



Epic MegaGames

The New Name in Computer Entertainment

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Dear Todd:

Hope the design and coding for your game is getting off to a good start. Here are some points to ponder...

1. If the Jill-of-the-Jungle graphics code isn't good enough, Dave Cooper (White Shadow) is working on some very good sprite routines and also code for panning (in 16-color EGA.) Might be able to adapt those to 256-color VGA. [or do it yourself]
2. For a soundtrack, we'll be able to use the eerie digital sound effects similar to the UltraForce demo. UltraForce is now developing two games for us (thanks for pointing 'em out), plus Larry Tipton is creating a rhythm sequencer that is as good as MOD music (plus it's compatible with Adlib and the speaker, though it sounds awful.)
3. Chip Hageman (Gandalf), who runs our support BBS (The Misty Mountain), was organizing a similar Ultima-style project that got swept under the carpet when other projects came along. Talk to him -- he has some great ideas, and he knows some extremely talented people who might help out.
4. We should be able to make a game that matches Ultima in sophistication, but is actually bigger and better. With great graphics, sound, and gameplay, this can be the shareware megahit of 1992. Origin had ingenuity, but in all honesty, we have access to technology that is light years ahead of them.
5. Theme: How A 3-volume trilogy with great character building, where characters can be moved back and forth between worlds (though the worlds are not interrelated.) This can surge past the goofball themes of games like Commander Keen.