

Premier Issue

# Epic MegaGames Newsletter

Volume 1, Number 1

Spring 1992

The Epic MegaGames newsletter has finally arrived! This bulletin began back in 1991 as "The ZZT Newsletter" and is now transforming into a much larger format.

1992 will be a very good year for computer entertainment, and you can expect our design teams to be on top of technology to bring you the latest and greatest in games for your PC. Epic MegaGames is now a group of 20 programmers, artists, game designers, and musicians who will work to bring you games that *you* want to play!

This issue kicks off with the latest and greatest release in the ZZT series: ZZT's Revenge, a collection of six great game worlds. You can also look forward to more excitement from Epic MegaGames soon -- over the next eight months, we will be releasing five new state-of-the-art games with 256-color graphics and professional musical sound tracks... Stay tuned!

Thanks for being part of our team,



Tim Sweeney

## Current Hits:

- The Original ZZT: Our bestselling arcade adventure game, which turned Epic MegaGames into a true software publisher!
- Super ZZT: The much-improved sequel, featuring colorful scrolling playfields, is rapidly catching up to the original!
- Best of ZZT: A collection of the best ZZT game boards from our game design contest.
- ZZT's Revenge: The latest and greatest ZZT series ever, with six huge game worlds -- brave adventurers only!
- Drum Blaster (coming soon!) If you have a Sound Blaster, you'll spend endless hours with this release created by Larry Tipton.

## What's In This Issue

- Best of ZZT contest results
- High scores for the original ZZT  
Many ZZTers who entered beat my best scores, how embarassing!
- How to use the Super ZZT game editor  
Surprise, it's in there!
- The ZZT Advisor  
Hot tips for playing ZZT
- Hot news about ZZT's Revenge, our latest series of game worlds.

## High Scores

Thanks to all of the ZZTers who sent in their top scores. Every one of my scores was beaten (to shreds!) Here are the best of the best:

### Town of ZZT - Top 10

Daniel Killpack	15114
John Eerenberg	15046
Gary Davis	14913
K. Park	14892
Carrie Curtis	14877
Daniel Nix	14849
Nancy Babyak	14830
Kurtis Staples	14726
Ron Ruhman	14717
Rudolph Ollivierre	14704

### Caves of ZZT - Top 3

Daniel Nix	14664
Frank Hibbard	14495
Rudolph Ollivierre	14493

### Dungeons of ZZT - Top 3

K. Park	14626
Gary Davis	14517
Daniel Nix	14664

### City of ZZT - Top 3

Daniel Nix	15215
Carrie Curtis	15205
K. Park	15173

In all, over 100 people have now completed the entire ZZT saga -- all seven volumes from Town of ZZT to ZZT's Monster Zoo. Just when you thought it was over, here comes ZZT's Revenge!

### ZZTaholics Challenge:

The first three people to complete any *ten* volumes in the ZZT saga will get coupons for the next two releases from Epic MegaGames -- absolutely free! Just write in with your game-winning high scores from the 10 worlds you choose. You can pick from:

Town of ZZT	Caves of ZZT	Dungeons of ZZT
Lost Forest	Monster Zoo	Proving Grounds
Best of ZZT 1	Best of ZZT 2	Ezanya
Fantasy	Crypt	Smiley Guy
Manor	Darbytown	City of ZZT

## Yes, Super ZZT Does have an editor!

A lot of ZZT game designers wrote in asking where the Super ZZT game editor is. Well, umm, we didn't intend to make it a feature of Super ZZT. This was a monumental goof on my part -- I didn't realize how many people love ZZT for its editor! But now after dozens of letters, I know better.

You can get into Super ZZT's secret editor by following these steps:

- (1) Run Super ZZT by typing: SUPERZ/E
- (2) From the main menu, press "E"
- (3) Look in the instructions for the original ZZT editor for information on designing game worlds (the SUPERZ editor has no online help.)

Here are the new commands you can use:

- F4 = Menu of new creatures
- F5 = Menu of more terrains
- F8 = Pick new foreground color
- F9 = Toggle foreground color from bright to dim
- f10 = New background color

Game design is very similar to the original ZZT (in fact, the built-in programming language is identical.) But you have a larger choice of terrains, plus the benefit of giant scrolling levels.

You can move around the screen quickly by holding down [Shift] while you press the direction keys.

Anybody want to have a Super ZZT game world contest?

### Maps for the original ZZT

We now have a complete set of maps of all four of the original ZZT game worlds -- Town, Caves, Dungeons, and City. If you missed these, you can get them absolutely free by writing to Epic MegaGames (or pencil in "Send those maps" on the order form with your next order).

### What's a "ZZT"?

Believe it or not, this is the number one question we are asked here at Epic MegaGames. We never intended for ZZT to be an acronym, but one of our top enthusiasts suggested "Zoo of Zero Tolerance". Great idea, John Beck!

To be honest, I picked this name so ZZT would be listed last (alphabetically) in all of the shareware catalogs and bulletin boards. Now you know.

## Best of ZZT Contest Results

Over 200 ZZTers entered their game worlds into the Best of ZZT contest, and we were amazed by the number of truly excellent games. So the contest kept expanding, until it spawned a whole new ZZT series.

We rearranged the categories to give more awards to people. Winners are receiving a grand total of over \$3000 in gift certificates from Epic MegaGames!

**Grand Prizes:** These six complete game worlds were so great that they finished in a 6-way tie. These games make up the new "ZZT's Revenge" collection.

Todd Daggert	"Ezanya"
Allen Pilgrim	"Fantasy"
Adam Rixey	"Crypt"
Al Payne	"Smiley Guy"
Alan Zeman	"Manor"
Dave Bishop	"Darbytown"

We at Epic were so impressed by these game worlds that we recruited some of the authors! You'll be seeing the works of Allen Pilgrim, Todd Daggert, and Adam Rixey in upcoming VGA releases from Epic MegaGames!

**Big Prizes:** These authors created excellent game boards which appear in Best of ZZT:

Alan Zeman	Steven Henson
Scott Hudson	Lester Overfelt
Tom Breton	Dave
Dave Long	Christy Huss
Joe White	Helen Langston
Judy Paden	Nathan Fields
Peter Stearns	Dave Jarvis
Joe White	Adam Hocherman
David Fox	Helen Gee
Nick Mitchell	Nathan Sniadecki
Martin Taylor	Dan Rubado
Christy & Bobby Huss	

## Best of ZZT

### More about the contest

Special thanks go to Neil Colonius and his wife, who together took on the huge task of testing and fixing up the contest entries. Neil also drew maps for the six games in the ZZT's Revenge series and wrote the hint sheets. For this monumental task, they are receiving gift certificates for our next eight releases!

Thanks also go to Scott Hudson, who patched all of the winning game boards together into the two Best of ZZT game worlds. Scott is an experienced gamer, so don't expect Best of ZZT to be easy!

I really want to stress that there were an overwhelming number of great entries, so we picked a variety of game styles for the top prizes. Everybody won something, and we had as good a time playing the games as you had creating them. Congratulations!

### How to get your hands on these great games

Both "Best of ZZT" game worlds are available as shareware. Lots of ZZTers ordered Best of ZZT in advance and are receiving it now, but if you have missed out...

If you have a modem, you can download Best of ZZT from the Misty Mountain BBS in New Jersey at 1-609-985-3215. The bulletin board, run by Chip Hageman, also features a ZZT developers conference and lots of other new ZZT worlds free for downloading.

Or if you buy the ZZT's Revenge series from Epic MegaGames, you also receive Best of ZZT as a free bonus. ZZT's Revenge is a series of *six* great game worlds with loads of action and puzzles -- a little bit (or lots) of something for everybody.

### Honorable Mentions go to these game designers for submitting very, very good entries:

Aaron Dutton & Bobby Barber	David Fox	Jeffrey Scanlon	Nancy Babyak & Jay Shapiro
Aaron Lewis	David Long	Jesse Chang	Nathan Fields
Barbara Florant	David Starchmon	John & Sue Hayes	Robbie Powell
Billy Thomas	Donald Cunningham	John Beck	Ronald St-Hirour
Casey McLaughlin	Gail Eppers	John Hoelle	Scott Lantz
Casey Webster	Gary Spencer	John Reaves	Stephanie Evey
Chris Hudson	Gavin Myers	Joshua Salter	Thomas Barber
Christy Huss	Helen Langston	Joshua Shagam	Tom Breton
Dan Rubado	James Blevins	Katja Thomas	Will Prentice
Daniel Laursen	James Holub	Lee Savage	William Ford
Dave King	Janet Perry	Lester Overfelt	William Oviatt
	Jeff Snavelly	Malvern Davis	



### The ZZT Advisor

By Tim Sweeney

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

Dear ZZT Advisor:

ZZT's Monster Zoo level 3 is driving me nuts. How do I get the green key? Great game by the way, tell Allen I love it.

-S.T.

Dear S.T.:

You are missing the secret passage, which is at the top of the cubicle located on the upper right hand corner of the room. Walk through the wall!

Dear ZZT Advisor:

How about level five of the zoo, where those twirling gates prevent me from leaving the Zoo Keeper's hideout? Those are driving me crazy.

-F.V.

Dear F.V.:

You need to *RUN* to get through those nasty twirlers. Keep pounding on your keyboard until you've made your way through.

Dear ZZT Advisor:

You guys keep dropping hints about some really hot games you are about to release. Can you give us some more info? I'd like to see a game that is as intricate as ZZT but with stunning graphics and sound.

-T.D.

Dear T.D.:

Fasten your seat belt, because we're about to release our first 256-color VGA arcade-adventure thriller, *Jill of the Jungle*. This game features the artwork of John Pallett-Plowright, the animation of a pro Nintendo artist, and a rocking musical sound track for your Sound Blaster. Stay tuned, details are coming soon!

Also coming soon is *KiloBlaster*, a VGA shoot-em-up by Allen Pilgrim (the designer of *Monster Zoo*). You can expect digitized backgrounds and incredible sound effects in this outer-space thriller from Epic MegaGames.

Dear ZZT Advisor:

I'm having trouble living with my wife, who no longer pays any attention to me -- she's a ZZTaholic. What can I do to reach her?

-D.K.

Dear D.K.:

Find a hobby that the two of you enjoy together, for example playing ZZT. If that doesn't work out, try playing *Super ZZT* together. Then there is always ZZT's *Revenge*...

*Epic*  
**MegaGames**  
Newsletter

Potomac, MD 20854

Stamp  
Me