



Epic MegaGames

The New Name in Computer Entertainment

November 5, 1991

Todd Daqqert

Seattle, WA 98105

Dear Todd:

I enjoyed talking with you on the phone earlier. Epic MegaGames is making real progress in terms of both development and marketing. Once our two 256-color VGA games (Jill of the Jungle and KiloBlaster) are released, I think we'll have quite a customer base and real media attention.

Here are two games for you to look at, Commander Keen and Duke Nukem, both from Apogee. This is the high standard of quality we are going after, and honestly it will be very difficult to match. After "Best of", you won't be seeing any more ZZTs -- we've raised our standards and we're looking for authors to match!

I think you have the potential to be a great game designer. Ezanya is one of the two great entries we've received so far. The other one was Allen Pilgrim's, and we immediately put him to work on Super ZZT, and now KiloBlaster. If Ezanya had come a few weeks earlier, we would've had a tough decision to make!

To get started, you should find a good book on EGA/VGA programming, such as "PC and PS/2 Graphics Systems". Then learn, in painstaking detail, everything you can about register-level programming, dual-paging, panning, and palette cycling. Those techniques will be used heavily in our next generation of games, which will feature texture mapping for true 3-D imaging effects and smooth animation. You'll find that the EGA and VGA are extremely complex, but they let us do graphics techniques that not even the commercial publishers have begun to exploit.

Also look at Duke Nukem and figure out how you'd program all of the machinations in the game. That's good practice because they use some very clever programming tricks.

• Potomac, MD 20854

We're going after the Nintendo and Sega Genesis feel because that type of game can do extremely well as shareware. It's easy for users to get started with games like that, and there is more incentive to register. Of course, role-playing aspects can be thrown in, which could result in a very appealing action game.

Once you feel you're qualified to start, give me a call (no hurry, we're here for the long run!) If you're up to the monumental task of programming a game, we can match you up with an artist and musician for a real project.

Best Regards,

A handwritten signature in blue ink, appearing to read 'Tim Sweeney', with a stylized flourish at the end.

Tim Sweeney