

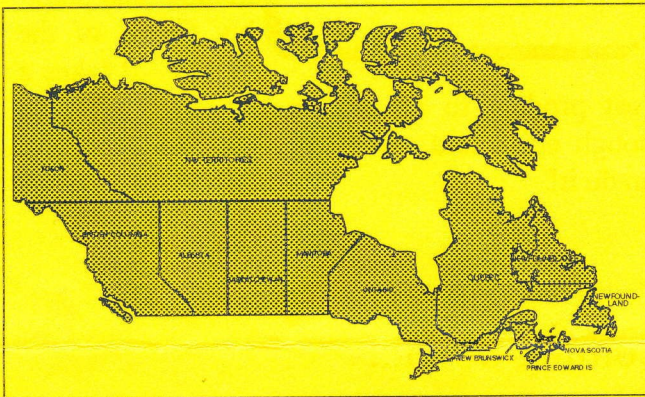
Epic's News

Confidential Newsletter from Epic MegaGames

October 1992

Welcome aboard: Mark Rein

The big news this month is Epic's new vice president of marketing, Mark Rein. This 29-year-old marketing and distribution genius is working out of his home in Toronto, Canada to



promote Epic's products, recruit new authors, and build up our international distribution network. Mark has an extensive background with software and games, and was formerly the president of Id Software (makers of Commander Keen and Wolfenstein 3D). Well, he's now part of the Epic team, and he'll be applying all of that experience to:

- ◆ Making good deals for Epic's games with international distributors.
- ◆ Recruiting new authors and artists to work on existing projects and start new ones.
- ◆ Optimize Epic's operations and strategy
- ◆ Look into retail deals.

We're keeping this guy busy! He's on a trip to visit Gravis in Vancouver, to talk about bundling our games with the new Ultrasound sound boards; after that, we're sending Mark to Europe to ne-

gotiate deals with two potential distributors in Germany. Feel free to call Mark to chat anytime:

Mark Rein

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phone:

fax:

Congratulations!

Congratulations to Allen Pilgrim, the brand-new father of Pilgrim, a baby boy weighing six pounds and four ounces. This is Allen and Pilgrim's first child, and we're sure will do a great job as Epic's newest beta-tester.

Epic MegaGames became a team in 1991 when Allen began working on part of Super ZZT along with me. He brilliantly designed ZZT's Monster Zoo, then went on to create Kiloblaster. His next project is a fantasy game in the style of Jill of the Jungle (but much better, of course!)

Congratulations, Allen and

Adventure Math

Epic's first educational game has finally arrived: *Adventure Math*, programmed and illustrated by Avery Pack with music and voice from Dan Froelich.

We're all very enthusiastic about the potential for *good* shareware educational games. I've been talking to a lot of educational shareware authors lately, and none of them have yet really succeeded

with a good product and good marketing. I think we'll show them a few tricks with the Epic way!

This product will also get a lot of press attention from us. In fact, Sandy (one of the people who keeps our office running smoothly) has a 1-inch thick book of educational magazines, who are all going to receive a review copy of Adventure Math and a press release.

Shareware Magazine

We took the big plunge and signed up for three issues (six months) on the back cover of Shareware Magazine, and we'll put some hot ads there. November-December gets Joe Hitchens' beautiful ad for *Jill of the Jungle*. It looks like January-February will get another Joe Hitchens ad, an excellent computer rendering of the *Kiloblaster* logo. Joe does amazing computer artwork as well as "real" art, and we're planning on keeping him very busy with projects!

Help spread Epic's shareware

With this newsletter, everybody is getting copies of our latest shareware: Adventure Math, and the other great stuff. Please take the opportunity to spread it around as far as possible. It's this kind of distribution that makes the Epic equation work so well.

Epic's Bestsellers

Jill of the Jungle
Castle of the Winds
Kiloblaster
Drum Blaster
ZZT
Super ZZT

Shareware Top-Ten

Jill of the Jungle has moved up one notch since last month, but we still have a ways to go

1. Wolfenstein 3D
2. Duke Nukem
3. Commander Keen 4
4. Cosmo
5. **Jill of the Jungle**
6. Commander Keen 1
7. Galactix
8. Secret Agent
9. Crystal Caves
10. Mahjongg

before Epic is satisfied! I think we can have at least *five* top-ten games; let's all use this as a goal to shoot for. Hopefully Kiloblaster will make it onto the list next month, and possibly Castle of the Winds. It takes a

great product to be on the top-ten, but with enough effort and some truly *hot* products, we can do it!

Coming Soon...

- ♦ **Brix**: A cool, 256-color puzzle game by Michael Riedel, along the lines of Puznik. With extremely challenging levels, fun graphics, and a Dan Froelich sound track.
- ♦ **Drum Traker**: Larry Tipton's drum sequencer, which continues where Drum Blaster left off -- you can use the great program to program drum sequences, riffs, and melodies.
- ♦ **Three other games**, which are still confidential! Needless to say, these are going to be pretty *hot*; Epic's best ever.

Keep in touch!

Feel free to call me any time; if I'm not around, chat with Carolyn or Sandy, the people who run the office while I'm busy playing games! That's _____ and _____ . Thanks!