Epic
MegaGames

The New Name in Computer Entertainment

October 10, 1991

Todd Daggert

Seattle, WA 98195

Dear Todd:

That 386-33 should really fly with a Super VGA monitor attached (Alas, I'm still using a slow 286!) You wrote at the right time, because Epic MegaGames is now forming. We have three design teams working on projects now -- Jill of the Jungle (me), Animac (Craig Pell), and a space shoot-em-up (Allen Pilgrim).

We're really trying to put true commercial-quality games together. ZZT got us off to a good start, but animated graphical games similar to Nintendo and Sega Genesis will sell much better. For programming, we're all working with Turbo C & Turbo assembler because it's standard. I have some pretty good graphics code ready plus joystick, keyboard, and Sound Blaster code that works reasonably well. Makes writing games much easier.

Ezanya showed that you know how to design a game, now I'd like to see some of your programming. If you are good, I can fix you up with an artist and musician for a new project. Things will really be rolling in a few weeks when Super ZZT is released under the Epic MegaGames name, then we'll start to get attention.

Think about this and let me know if you're interested. My number is   , or you can reach me on Bitnet at tims@   .

Best Regards,

Tim Sweeney