

Message-ID: <31E985BE.67D4@execpc.com>  
Date: Sun, 14 Jul 1996 23:41:50 +0000  
From: David Mennenoh  
Organization: The Pixel Shop, Inc.  
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To: webmaster@ufomind.com  
Subject: Game  
X-URL: http://www.ufomind.com/area51/  
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Subj: Game  
Date: Jul, 15 1996, 0:51 EDT  
From: pixlshop@execpc.com  
X-From: pixlshop@execpc.com (David Mennenoh)  
To: webmaster@ufomind.com

Hi there,  
We're a small company (2 brothers ) developing a PC CD-ROM game entitled "Area 51 - Cracking the Conspiracy" The game will run on Windows 95 and NT and feature a fully rendered 3D environment, cool animations and CD quality sound. The object is to infiltrate the base and retrieve classified documents that can be used to uncover the conspiracy. Along the way the player can visit the museum and see displays of such cool things as the pyramids at Giza and their relation to the constellation Orion. Many logic puzzles and decidedly "Zork" style puzzles that will keep players entertained for weeks. While not an exact replica of the base we've tried to be as true as possible to information we've found from places like the web. After all it is a game.  
Anyway, we're planning on a Thanksgiving release date and would appreciate any mention you could make in your pages. We've got a page with samples available at:

<http://www.execpc.com/~pixlshop/max.html> if you want to put in a link.

Thanks. I'd appreciate any feedback you might have.

Dave & Brian Mennenoh  
The Pixel Shop, Inc.

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[[Parent](#)]

*HTML by Area 51 Research Center, 7/15/96.*