



# GREETINGS EARTHLING!



JOHN ROMERO  
BOX 1079, APO NEW YORK 09238  
PH# (DIRECT): 011-44-480-66134

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John Romero  
Box 1079  
APO New York 09238

Jordan Mechner  
c/o Broderbund Software  
17 Paul Drive  
San Rafael CA 94903

Dear Mr. Mechner:

Hello, let me introduce myself. My name is John Romero and I currently live in Needingworth, England. I am an American stationed here with my family (I'm not a G.I., I just go to school here). I am 17, going on 18 in October (28th).

I am writing because I have played your game KARATEKA (actually, I have the game). I am writing because you need to be congratulated on this game. I was absolutely stunned by the graphics, shadows and all. You did a tremendous job and have, I think, defined the state-of-the-art for future Apple games. The technology has been in the Apple all along to do those graphics, it just needed a programmer like you to use it.

Now I must betray myself. I, too, am a game programmer, albeit an unknown one. From what I saw on the screen, I deduced most of the technique used in drawing the graphics. here are my conclusions:

- 1) You HAD to use page-flipping
- 2) Shapes were ORed on the screen (first with a mask, then the shape)
- 3) For the parts where the Karateka went halfway through a door, you adjusted the horizontal drawing ranges
- 4) For the scrolling background -- you tell me

For the music, I would like to know if you used The Music Construction Set. I have finished the game many times and I keep coming back for more of that excellent music. Did you make up that song or what? If you made it up, you must be some musician!

All in all, your game is absolutely amazing. I have studied Broderbund games and they all have non-flickering animation and excellent demos. I have made tons of games, but until recently I haven't used any advanced animation techniques like page-flipping and OR animation. Now that I know how good those techniques look, I am starting to use them (the page flipping requires a tremendous amount of work)!

I am also thanking you for redefining my methods of animation. Ever since Karateka, my graphic outlook has changed. I have created new drawing routines and page-flipping algorithms. If you would like to see my latest work of art, deprived of advanced animation techniques but still good with EOR drawing, just write back and ask me (be sure to include your address). The game is called The Pyramids of Egypt.

Many people feel that it is better than Lode Runner, and almost everybody yells out TUTANKAMEN! when they first see it. It works with keyboard and joystick and you can define your keys. There are 100 levels and I am planning on making 100 level expansion disks.

Anyway, ask me for it and it's yours. I am currently trying to sell it to anyone I can (Broderbund is first on my list). My next game is going to be totally awesome (using the page-flipping technique, of course). I can't wait until I get an idea for my next game!

Another thing I wanted to ask you was how did you make the scrolling background? Ever since Choplifter I have been stumped on what kind of data and drawing algorithm would be used to draw a scrolling background like yours. Oh sure, I know how to make the choppy one-byte-movement backgrounds, but not your 2-pixel-movement background. If you decide to write back, I would be eternally grateful if you explained this to me.

And if you would like to see some of my older, crummier games, look no farther than the June 1984 issue of InCider magazine (Scout Search) and the future June 1985 issue (Snag!) and another issue that they haven't told me about yet (Bongo's Bash). Also look in A+ magazine, December 1984 for my award winning Cavern Crusader game. Yes, I have made some printable material but I still haven't broken into the big league yet. Just wait until my next game!

Sincerely,

*John Romero*

John Romero,  
Disciple of the Great Jordan  
and worshipper of the Magnificent Mechner!  
(how's that sound?)