

Epic MegaGames

The New Name in Computer Entertainment

Hi, Todd!

Sorry for the lack of communication,
we're once again swamped with
business. (This time, it's about an order
of magnitude higher than ZZT!)

What brilliant stuff have you thought
of for the world's best action game?
Call Sometime!

— Tim Sweeney

Orders: 800-972-7434

Potomac, MD 20854
Other:

The Epic MegaGames Team

- Neal Colonius** heads the Best of ZYT project
- Todd Daggert**, programmer & game designer
- Dan Froelich**, composer of musical soundtracks for Jill of the Jungle
- Chip Hageman** (Misty Mountain BBS) runs the multi-node ZYT developers conference and official release point
- Adrian Mardlin** (Nildram Software) represents Epic MegaGames in the United Kingdom
- Ken Mocabee** (Advanced Support Group) manages the toll-free ordering line
- John Pallett-Plowright**, artist for Jill of the Jungle and other projects
- Craig Pell**, author of Animac
- Allen Pilgrim**, author of ZYT's Monster Zoo and KiloBlaster
- Adam Rixey**, artist for Jill of the Jungle
- Andrew M. Saucci Jr** (MegaPost) is in charge of BBS distribution, with the help of our uploading crew
- Tim Sweeney**, President, author of ZYT and Jill of the Jungle

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is
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How to get in touch

Orders Only:
1-800-788-0787

Tim Sweeney:

Compuserve:

Mailing address:

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Potomac, MD 20854

United Kingdom:

Nildram Software

Amersham, Bucks HP7 9BD

A Call to all Game Artists

Epic MegaGames is looking for enthusiastic and talented people to work with our game design teams. We're always happy to look at the work of qualified programmers, artists, and musicians.

We are a shareware publisher, and we pay far better royalties than commercial publishers. Our authors typically get 35-40% of a game's revenue, while commercial publishers usually offer 5-10%.

How can we do this? Shareware is very efficient. A commercial publisher might sell a game for \$50, but most of that goes into packaging, distribution, and advertising. We can sell the same game for \$25 and give our authors better royalties while giving our customers a better deal too. Everybody wins with shareware!

Our Marketing Team

Our products are backed up by a strong marketing force, including our toll-free ordering line, hundreds of authorized distributors, and several foreign publishers. We put over \$1000 into each new release to assure that it reaches the entire shareware community: distributors, user groups, and bulletin boards.

Calendar

December: ZZT game design contest: deadline for entries.

January *Animac* by Craig Pell, release date.

Best of ZZT release date.

March *Jill of the Jungle* released.

KiloBlaster by Allen Pilgrim released.

Official release points go in action.

Products

ZZT (v3.1): Our original arcade/action thriller. Features giant game worlds with an editor for creating new games.

Super ZZT (v1.1): The highly-demanded sequel, adds 4-way scrolling and loads of new puzzles & monsters.

Animac (Feb 1992): Craig Pell's immense arcade journey into a space station. 4-Color/Sound Blaster.

Jill of the Jungle: Our first 256-color Nintendo-style game featuring a musical soundtrack and thrilling action!

Kiloblaster: Allen Pilgrim's animated arcade game, featuring 256-color digitized scenery and a soundtrack.

Official Release BBSs

Starting in March 1992, Epic MegaGames' official release point bulletin boards will go into action. We'll have 10-15 BBSs located in strategic places in the U.S. and abroad. All of the latest shareware releases from Epic MegaGames will be available free to all callers.

Some of the release BBSs will also carry the echoed Epic MegaGames conference, which lets users exchange messages with other fans around the country. This will be an extension of Chip Hageman's echoed ZZT Developer's conference that is active now. This feature should be available to all Fidonet-compatible nodes.

Who distributes our products?

Our shareware products are listed in the catalogs of: **Public Brand Software, Software Excitement, Reasonable Solutions, Public Software Library, Accusoft**, and over 500 others worldwide. Our games are a success because they are top-quality and we work hard to satisfy our customers. That's why we typically get a 50% response rate when offering new products to our current customers. Epic MegaGames gets results!