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Phillip and Andrew Oliver at the museum opening

Photo: Rob and Sue McDine



The brothers in their teenage years



Phillip and Andrew Oliver with some memorabilia

Photo: Rob and Sue McDine



The twins return to Trowbridge Museum for their exhibition

Photo: Roy and Sue McDine

Gaming twins' museum show

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Gaming wizards return to their home town to unveil exhibition

A DYNAMIC duo who used to go to Clarendon Academy and went on to take the gaming world by storm, unveiled a new exhibition at Trowbridge Museum on Friday, showcasing their work.

Phillip and Andrew Oliver, who also went to Wiltshire College, cut the ribbon to the public, allowing them to gaze upon old photos, games they had created and layouts of how they went about it.

The twins, whose parents still live in the county town, were thrilled to clear out Dizzy Game franchise memorabilia and old bits and bobs from their attics.

"It is like we have come full circle really. It all started for us,

developing games at the age of 12 or 13 and now we are back but with less hair and we are a bit grumpier," said Phillip.

"I remember telling Wiltshire Times photographer, Trevor Porter, that the gaming industry would be bigger than the film and music ones over 20 years ago, and he politely smiled, whilst looking a bit sceptical.

"But in the end, we were right. It is now bigger than both combined. We must have created more than 100 games over the years. It is incredible to see how far the industry has come and the old technology we had then.

"It is lovely to see some old faces here today and to see some younger ones too. It is great to showcase our work in the town where we grew up."

The twins got their first big break when they won a national TV competition for their game Black Box and Gambit in 1983.

"We still have that passion we had all those years ago, which is why we do continue to do this," said Phillip.

The duo, who now live in Leamington Spa, have worked on multi-million pound games for corporations such as Dreamworks, MGM and Aardman.