This lighthearted, therapeutic little game of bee social interaction sometimes has trouble opening games that have been saved to folders outside the folder in which Behave Beehive resides. Other than that I don't know of any "bugs."

I wrote the game in order to improve my understanding of certain Macintosh Toolbox routines. I can think of some features I would like to add, such as a demo game.

Beehave Beehive uses cellular-automata techniques to resolve encounters between groups of bees. It is the same neighbors-driven cencept as that used in the LIFE program developed by Conway.

It has been amusing and interesting to watch my group of testers play this game for the first time. Some of them relate to the game exactly as I would expect them to. Others take new and startlingly fresh approaches in areas where I had thought there could be no possible misunderstanding. It is humbling that even a game concept as simple as Behave Beehive can apparently never be made "perfect."

I am hoping to hear the reactions and suggestions of a larger group of people. If you have an idea for an improvement, please send your comments to the email address:

brianhill@bdt.com

You can also reach me via the PO Box listed in the game.

Thank you.

And Beehave.