(Insert recipient's name here),

We have never met in person, but I have been informed by our mutual friend Kyle Ansilio that you're a capable video game programmer. That is excellent news - since this summer I and several other friends I have known since high or elementary school have been putting a game together, and we could use your help. We are in the process of using RPGMaker VX Ace to create a late medieval, low-fantasy turn-based RPG based not in a generic and often-explored equivalent of Western Europe, as the cliché goes, but in a setting more reminiscent of Constantinople which, though known to historians as the Queen of Cities and a pillar of European civilization through the Middle Ages, has not been covered nearly as often in games. Once it is complete, we intend to digitally distribute this game through Steam for a reasonably low price that one might expect from a first-timer's effort, likely $5-8.

But to finish this project, as I have stated at the beginning of this message, we could certainly use your help. Our team at present consists of four central members: myself, Carlito Llena, Adam Laughton and Kieran Donworth. Of us four, only Carlito is deeply engaged with the process of developing the game within RPGMaker: I and Adam are writers (and musician in the latter's case) while Kieran is primarily an editor, but none of us are as competent or experienced in programming (even with such a relatively simple tool as RPGMaker) as Carlito is. Thus, we chiefly need your assistance with the programming of the game in general: level editing, scripting, implementing assets such as sprites into the game, and so on. We have made significant progress in creating a playable prototype (a pre-alpha if you will) and writing the script, backstory etc. but Carlito cannot finish the programming on his own and the rest of us are not sufficiently skilled to help.

This game is a commercial enterprise, and so if you choose to assist us you will naturally be entitled to a share of whatever profit we make, which will be split evenly between the entire team. However, we cannot pay you anything up-front. None of us are particularly wealthy, indeed for my part my own family is facing financial troubles at this time, and we presently have no plans of paying for anything beyond the RPGMaker program (whose cost I and Carlito have split between ourselves back in July) and Steam Greenlight's $100 one-time submission fee once the game is ready for distribution (which we will be splitting between ourselves again). Art and music are not a concern: we will be entrusting art to Carlito's sister, and music to Adam. Thus I must reiterate that if you choose to help us, you will not and cannot be paid until and unless the game succeeds in selling copies on Steam. What can I say, but this - there are no spoils without victory.

If you are interested, you can reach us at our email addresses, listed on the next page. We are a very informal organization, and though some may argue that I am the leader on account of being the guy who came up with the idea to do all of this, I would still say that we are a leaderless team that reaches decisions through consensus. In any case, you should contact Carlito ahead of even me, as your programming assistance would be most relevant to him.

Yours truly, Nathan Sutandar: nathan1678@hotmail.com

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