

# P R E S I D E N T ' S C O R N E R



Jeff Tunnell, President

Dear Game Enthusiast,

Thank you for purchasing one of the first products released under the *Dynamix* label. Although you may not have heard of us before, you may have played Arcticfox, F-14 Tomcat, Pete Rose Pennant Fever, Suzuki's RM-250 Motocross, Abrams Battletank, Caveman Ugh-Lympics or one of the other 30+ products we have developed over the past five years for other publishers. Using the experience we gained from developing these products, we are now ready to step out with our own titles under the *Dynamix* label and see what we are truly capable of.

This is the most exciting time in history to start a new computer entertainment label. Today's home computers are amazingly powerful, but even more incredible graphics, awesome music and sounds, massive amounts of memory and disk storage, and faster processors are just around the corner. These new computers will be capable of running entirely new forms of entertainment software.


*Dynamix* is dedicated to defining these new genres of computer entertainment, thus fulfilling our company mission of "Bringing Interactive Entertainment to the Mass Market". We're not talking Space Invaders or Nintendo games here, but rather products that tell adult stories about interesting characters with real personalities. Backing up this commitment will be the technology that has been the hallmark of our company for the last five years. With one of the fastest and most powerful 3-D systems in the industry, full 256 color VGA support, digitized graphics and a host of other tools, *Dynamix* products will always be on the cutting edge.

Past computer entertainment products seem to have had a vendetta against the player. If it didn't take at least 30 minutes to set up the game, 40-50 hours to play, and if your character didn't die every five minutes, then the product wasn't considered "deep" enough. At *Dynamix*, we don't subscribe to this "Punish the User" theory and our products remove as much of this frustration as possible. *Smart Start*<sup>™</sup> and the *VCR Interface*<sup>™</sup> are features designed to allow you maximum enjoyment from your new product.

If you are tired of enduring the punishment of finding the third word of the fourth sentence on the fifth page or inserting your key disk every time you want to play a game, then you will be pleased with the lack of copy protection of any kind on *Dynamix* products. We are proud of the effort we have put in our products and would ask you to allow us to continue these efforts by discouraging copying of software.

At *Dynamix* we have ambitious goals, but our number one goal is to provide you with the absolute best entertainment possible on a computer. Stay tuned for an exciting trip into the future.

Sincerely



Jeff Tunnell  
President, Dynamix, Inc.

\* Pronounced Die-NAM-ix, with a short A sound and emphasis on the second syllable. (No relation to the mythical DYNA-mix blender company.)