

Hello Markus,

Copy → Erik

I write you to tell you that Erik and I are not really happy with some things around our game. It's just that you know how we are thinking about it.

In the first place it is the release date. In London we found out that you were planning to release it in January or February, we talked to you and made a deal, a release in december around X-mas. Later you made us happy by telling it would be the third week in November. We didn't think that would be possible but ok, the sooner the better. But now I heard from Erik that it's January again ! So what have we reached ? Nothing , we started in January and we ended in it. You do understand that the longer you wait the less copy's you'll sell. Any moment another skateboard game could come out. We finished the game in a very short time (because of the contract date) and now it's destroyed by waiting and waiting...

You told me three weeks ago you'd send a protected copy of the game and a photo of the cover but we are still waiting for it.

Why isn't the game mentioned in the adds in the magazines while the game is completely finished, and others which are not even finished are shown (dragonslayer for example). Don't the guys from the salescurve know that you have to mention a game in the December magazines if it comes out a month later ? It's their work , or are we so stupid ? We have send you a lot of paper containing information and instructions about the game and now you tell us you can't find it anymore ?

I hope this gave you an impression of what we are thinking about it, we are not angry with you but just feel a little depressed after all the work we put into it. I don't think you have any other programmers that do so much to promote their own products. For example come to London on own expenses to talk to the magazines, which didn't work out so far only because the Salescurve didn't send them any information !

Yours sincerely,



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