# M Gmail

**Christofer Padilla <christoferpadilla@gmail.com>**

## Re: Feedback

**Gary Rosenzweig** <rosenz@clevermedia.com>                Fri, Oct 24, 2014 at 10:30 AM
To: christoferpadilla@gmail.com

So here's the story of Space Pirate.

I created the first version in December, 1995, to demonstrate how complex a game could be using Shockwave. That was the prevailing technology at the time for doing anything complex like games on the Web. I based it on many games I had previously played on computers in the 80s.

In 1996 I developed a new version 2 that included multiplayer chat, though I don't think there was much else you could do with other players. Still, for 1996 that was a big deal. I put it at spacepirate.com (no 's'). A company then approached me in late 1996 to purchase the game and web site. I had many other game projects going on at the time, so I agreed. It was enough money to put a downpayment on a house. A modest house, at least.

They ran the game for a few years, updating it with a few new features here and there, but nothing major. Then they shut it down, probably after the 2001 dot-com bubble burst.

In 2002 or thereabouts I came out with Rebel Dawn, which was really Space Pirate 3. I just couldn't use the name. It was quite a bit more advanced too. But after a few years I shut it down as it was troublesome to run and didn't bring in much return.

I'm glad to hear that the game was an inspiration to you. I've thought about doing a mobile app version, but the standards for graphics are pretty high in the app stores. I'd need to invest significantly in artwork and it would be quite a risk. And searching for "space trader" in the iOS app store comes up with a lot of competition — I wonder how many were inspired by Space Pirate. :)


> On Oct 23, 2014, at 9:50 PM, christoferpadilla@gmail.com wrote:
>
> Hello!
>
> My name is Christofer Padilla and when I was younger I used to play a game on what I believe used to be SpacePirates.com. It seems like it hasn\'t been touched in a while though, but in my quest to find I came across this snapshot, which I think may be it: http://web.archive.org/web/20000301205249/http://www.spacepirate.com/demogame.html
>
> While I couldn\'t get it to load, on it it mentions CleverMedia as it\'s creator and I wanted to know if this was indeed true.
>
> That game has been one my biggest inspirations as an aspiring independent video game developer, and I\'d really like to know about what happened to it or any information at all about it at all.
>
> Sincerely,
>
> Chris


----------
Gary Rosenzweig
CleverMedia.com