

Re: Fantasy Game

Dear RWP Guys:

Well here it is, my first beta release of the fantasy computer game I had mentioned a couple months back. Its in a rudimentary playable stage so feel free to try it out. Its kind of a huge project for one person to do the scripting, artwork, writing, etc., etc. but its a very satisfying project. Some of the features I've incorporated that you might find interesting are:

Uses the 256 color mode of the GS giving the game a rich visually pleasing pallet range. Thanks for having this feature in HS.

Full stereo SynthLAB created music. Currently I'm using music pulled off the SythTunes disk. In the future original music done by a professional artist will be used.

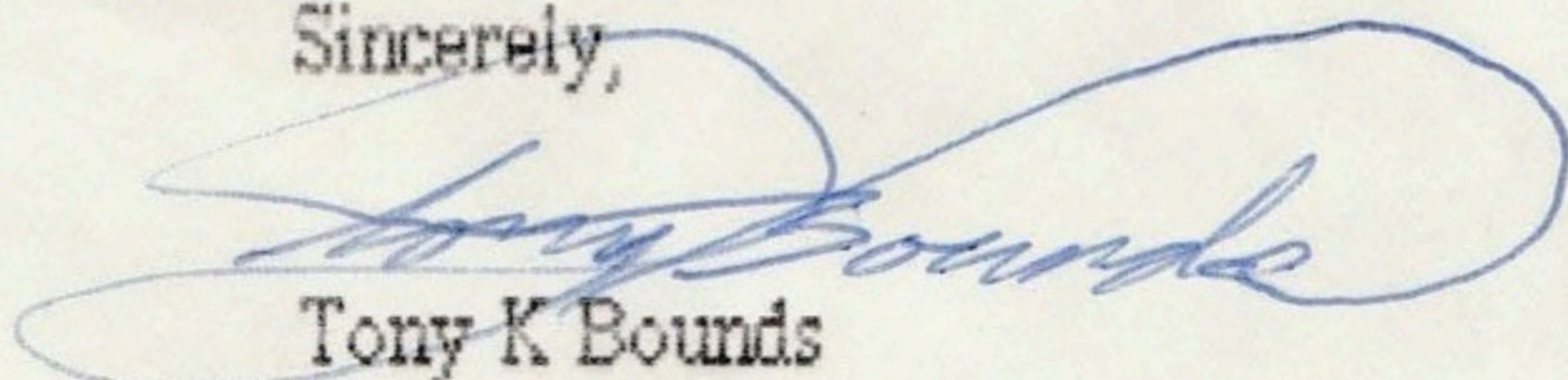
Entertaining sounds that enhance the play. Hear the clash of weapons as combat is engaged and the explosion of sound as spells are cast.

An original game system with new combat and spell mechanics, masteries (a set of skills particular to an individuals vocation), and even a never before seen new character race.

There is a whole lot more to do but I thought I would send you this update so you can see just what can be done with HyperStudio.

See you again in a couple more months...

Sincerely,



Tony K Bounds

→ needs to use the FastLoad NBA for Plymouth W.(8).