



Newsletter

What's new in shareware gaming

The Object-Oriented Game

Volume 1, Number 1

January-July 1991

After months in preparation, the first edition of The ZZT Newsletter has finally arrived. In this issue you will find news, game hints, maps and lots of feedback from users.

Officially released on January 15, ZZT has become a surprising success. In its first month, ZZT took the bulletin boards by storm -- it even made its way into Canada, Europe, and Australia. Since then, ZZT has received favorable reviews in The Alternate Software Bulletin and the Prodigy Gaming Forum, not to mention hundreds of shareware catalogs -- including the biggies Public Brand Software, PsL, Software Excitement, and PC Arcade.

New Version Just Out!

ZZT 3.0 has just been completed and should be on the big bulletin boards by now. The new version is basically the same with a few bug fixes and improvements. Look for it on Compuserve, GENie, Exec-PC, and elsewhere...

Uploaders Needed:

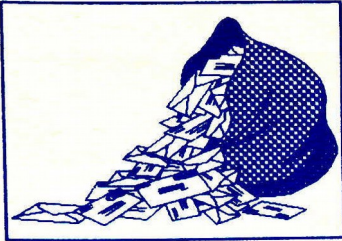
We are in need of uploaders for ZZT and future shareware projects. So if you have access to some of the bigger boards (national services or big multi-line local boards), please fill out the form inside -- in exchange for uploading, you'll receive the latest shareware... Free!

About the Newsletter:

The ZZT Newsletter is published sporadically by Tim Sweeney of Potomac Computer Systems. The focus is on ZZT gaming information and news about shareware games in general. Send correspondence by mail or on Compuserve to 70451,633.

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**The
Mail
Bag**

Excerpts from
received letters

This is possibly the most challenging game I have played in some time! I usually don't register shareware but this is worth every penny. Keep up the good work.

-Ken Spaulding, Havershill MA

I really enjoyed the combination of having to think as well as having to be dexterous... Top score around the office so far is 14,885.

-Mark Allie, Oregon, WI

What a lousy annoyance you have created. I've toiled over your enormous time-waster for over twenty hours without solving it... May I suggest a career writing tax forms?

-Anonymous

Can't say this isn't a fair mail sampling! -Ed

Congratulations on a terrific game! My kids and I all thoroughly enjoy it. Even my 8 year old is building games. Keep up the good work.

-Brady S. Clinger, Boise, ID

I think your product has immense appeal to adventure gammers. I just checked the download count on CompuServe: 87 in the past five days -- you're off to a good start.

-Don Phillip Gibson, Shareware Author

Keep the letters coming! Send to: The ZTT
Newsletter, Potomac,
MD 20854.

Who's Who:

Many people have sent in their high scores and some even beat my best score (I'm better at programming these things than playing them!) There will be a high-score listing for all four ZTT games in the next issue of the newsletter, so send yours in!

Congratulations go to JAN HOAG, the first gamer to complete all 4 games in the ZTT series. Amazingly, she solved Caves, Dungeons, and City all inside of a week! As the newsletter goes to press, only six people have completed the whole series.

JOHN BECK wins the award for Most Dedicated ZTT User. He has mapped most of the ZTT world and he is still trying to solve Dungeons of ZTT (The Whirlpool is pretty tough, eh?) Look for his map of City of ZTT in this issue.

DAVID FERNAU (The Official ZTT Advisor) has written a great hint file for Town of ZTT. His hints are being distributed with ZTT version 3.0.

Association of Shareware Professionals:

Potomac Computer Systems was recently accepted as a member of the A.S.P., a group dedicated to promoting the quality of shareware.



ASP wants to make sure that shareware works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the

member directly, ASP may be able to help. The ASP Ombudsman can help resolve a dispute or problem with an ASP member, but does not provide technical support for members' programs. Please write to the ASP Ombudsman at 545 Grover Road, Muskogean, MI 49442-9427 or send a CompuServe message to ASP Ombudsman at 70007,3536.

Contest Update:

Only a few ZZTers have sent in entries, though many people have written to say they are working on games with the Game Editor. Read the contest rules by running ZZT (it's part of the "ABOUT ZZT" scroll.) Don't hesitate to enter your game worlds -- There are plenty of prizes to go around!

The best submissions will be linked together to form Best of ZZT, the game world we are all waiting for. Contest winners will receive royalties from the sale of this game plus (of course) lots of fame.

Sent by users:

Lee Savage has created an interesting game world called "Caves of Terror". Stranded on an island by a plane crash, the ill-fated player must journey through a mystic land in search of Hawaii! This game will be hidden away until contest judging time...

Gail Eppers used the ZZT Editor to create an adventure based on Star Trek trivia questions. In addition to fighting monsters and solving puzzles, the player must also answer tricky questions. Interesting idea!

New game project:

The crew here at Potomac Computer Systems is going to develop some new games over the summer, and we could use your help. The next game will have slick, animated graphics (CGA, EGA & VGA) and rockin' sound effects.

If you would like to put your drawing and designing skills to work by designing graphics (shapes, fonts & backdrops), you are invited to join the project. You can see your name listed in the credits of the hottest new shareware game of 1992! There will also be a few openings for writers, beta-testers, zuploaders, and shareware promoters.

Where to get shareware:

For people with modems, the best place to get shareware is the local bulletin board. But if you don't have a modem (or you just don't want to spend hours downloading), there are a number of companies that copy and mail shareware disks for a modest price. Here are three with fair prices and no membership fee (call for a free catalog):

- * Public Brand Software, 1-800-426-DISK (\$5 per disk, great selection)
- * Software Excitement, 1-800-444-5457 (\$3 per disk, excellent catalog)
- * PD Select, (write to) P.O. Box 1884, Gastonia, NC 28053 (\$2 per disk, lots of programs)

City of ZZT Hints by John Beck

Refer to the handy little map to see where you are in the game. Here are Beck's suggestions:

- * JAIL - Look beneath the letters.
- * PARK - Shoot bum until he offers to help (he has the hall pass.)
- * HIDEOUT - Need red & green keys (From Dr. Bob and the ZZT Bandit). Gets you the train ticket.
- * SPA - Use bullets to ricochet.
- * ATRIUM - Open locks at top right: 5 across, 1 down, 1 right.
- * PROCESSING DEPT - Get robot to bring keys to conveyor. Exclamation points activate robot.
- * MAYOR'S OFFICE - Collect the red diamonds and develop rhythm!
- * Save often! If you don't have a hard disk, put ZZT.EXE, CITY.* on a blank disk. Type "ZZT CITY" to run from the new disk.

Uploader Application form

Name: _____
 Address: _____
 City, ST Zip: _____

Which national bulletin boards do you have access to? (i.e. CompuServe, GENie, Delphi, Exec-PC, BIX.) List your user name for each.

What huge local or regional BBSs can you reach? Just the really big ones please -- with at least 10 phone lines, 50000 users. List the board name and telephone number.

ZTZ Order Form

Name: _____
 Address: _____
 City, ST Zip: _____

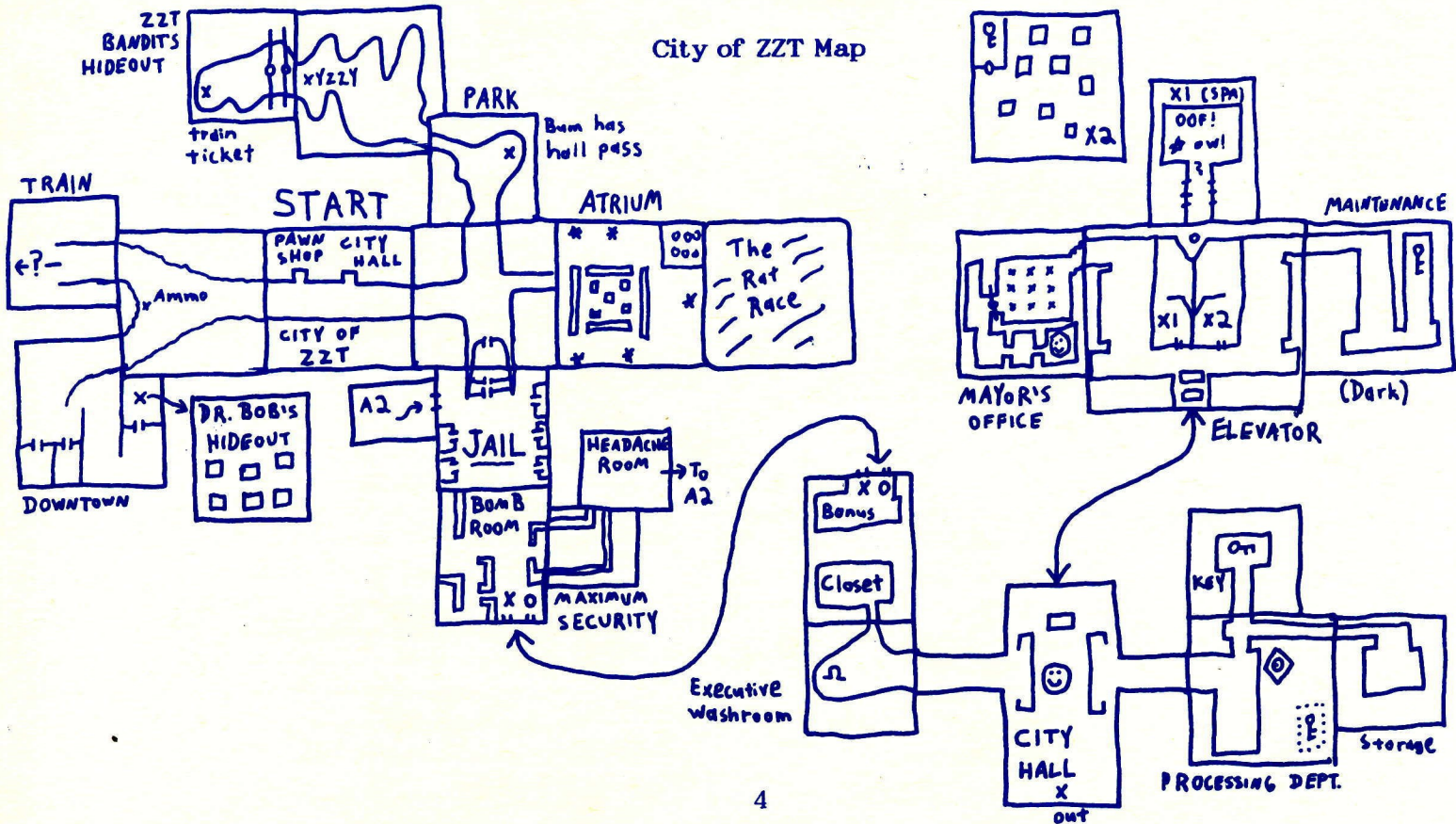
Have you missed some of the games in the ZTZ series? Use this form to order them.

- _____ Registered ZTZ (\$12.95)
 Includes Town of ZTZ, Caves of ZTZ and the World Editor.
- _____ Dungeons of ZTZ
- _____ City of ZTZ
- _____ Best of ZTZ (Available Jan 1992)
 Buy any one for \$6; any two for \$4 each or all three for \$3 each.

 \$2.00 Shipping and handling
 _____ Maryland residents add 5% tax
 _____ Total Enclosed

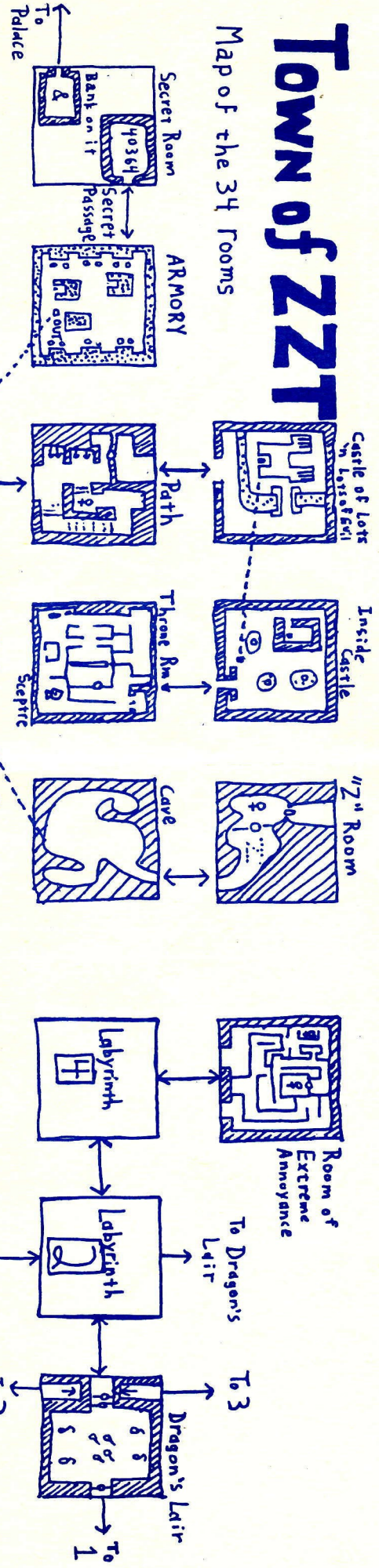
Disk Size: () 5 1/4" () 3 1/2"

Make checks or money orders payable to Potomac Computer Systems.

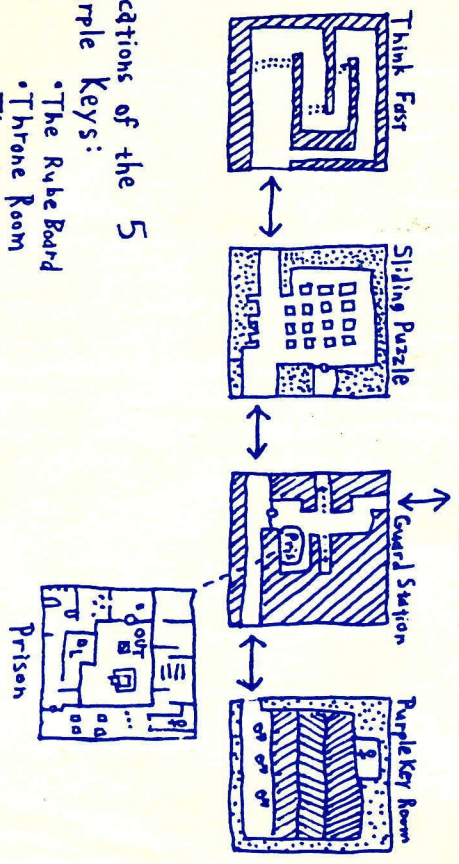


Town of ZZT

Map of the 34 rooms

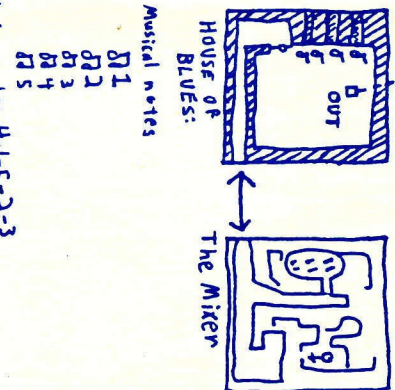


The ZZT Newsletter



Locations of the 5 Purple Keys:

- The Rubbe Board
- Throne Room
- The Mixer
- Purple Key Room
- Bank of ZZT



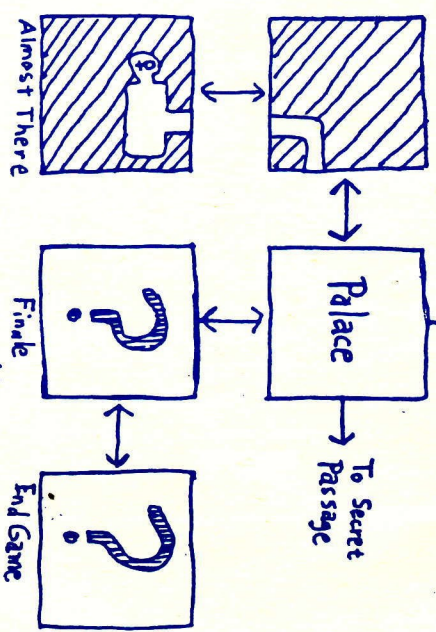
Touch in order 4-1-5-2-3

Musical notes

- ♩1
- ♩2
- ♩3
- ♩4
- ♩5

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by Tim Sweeney



DONE!

Final

End Game



The ZZT Advisor

By Tim Sweeney

A lone columnist dedicated to helping the hapless adventurers trapped in the worlds of ZZT...

Dear ZZT Advisor:

Help me... I've done everything I can in Town of ZZT and still seem to be one purple key short. My best guess for the location is the Blues Room, which I couldn't figure out.

-F.V.

Dear F.V.:

You have to press the musical notes in sequence. Number them from 1 to 5 starting at the top. You need to press them in the order 4-1-5-2-3... Notice that the notes change shape when they are pressed in the right order.

Dear ZZT Advisor:

In Caves of ZZT, how does one destroy the invisible monster in Hell? I somehow managed to hit it three times to no avail.

-J.B.

Dear J.B.:

You need to shoot the monster seven times. This is not so hard if you realize that the monster tries to circle around you clockwise. Watch for the monster's shots to tell where it is.

Dear ZZT Advisor:

How do I get into the dark Bank Vault in Town of ZZT?

-Lots of people

Dear Lots:

The ZZT Bandit trapped in the prison will tell you the combination (oh, alright, it's 40364.)

Dear ZZT Advisor:

What shareware games would you recommend to an avid ZZTer?

-Avid ZZTer

Dear Avid:

Try Apogee Software's "Kingdom of Kroz" series, and if you have an EGA or VGA, Michael Denio's "Captain Comic", which you can find on most bulletin boards.

The ZZT Newsletter

Potomac, MD 20854

Stamp
Me

Address Correction Requested

Potomac Computer Systems
High Quality Shareware

(R)

o

Association of
Shareware
Professionals

MEMBER