

Hi,

I wanted to take the time to really drill down on KC's Escape! playing it on my console before writing this.

Wow, some very impressive results. I was sure that would be the case since every young person who walked by the display at the show stopped immediately to play the game. That spoke volumes to me.

I know how challenging doing a game with the technical limitation of Odyssey2 console are. But Martjin, you did an amazing job capturing the key components of a good game and putting them together. I've always felt the early games underestimated the value of objects that were not static. As Martjin knows with the limited resources of the time it a real challenge to have everything dynamic. You did an excellent job, and few will fully appreciate the technical challenges that you overcame. I'm certainly one of them.

The manual was every bit as good as any of the original manuals as was the art. First class work Leonard and Mike.

The game cartridge and labels are of such high quality I could easily mistake them for the original Odyssey2 cartridges.

It too bad no one in marketing thought of including a KC patch, "feelies" and pills with the packaging. I'm sure that would have had a "huge" positive impact on sales and after sales fan base. Brilliant thinking out of the box.

If this game had been produced 40 years ago there is little doubt in my mind that it would have sold millions of copies. My hope is now KC Escapes! provides a fresh data point and a reminder on how far we have come in video games and interactive graphics for all who see it.

Really impressive job, Michael and the team, of keeping history alive and fresh for everyone.

Most Sincerely, Ed Averett, KC's Dad ☐ ☐