MG Interview: Brian Greenstone

by Tuncer Deniz

Brian Greenstone and his company Pangea Software a few years ago released a funny little shareware game called Bloodsuckers. It was by no means state-of-the-art but a lot of people found it enjoyable. Later on, Greenstone and company developer Firefall Arcade, a centipede-like game that was published by Inline Software. Their latest game is Power Pete (reviewed in this month's issue of IMG) and is currently available under the MacPlay title.

IMG: How did Power Pete come about and when did you start making the game?

BG:

MG: Power Pete has a very Nintendo'ish feel to it, was that your intention?

BG:

MG: Power Pete doesn't have a lot of the blood and guts like DOOM or Marathon, are you afraid that people might see Power Pete as too cute and a game for just kids?

BG:

MG: Power Pete runs ok on 040 machines but screams on Power Macs. What are your feelings about the Power Mac?

BG:

MG: You started out as an Apple II programmer then went on to develop games for the Super Nintendo system. Now you're developing Mac games (as well as games for other platforms). What attracts you to the Mac?

BG:

MG: The art in Power Pete is spectacular. Who worked on the art?

BG: