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The Object-Oriented Game

October 1, 1991

Todd Daggert

Seattle, WA 98105

Dear Todd:

Thanks for sending in that great game world. You're the only person who has put real music into the game -- and it sounds very nice. You've also managed to cram a lot of detail into a few rooms, another nice touch. The judges should like this one!

Here are the four game worlds in the ZZT series, in case you find a computer to play them on. It's amazing that you learned to program ZZT and created a good game world in two weeks, lots of people have spent months on games that aren't as good.

Keep on ZZTing. I'll let you know when judgement day rolls around!

Best Regards,

A handwritten signature in black ink, appearing to read 'Tim Sweeney'.

Tim Sweeney

Potomac Computer Systems

P.S. If you have a modem, you might want to call the Misty Mountain BBS in New Jersey at 1-609-985-3215. They have a ZZT Developer's conference and new user-created game worlds for downloading.