# The hardest part of writing the video game Monty Python's Complete Waste of Time

January 19, 2010

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Many years ago, I happened to have lunch with one of the programmers who worked on the video game *Monty Python's Complete Waste of Time* (read a review). This program was notable in many ways, most geekily that it was brought on board the Mir space station by astronaut Michael Foale. Anyway, during the course of lunch, I learned something unusual: "The hardest part of writing that program? Synchronizing the farts [sounds] to the video."
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