



Epic MegaGames

The New Name in Computer Entertainment

December 25, 1991

Todd Daggert

Seattle, WA 98105

Dear Todd:

Here is some code to get you started on your journey. The joystick and keyboard routines work pretty well, and Larry Tipton's music synth package will be complete in several months. That music is far better than the standard Adlib sounds on all commercial games, and is pretty close to Trak Blaster's quality.

Keep working on that game plan! Try using a fantasy/action game as a starting point and work from there. If you can incorporate good role-playing qualities with arcade action, you can have a sure-fire winner. Keep playability in mind -- a game needs to be easy to get started with. Most people aren't familiar with character-building, so you need to make it understandable.

For technology, you need to learn register-level VGA programming inside and out. Use "mode x", so you can draw shapes four pixels at a time, and use the palette well (i.e. store 3d information or use good color cycling.) How about using the split-screen mode for a smooth-scrolling playfield (top) and a good status/menu line at the bottom?

You have the talent, experience, and creativity for this. Now your hard work and dedication will be tested. If you can live up to your potential, your game can do far better than Commander Keen.

Ezanya was the best among 200 contest entries. Now both you and I are competing against a talent pool that is far larger. Let's show the world what we can do!

Best Regards,

Tim Sweeney

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