

# Epic MegaGames

The New Name in Computer Entertainment

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Todd Daggert

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Dear Todd:

Here's some more code and demos for inspiration. I've been looking around in the shareware market and it looks like we'll have some competition: A group on Compuserve is developing Rehack, an arcade/FRP (Rehack) that looks much like what you are working on. They seem to have some very talented artists, and maybe even programmers but I'm not sure what their motivation is (the game will be free!?) Time to pillage...

Also, Apogee will soon be releasing a 256-color adventure in the style of Hack and Rogue. I haven't seen it or even heard anything official, but I expect it will be their best game yet. That means your game needs to be better -- if it isn't, nobody will take it seriously. But if ours is better, Apogee will have opened up the market for us!

I'm going to get on the phone with some of the Rehack people to see what's going on. If their project is the way it looks, their authors are paying \$12.50 on Compuserve to develop a game for free. Recruiting time!

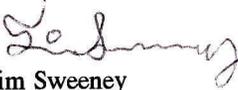
Look at the code for 320x240x256 graphics -- that's probably the best mode to use -- compatible with all VGAs, and much better for fonts than 320x200. With a game that has a lot of information (status, text info) on the screen, the resolution is very important.

Once you figure out the size and shape of your screen blocks, let Jeff Rubin know so he can start toying with ideas for the artwork. Also need to pick out a good palette of colors for the game. It needs a lot of unusual base colors (16 or 32 maybe), then various shades of them. It's also a good idea to set aside a bunch of colors for palette tricks.

This game needs a title, at least a temporary one. How about something awe-inspiring like "Legions of Doom"? Or make up another good mystical title as you did with Ezanya. This is definitely not a "Dungeon Janitor's Apprentice" type of game!

Keep working on the design and game engine, and I'll see if I can find any more game designers and artists for the project.

Best Regards,



Tim Sweeney