December 9, 1991

Todd Daggert

Seattle, WA 98105

Dear Todd:

Here's some more inspiration... Commander Keen 4, the Space Pigs MegaDemo, and Trak Blaster. The three represent the state of the art in game design, graphics, and music. There are some genious programmers out there, and we'll be competing with them.

In other words, ZZT isn't nearly good enough anymore! Between ZZT and Super ZZT, we get 4 orders per day; but with a 256-color state-of-the-art product to work with, we could sell 20 per day.

Now we have four major products in the works: I'm finishing up Jill of the Jungle; Allen Pilgrim is working on KiloBlaster and starting on a platform game with the Jill framework; and James Hague is doing a 256-color action game based on pallette tricks.

Let me know your plans soon! We have code that can get you started, but you'll need to do a lot of innovation yourself. Not an easy job, but you have the mind for it. Get in touch!

Best Regards,

Tim Sweeney