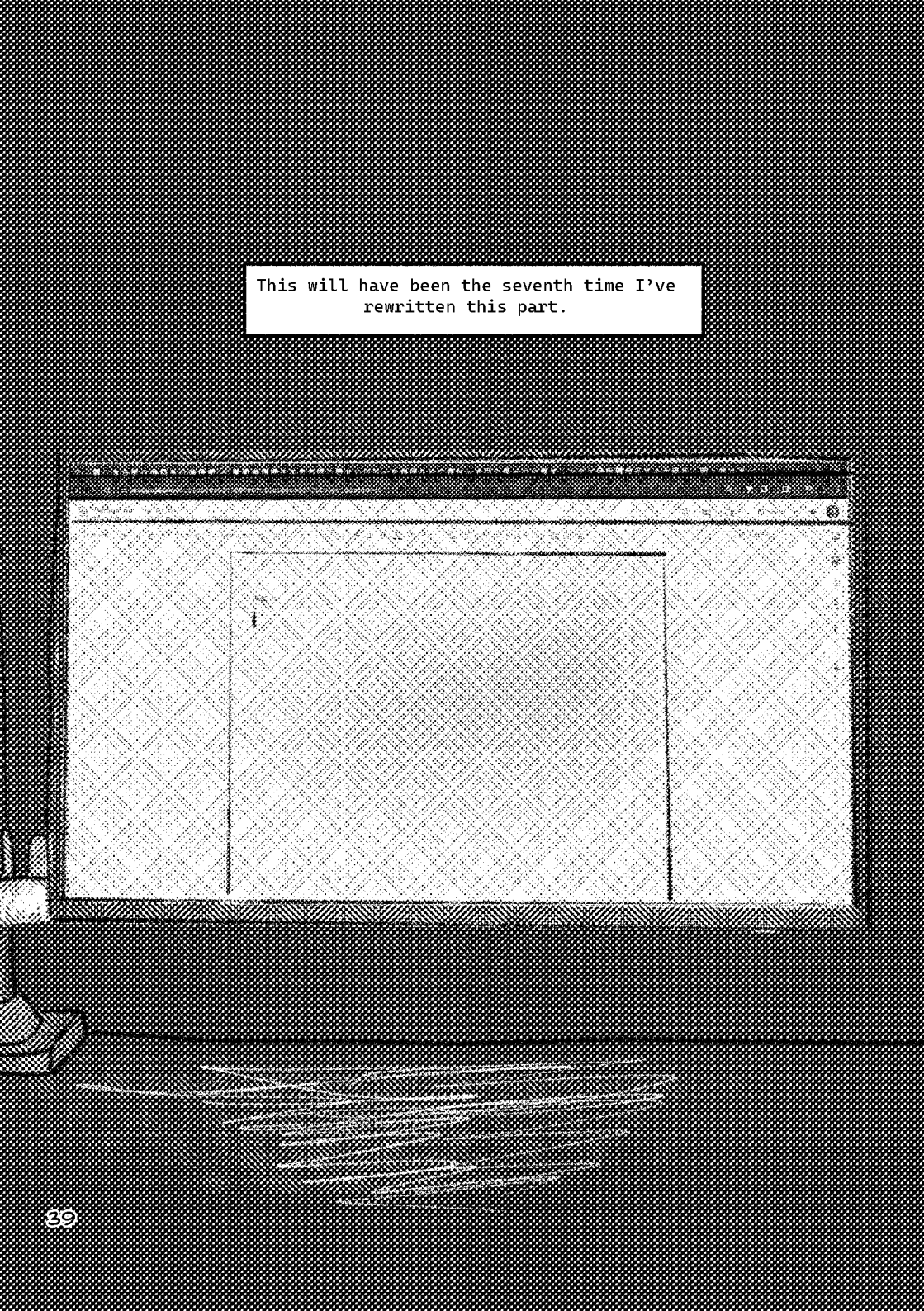
She was just 49 years old.

Danielle Bunten Berry

1949 - 1998



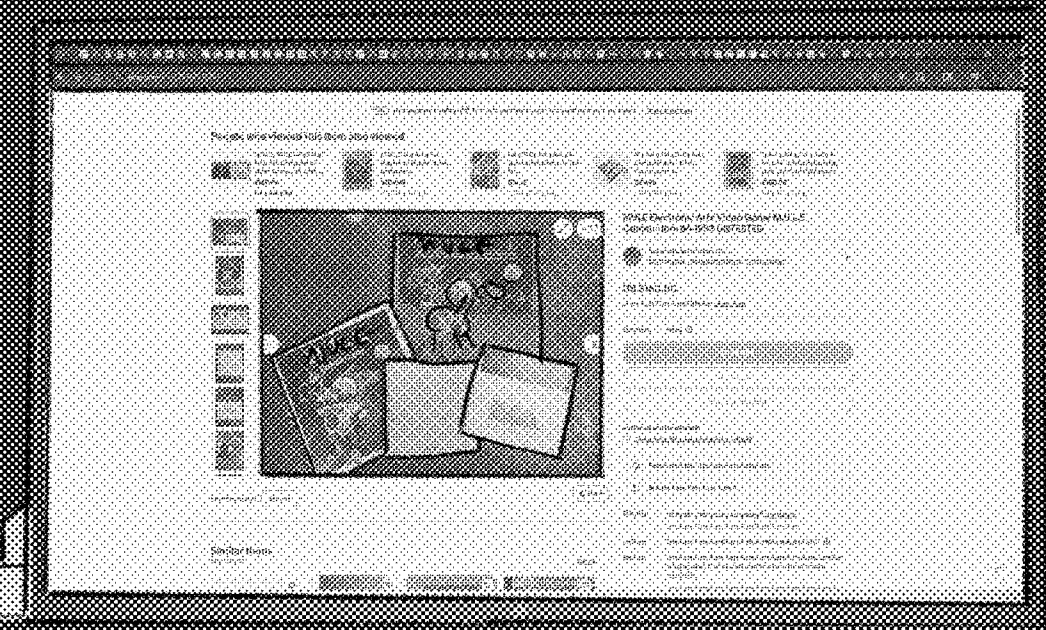
PART 4:


This will have been the seventh time I've rewritten this part.

This project was supposed to be quick, to be simple.

“Look at this game I know about that you should too!”

But as with the hazard of research projects, you learn more than you anticipate.

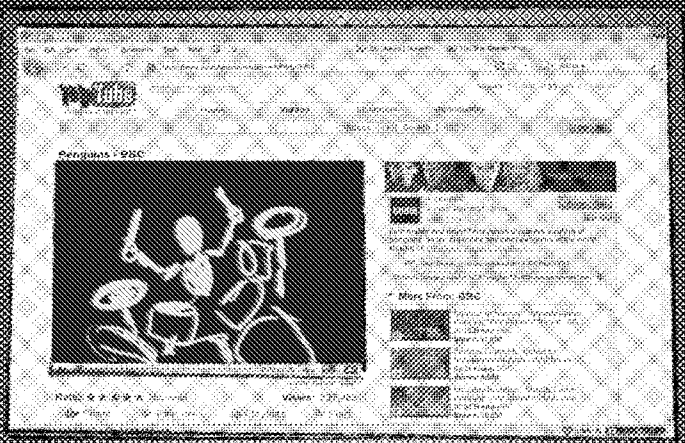


For everything I learned, I became slowly overwhelmed with the small little stories I didn't have room to tell
But I also slowly lost sight of why I even bothered to do this exercise at all
And each rewrite failed to capture what I was feeling
It is now that I remember something...

When I was living in the dorms as a freshman in college, I walked into my roommate and one of his buds watching something on youtube

They were watching a man go absolute crazy on a drum-set, making a complete racket, seemingly no rhyme or reason

They were enraptured by the performance.

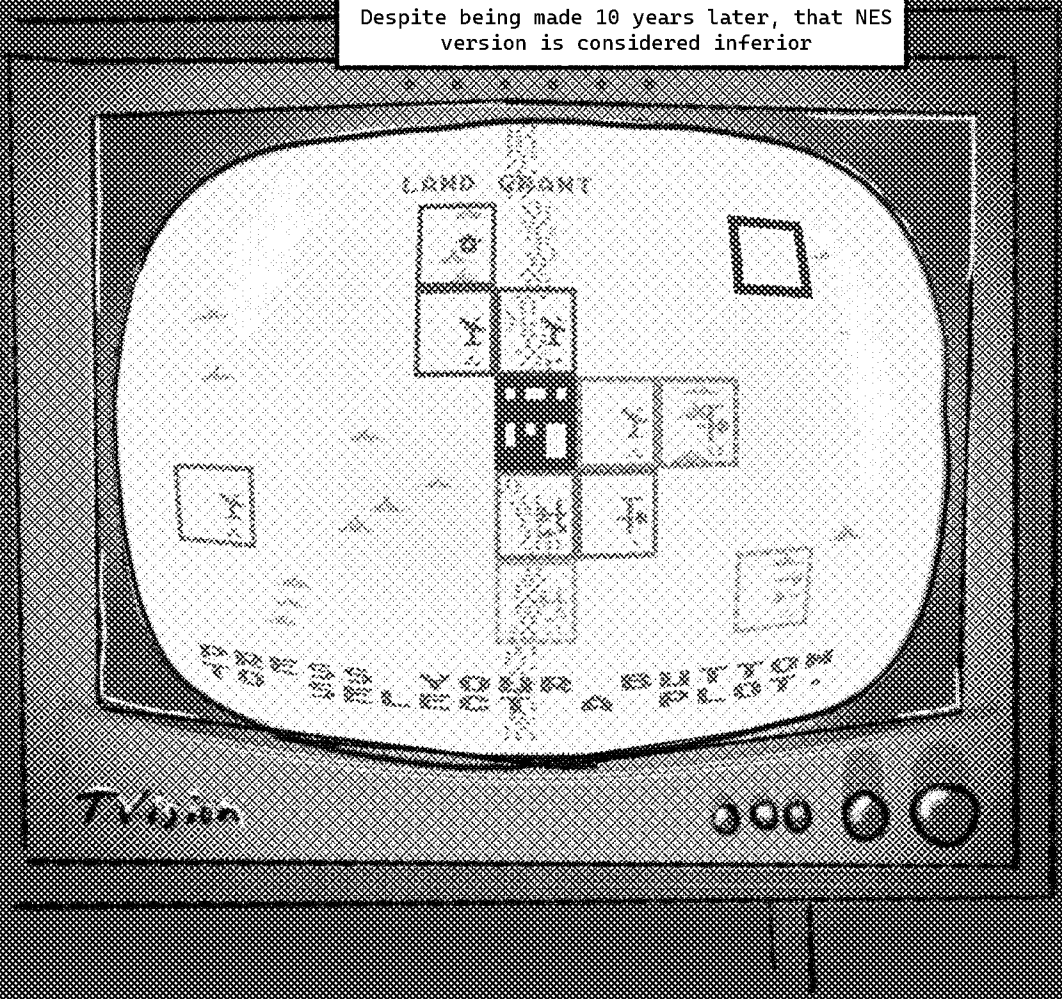


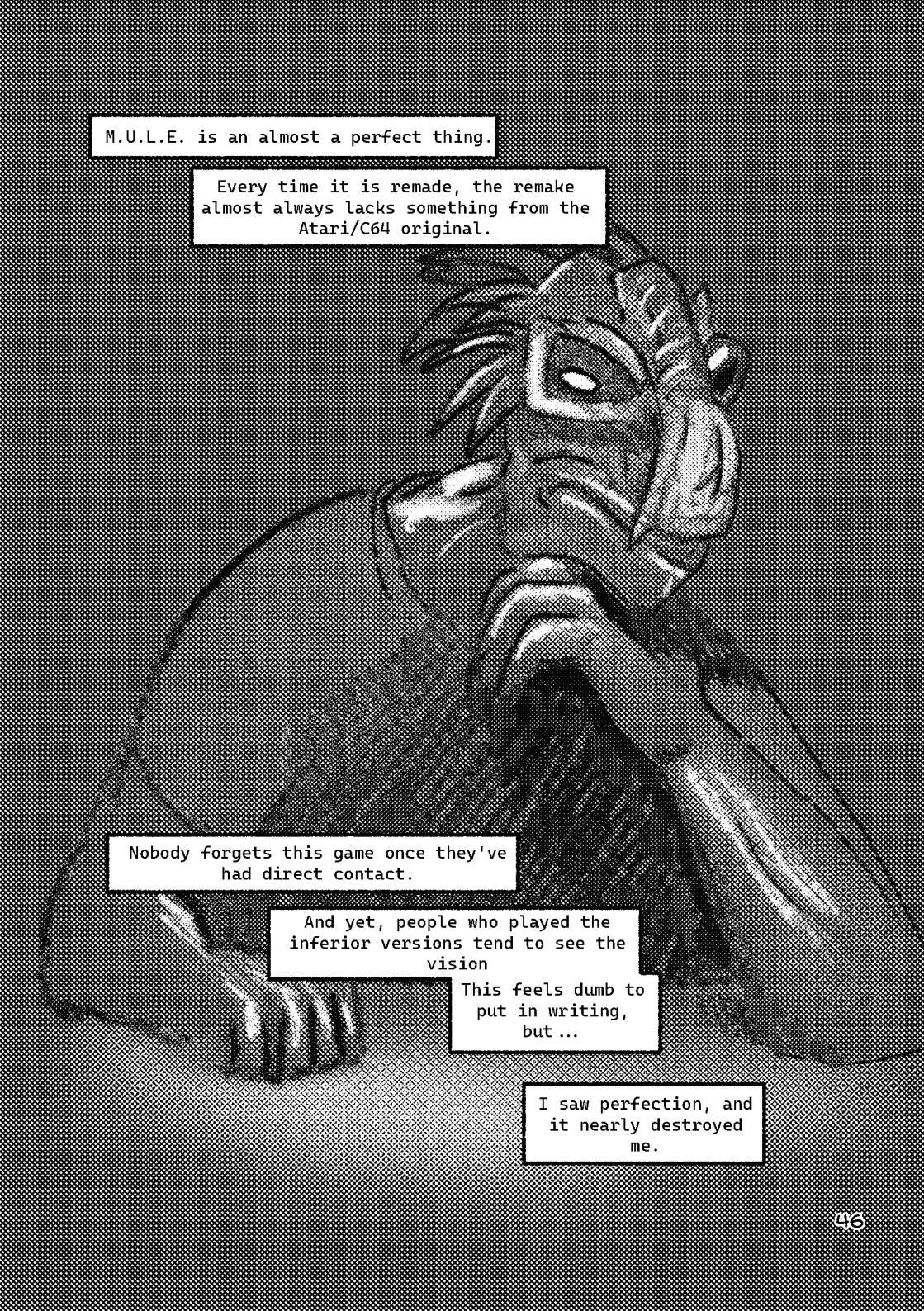
My roommate turns to look at me after minutes of this and says:
"If you are a drummer, this is extremely impressive"
This is a weirdly formative memory, more than a decade later
And now, I'm afraid I've done the exact same to you
"If you're a game designer, this is extremely impressive"

And MULE is a game that looks like THIS

By today's standards, a NES game blows it out of the water. Heck, there was a NES port.

Despite being made 10 years later, that NES version is considered inferior




M.U.L.E. is an almost a perfect thing.
Every time it is remade, the remake almost always lacks something from the Atari/C64 original.
Nobody forgets this game once they've had direct contact.
And yet, people who played the inferior versions tend to see the vision
This feels dumb to put in writing, but ...
I saw perfection, and it nearly destroyed me.

There is so much that I wanted to talk about and simply can't.

Just in rapid fire:

There is a sequel to MULE, allegedly fully formed, in a museum.

It won't be released until 2060 unless something changes.

MULE is called out all the time with those with eyes to look

The most obvious ones are in SPORE

Offworld Trading Company

Roblox

and most recently Deep Rock Galactic

Roy Glover had a very interesting and varied career, alternating between a musician, programmer, and full-out game-maker.

The sega-genesis version I mentioned is also allegedly finished, in a locked glass case in EA's headquarters.

These things, and much more, fall away now

In every re-write, one detail always survives:

I: When did you first realize that "M.U.L.E." was something special?

"I'm not sure whether "M.U.L.E." is something special or not."

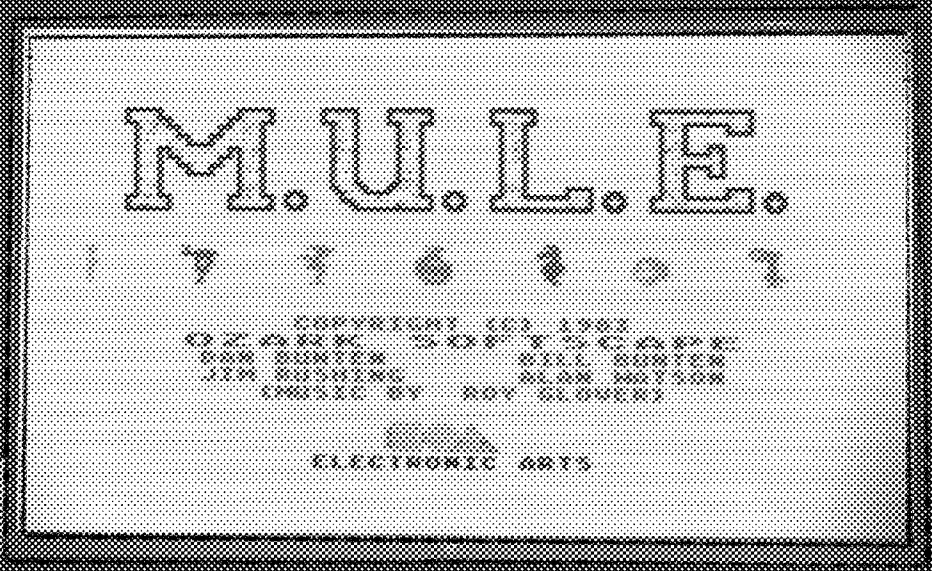
What?
Of the 9 months of development, something like 7 of those months was playtesting with local computer clubs
They saw first-hand the enthusiam their work could create
And yet ...

I kind of get it, I really do

Artists are in it for the creating, and when it's done, they aren't creating anymore

and if they stop creating, they die.

So they move on to the next thing



If you made something perfect, some part of you has to believe that it isn't.

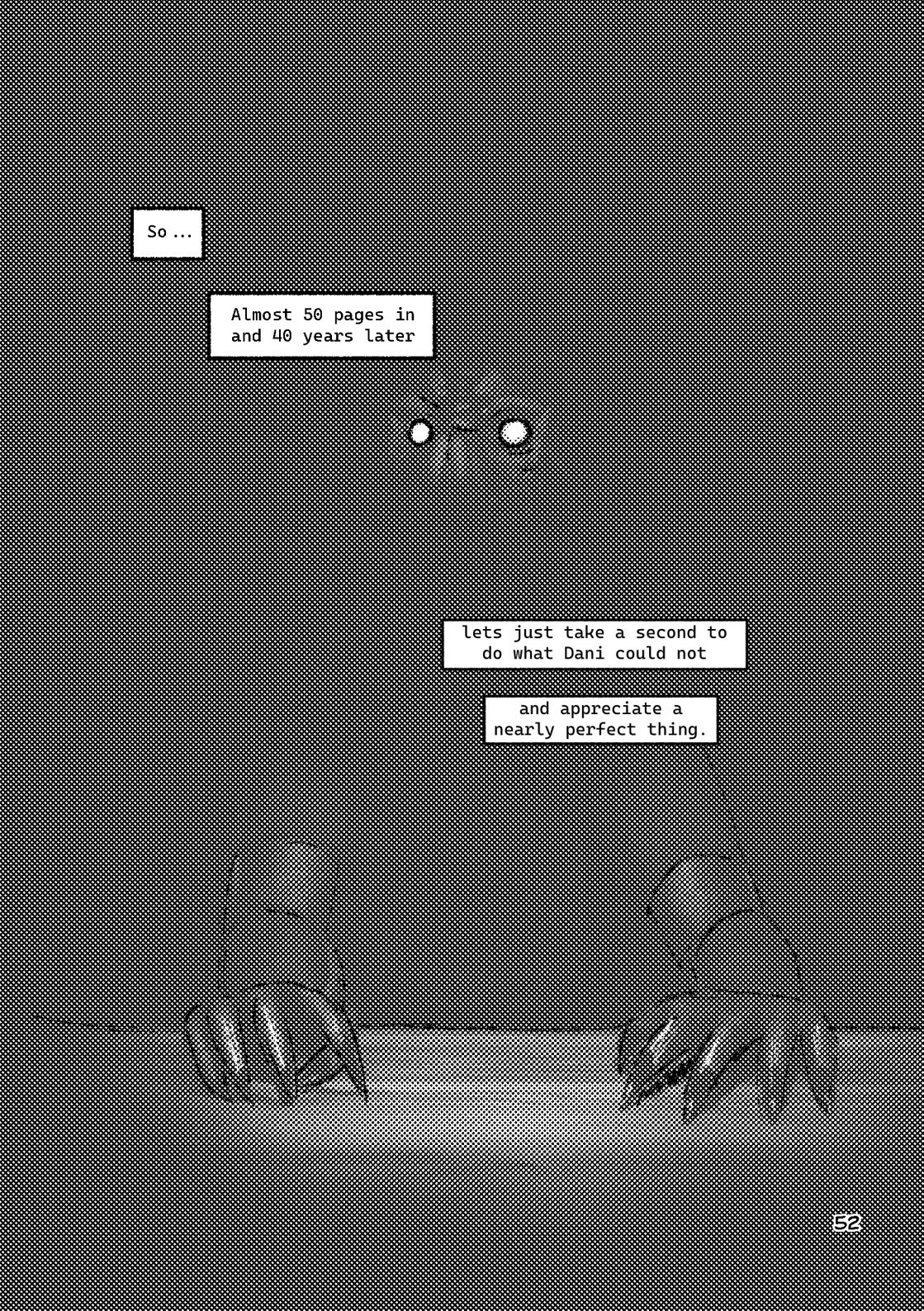
because you need to believe the next thing you make matters

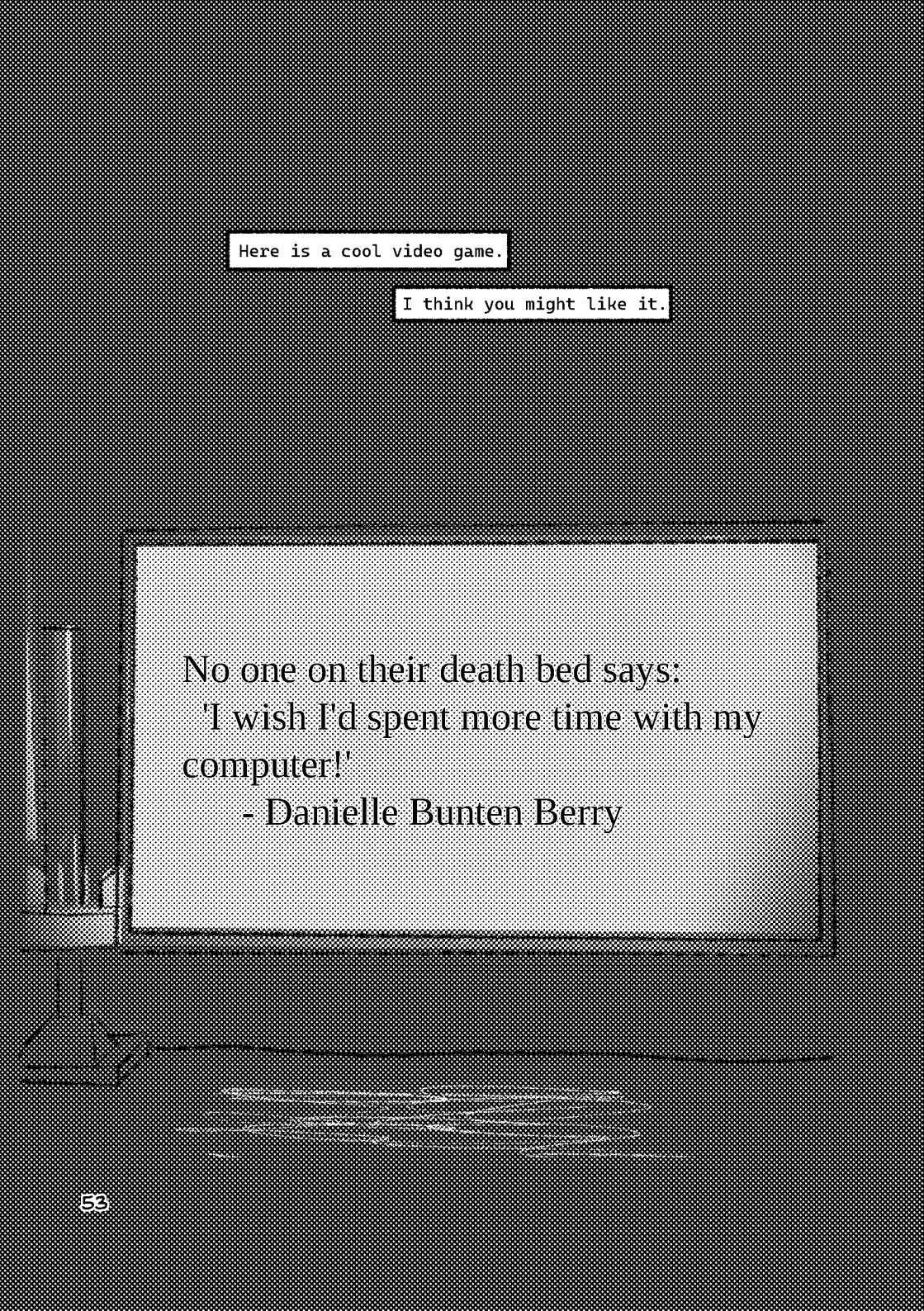
So ...

Almost 50 pages in and 40 years later

lets just take a second to do what Dani could not

and appreciate a nearly perfect thing.




Here is a cool video game.
I think you might like it.
No one on their death bed says:
'I wish I'd spent more time with my computer!'
- Danielle Bunten Berry

(Electronic Arts is) an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success.

-M.U.L.E.'s intro to Electronic Arts on the back of the box.

But wait, how does one even appreciate this thing?

How does one play M.U.L.E. in this day of age?

Well, that is a multifaceted question, and without using original hardware, you basically have three options (and an additional challenge option).

1. The Atari 400 Mini

Much like how the PSX and Super NES got mini console releases with some games built in, the Atari 400 was also given this treatment. It is a tiny version of the Atari 400, and comes with a controller. It has the ability to emulate any Atari compatible game, but more importantly, of the 25 games it comes with, it comes with M.U.L.E.

The downside, however, is that it costs $120 at time of writing.

2. Atari/C64 Emulation

This is not that hard, and comparable to console emulation, so I won't explain in detail how it works. You will need to understand a little more deeply how the computer you choose itself works, and there may be a little experimentation to get things in a way you can play with your friends, but finding images of games is not difficult.

3. M.U.L.E. Online

For $5, it is really hard to do better than this. Basically, someone went and updated MULE to have the best parts of the Atari and Commodore 64 versions, added modern controller support, added modern keyboard and mouse support, and allowed remote play with others. Except for quibbles by purists, this is probably your best way to play this game in 2025 and beyond.

4. Planet M.U.L.E.

Not for the faint of heart, this is where people who yearn to play MULE hang out to play each other online with a specialized client. You may need to cajole them in the forums to join you, but if you want to be utterly destroyed and maybe learn something in the process, this is where you will go.

You didn't have to read a 50 page treatise on a video game that was probably made before most of us existed.

But you did.

Thank you.

What follows is footnotes and sources. A more convenient, clickable version of both can be found at my website:

www.mrblacksbox.net/mule/zine.html

The website, for better and worse, is easier to change. As I find updates or things of interest, updates will be posted there. You can also find the print file so you can spread the word of M.U.L.E. wherever you go.

FOOTNOTES

#	page	Footnote
1	6	My dad still has his HP-35 and it is double the weight of my TI-89 and does a tenth as much. It came in a leather carrying case and came with all wall-wart to plug into the wall. https://youtu.be/g6jQVqkpjc8
2	6	It's important to note that Apple II's don't have... graphics. You could sort of fake them with special text characters, but home computers with sprites were a little way off. With the exception of the blocky splash screen, Wheeler-Dealers is a text-first game. People playing games on an Apple II were hobbiest that were attempting to get the machine to do something it didn't.
3	6	The controller was a broken Apple II controller that had its buttons split and rewired so that they could reach to each player. The buttons were glued to big craft beads that were painted red.
4	7	If you were foolish enough to go with the Atari 400, you were treated to: half the memory, a plastic membrane keyboard, only 2 controller ports, RF-output only (no S-video), and only 8 or 16kb of memory, depending on when you bought it. Like the model number suggests, it *is* half the price, though. https://archive.org/details/Atari4001920x1080
5	8	EA has gone through so many layoffs in 2025 that as I write this in July there is some doubt that videogames will still exist as an industry that we can recognize. Battlefield 6 (6!) is slated to release soon, and they are banking on 100 million players. For context, Fortnite, one of the most played free-to-play games ever, has an estimated 400 million registered users.
6	10	I show a tracker music sheet because it looks cool but it is anachronistic: Roy Glover would have composed out his music on paper, probably graph paper, and then encoded it by typing in the notes.
7	10	Roy Glover came in late, and kind of as a contractor, so he was not credited on the initial run of Atari print covers. He *is* in the software credits.
8	13	The "meet the devs" section is wild. It feature a picture where three of the devs are reading a newspaper about MULE's, and Bill is eyeing up a woman. This is made awkward when you learn that the woman is Dan and Bill's sister (not mentioned anywhere, just a model of oppourtunity). The interview is with Dan talking about his favorite things: playing MULE and "Slick Willy's".
9	14	Lets be clear: bringing your setup to your friends house was not a realistic option. You would need a large suitcase packed carefully to move your Atari, the disk drive, the powerbrick, and the RF-adapter. And you did your best not to travel your disks too much, they are fragile.
10	17	The in-game symbols for these resources are absolutely mystifying. They didn't have the pixels to do much better, but you will have the resource page of instruction manual open for the first game or two. I've attempted to interpret them here but who knows if I'm even right.

11	25	The first few revisions of this page was actually five pages of "look how cool auctions are." Did you know there is a mathematically "correct" auction? Did you know they used to time auctions with special candles? Did you know that auctions are actually kind of new-ish (think: 1600-ish)?
12	26	This is only technically true, It's sort of a variable speed Dutch auction with but you can see other's bids grow.
13	30	Collusion mode only exists on the original run of games and the NES version. There is no networked version of MULE that has collusion mode, at least that I've managed to play.
14	31	No Really; From different reviews: "I learned more about the economics of the marketplace from M.U.L.E. than I ever did in college" - Scott Mace, Info World "Don't tell the kids, but playing M.U.L.E. is educational. I learned more about practical economics by playing this game than in all my college economic courses." - Leo Laporte
15	31	Jim attributes Alan to coming up with the idea of the colony failing if a minimum worth isn't achieved. Alan (correctly, in my opinion) identified that with the amount of economic tomfoolery going on, it would be easy to completely strangle any progress with the colony. This offers a slight counterbalance to going completely sicko-mode on everyone.
16	33	There are much easier ways to play MULE. Don't by an OG print, there is a good chance the disk has degraded beyond usability anyway.
17	34	A whole book could be written about Danni's approach to their transition, the human toll they paid, how Danni would refer to her past self as basically another person, the number of *fucking* times I saw her misgendered in big official publications, and so on. I am ill equipped to talk about the trans experience in general and this one specifically, but I'll leave you with something that sticks with me. Danni had three kids, and the ones that speak publicly anyway refer to Danni as their father. That makes *sense*, at the end of the day that was their primary interaction with Ms. Berry and how they remember her. I even think that's how she would have wanted it, and a part of why she compartmentalizes Dan vs. Danni. However, when referring to her in an ambient/present tense, they will still use the pronoun *he*. I don't know how to feel about that.
18	34	Game historians get a little persnickety if you make an assertion like this since the defintions are gooey, but as a commercially available game, I believe this is true.
19	35	If this talk was recorded, I can't find it. Which is a little strange, the talk before was (John Romero speaks briefly in it). I don't think it was from anything nefarious, she gave a repeat of that talk the following year, which *was* recorded. However, it's a little hard to listen to, as you can hear something going on with her lungs, and she will pass away about five months later. https://gdcvault.com/play/1013991/Do-Online-Games-Still-Suck
20	36	She says this a little tongue and cheek: action arcade games were tearing up the scene, and marketing was mostly targeted to teenage boys. A quirky economics game is not easy to market, and Danni wasn't about to modify MULE for the sake of marketability.

Sources

In rough order of impact
[Text in brackets] is my added changes/context

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Other Things

Android-Arts attempt at reimagining MULE
https://androidarts.com/mule/mule.htm
The Board Game:
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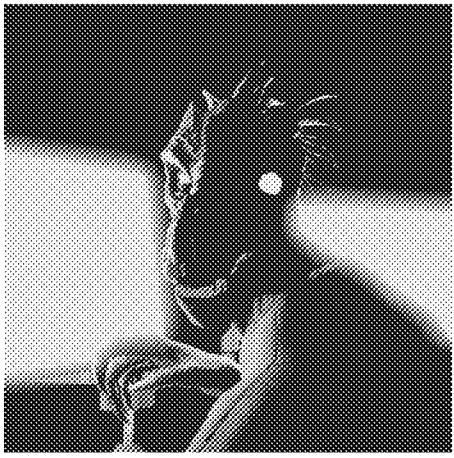
'We See Farther' meta ad
https://youtu.be/eJoxY1Lpxck

THE PLAYERS

MR BLACK

is a St. Louis local who has lived all across the world. He describes his interests as “the intersectionality between humanity and computers” which is a pompous way of saying he plays a lot of different video games. Through no fault of his own, Mr. Black is now a repository of grim knowledge.

THE OPERATOR



is an ageless denizen of the machine, a place between worlds. Mr. Black has never got out of him what the fuck that means. When not talking about meaningless stuff for Mr. Black, the Operator is usually fixing things. It wishes it was left alone.

The Operator and Mr. Black will masquerade as one another when it benefits them, but are not the same person.