COLOSSAL CAVE

REIMAGINED BY
ROBERTA WILLIAMS

COMING FALL **2022**

Colossal Cave Summary

Roberta and Ken Williams, who founded and ran Sierra On-Line for nearly 20 years, are back from a long retirement to pay homage to the game that started it all: Colossal Cave Adventure.

Developed using Unity, over a two-year period, Colossal Cave is a first-person, single-player, 3D action-adventure that will delight the millions of Sierra and Colossal Cave Adventure fans worldwide.

According to Ken Williams "While locked down by the Pandemic, I wrote a book about the old Sierra days. Its success surprised me and brought back many memories of our days making games. This led me to investigate how modern games are made and I just started coding using the Unity game engine for fun. I was looking for something interesting to code when Roberta suggested Colossal Cave. Roberta started to work on adapting it to 3D, and I assembled a team. As we dug deeper and deeper into the game, we discovered layers of complexity that explain why the game became such an industry phenomenon. It has action elements, humor, a scoring system, adventure elements, interesting characters, a huge world to explore, and

more. This is truly a game that will delight a new generation and is 100% different than anything I've seen in the market today."

KEY FEATURES

Colossal Cave is a game created for fans of action and adventure games alike. Rooted in themes of exploration, Colossal Cave is a thrilling experience where players encounter engaging characters and challenging puzzles in a fully-immersive world. Roberta Williams is known for the King's Quest series of games, and similar to that series, she wants Colossal cave to be enjoyed by gamers of any age. Many parents have fond memories of the original game, Colossal Cave Adventure, and will look forward to introducing it to a new generation

● Faithful to the original text adventure by Will Crowther and Don Woods
● A completely immersive handcrafted 3D world to explore in Virtual Reality
● First-person Action-Adventure game, focused on exploration
● Player interacts with objects and treasures to solve puzzles and challenges
● Over 143 locations in-game
● Features a custom soundscape and music produced by Grammy-nominated musician, Dan Policar
● Adapted by Roberta Williams, best selling designer of King's Quest, Phantasmagoria, and many other titles
● Ken and Roberta Williams, and the original Colossal Cave Adventure, are known to millions of fans globally

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Platforms Currently Supported

- Meta Quest 2
- Windows
- Macintosh

Studio Information

- Developer : Cygnus Entertainment, LLC
- Rating : E for Everyone (ESRB), 3+ (PEGI)
- Category : Virtual Reality Adventure
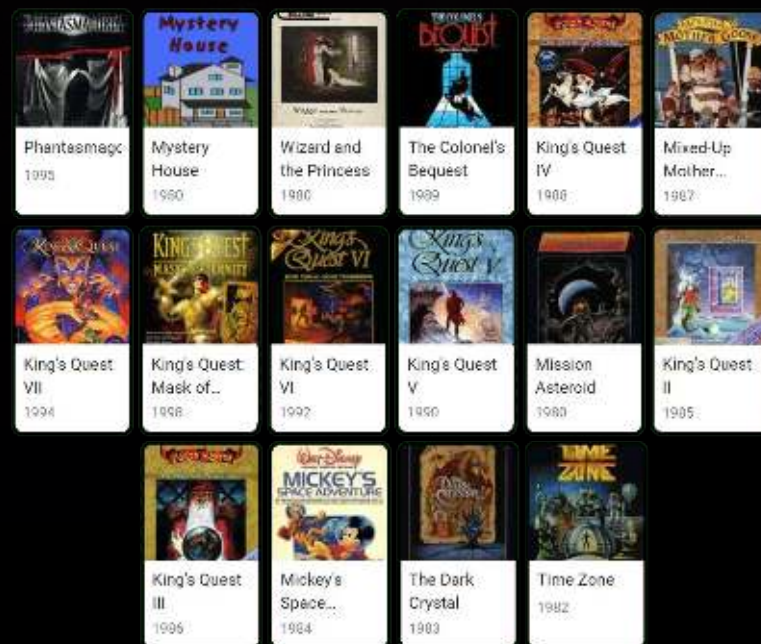- Language : English

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Roberta Williams

Ars Technica stated that Williams was "one of the more iconic figures in adventure gaming". GameSpot named her as the number ten in their list of "the most influential people in computer gaming of all time" for "pushing the envelope of graphic adventures" and being "especially proactive in creating games from a woman's point of view and titles that appealed to the mainstream market, all the while integrating the latest technologies in graphics and sound wherever possible."

In 1997, _Computer Gaming World_ ranked her as number 10 on the list of the most influential people of all time in computer gaming for adventure game design. In 2009, IGN placed the Williams at 23rd position on the list of top game creators of all time, expressing hope that "maybe one day, we'll see the Williams again as well." She was also a source of inspiration for the character of Cameron Howe in the AMC television drama _Halt and Catch Fire_. Williams was given the Pioneer Award at the 20th Game Developers Choice Awards in March 2020 for her work in the graphical adventure game genre and for co-founding Sierra On-line.

Video Games

Phantasmagoria 1995	Mystery House 1980	Wizard and the Princess 1980
The Colonel's Bequest 1989	King's Quest IV 1988	Mixed-Up Mother... 1987
King's Quest VII 1994	King's Quest: Mask of... 1998	King's Quest VI 1992
King's Quest V 1990	Mission Asteroid 1980	King's Quest II 1985
King's Quest III 1986	Mickey's Space... 1984	The Dark Crystal 1983
Time Zone 1982		

Ken Williams

Ken started his career as an IBM mainframe software engineer in the Los Angeles area, specializing in databases and networked systems, while consulting with a wide variety of companies, including McDonnell Douglas, Electra Records, Bekins Moving and Storage, Los Angeles Children's Hospital, Financial Decision Systems and others.

Ken, alongside his wife Roberta, co-founded Sierra On-Line in 1979. Ken ran the company as its CEO for nearly twenty years. During Ken's tenure at Sierra the company, Sierra regularly topped bestseller charts worldwide, releasing over 200 titles for a variety of hardware platforms and languages. Sierra became a public company on Nasdaq in 1987, grew to one thousand employees, and was sold in 1996 for one billion dollars.

Sierra was known for its technology leadership, and pioneered such technologies as vector graphics, sound and music in computer games, avatars, and network games.

In his role as Sierra's CEO, Williams focused on innovation: "I'm not sure how typical I am of other CEOs. Most of my time is spent looking at product. To me, everything is about being able to build awesome product. Any game which does not push the state of the art leaves an opportunity for a competitor's game to look better."

Sierra's extensive list of hit products include: Leisure-Suit Larry, King's Quest, Phantasmagoria, Space Quest, Red Baron, Nascar Racing, Hoyle's Card Games, Dr. Brain, Mickey's Space Adventure, Half-Life, Ultima, and many more.

After selling Sierra, Ken and Roberta retired to Mexico where they lived for over twenty years. They also purchased a small, rugged, ocean-crossing capable yacht and used it to explore the world, visiting over twenty-five countries and crossing both the Atlantic and the Pacific. Their adventures include crossing the Bering Sea as part of a three-boat group calling themselves "The Great Siberian Sushi Run". Ken and Roberta enjoy a "second 15 minutes of fame" as world cruisers and Ken wrote four books about their travels.

In 2021, while locked down by the Pandemic, Ken found time to write about the "Sierra days" and captured the history in the bestselling book, "Not All Fairy Tales Have Happy Endings". With a renewed interest in games, Ken decided to dig into how modern games are produced and spent time learning the Unity 3d Engine. In a loop back to their earlier history, Roberta suggested Ken program a game. Thus, was invented their new company: Cygnus Entertainment.

Colossal Cave Team

- **Original Game Designers: William Crowther and Don Woods**

- **Chief Engineer and Ringmaster: Ken Williams**

- **Creative Director and Design Implementation: Roberta Williams**

- **Marketing Support: Marcus M. Mera**

- **Lead Environment Artist: Amber Johnson**

- **Environment Artist: James Carroll**

- **Environment Artist: Mitchell Creeden**

- **Environment/Animation artist: Emily Compton**

- **Set Design Artist: Marcus M. Mera,**

- **Game Implementation: Cory Baxter, Kyle Johnston, Ken Williams**

- **VR Implementation: Tobias Bryn, Dustin Hoye**

- **Miscellaneous Programming: Dan Thompson**

- **Sound/Music Design: James Mulvale**

- **Narration: Jason Cryer**

- **Meta Guru: Ten Dinola**

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Special THANK YOU to our support team at Unity: Dorothy Ferguson, Jason Mann, Garret Cathey, Julia Pung, Victor Kam, Alexander Hogan…and more!

Audience/Implementation

Anticipated Release Date

The game is targeted for Fall 2022.

Audience: Intended player segments/demographics

Colossal Cave is created for gamers of all ages, and targeted towards fans of action and adventure games alike. Rooted in exploration and featuring challenging puzzles, Colossal Cave is a game that anyone can enjoy.

Implementation

Colossal Cave is a fully immersive 3D virtual reality game focused on the exploration of underground caves. There are over 143 locations in-game. The game is first-person action-adventure and makes excellent use of VR to provide a realistic experience.

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About Cygnus Entertainment

Cygnus Entertainment is a Washington LLC formed in October 2021 by Ken and Roberta Williams, who are the sole owners. All funding has come from Ken and Roberta Williams, no KickStarter or Venture Capital funding has been used.

Cygnus currently has over 30 full-time employees, all of whom are independent contractors.

Ken Williams is the Managing Partner of the LLC, and Roberta Williams serves as the Creative Director.

The LLC was originally formed for the purposes of launching Colossal Cave. It has not yet been fully determined whether Cygnus Entertainment will develop future games at this time.

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