

# Point of ORIGIN

Volume III, No. 31

Friday, January 29, 1993

Austin, TX



*Standing room only...*

*Phil Brogden takes every available seat in the new, spacious ORIGIN cafeteria.*

## Bugged Out

### ORIGIN Makes the Big Move

One week, 34 truckloads and countless network crashes later...we're here. No doubt that the move to 12940 Research has been grueling, but the overwhelming response to the new digs has been positive.

Of course, there's a lot more to do. Some people still can't get to the net, others can't print and finding offices sometimes turns into an adventure. So in this, our first official Point from the permanent home base, we're going to try and answer some of the most frequently asked questions and dispel some of the most commonly spread rumors.

According to **Jeff "Touch Tone" Hillhouse**, all the incoming and outgoing lines are functional and everyone should have a phone and voice mail. A handy extension list is enclosed in this Point. If you haven't set up your v-mail yet, just dial 700, wait for the familiar message on the other end and enter your extension number followed by # (that's usually your start-up password, too). After that, just follow the instructions.

Short of body-cavity searches, security's going to be tighter than ever. Em-

*(See "Bugged" on next page)*

(1)



ELECTRONIC ARTS®

## The Bottom Line

News of the EA stock split couldn't come at a better time. Just two years ago, EA recorded its first \$100 million year. On Tuesday, the company announced that it has just ended a \$100 million *quarter*.

Total revenues for Q3 (the Christmas quarter which ended December 31, 1992) were \$107,105,000, compared to \$64,783,000 for the same quarter one year ago. That's an increase of 65%. Net income for the Q3 was \$12,279,000, up 49% from last year's \$8,211,000.

What happened? Mainly, boffo

*(See "Bottom Line" on page 3)*

## In this Point...

Everything you wanted to know about the new building—almost.  
*Bugged Out* Pg. 1

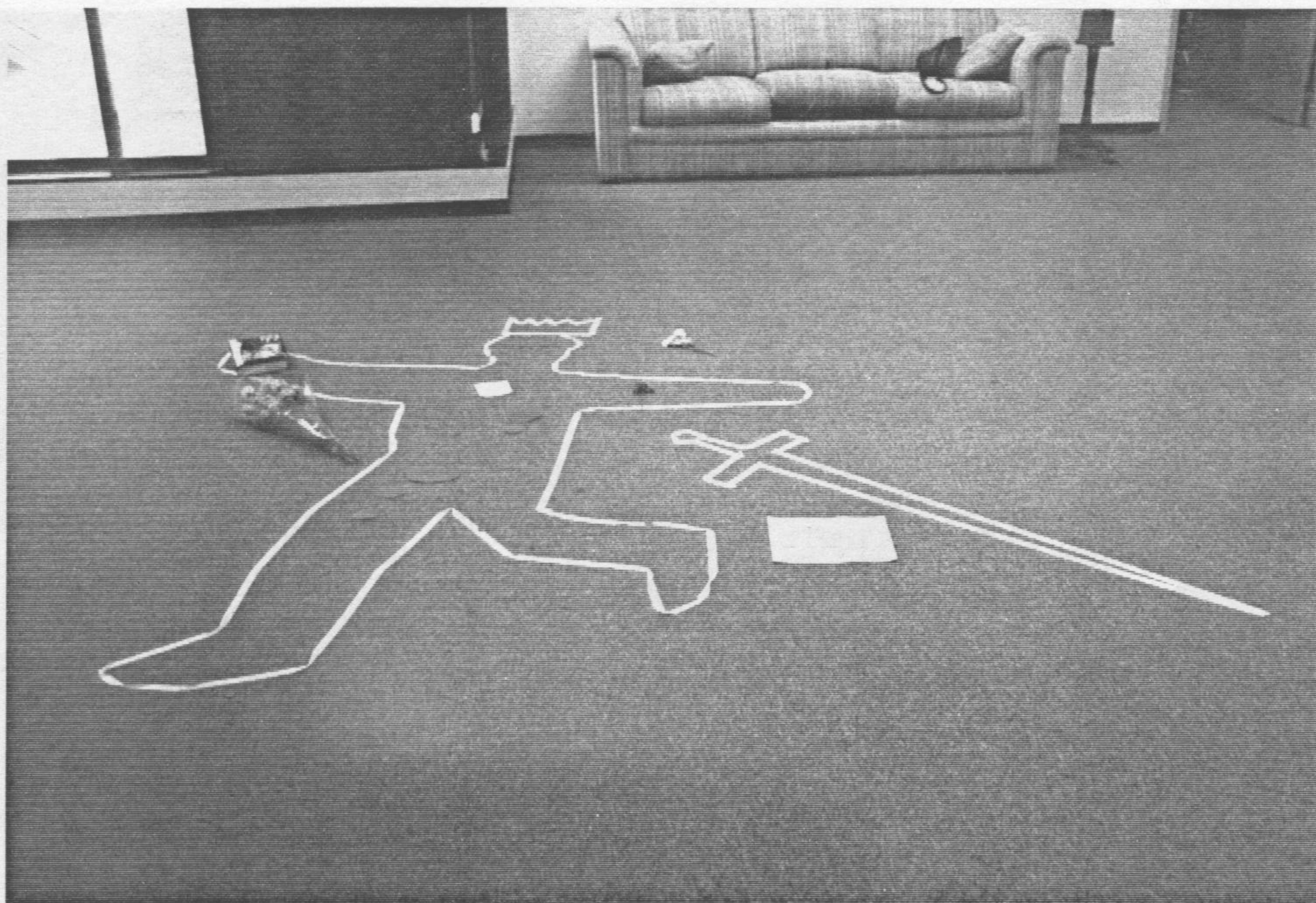
Steve Morris becomes a network newsman.  
*State of the LAN* Pg. 2

Paychecks, profit sharing and a geography lesson  
*Dear Point Man* Pg. 4

What happened at CES?  
*Return to Vegas* Pg. 5

The Today Show is coming.  
*Hype / Schmooze* Pg. 6





## For one, brief, shining product schedule....

*The death of the Arthurian Legends project has spawned an almost yogurt-esque shrine on the second floor.*

## Bugged...

employee parking, entry/exit and pickup/dropoff are in the back. The idea is to keep unnecessary foot traffic out of the reception area. That goes for business hours as well. Soon, we'll be taking new pictures for combination ID/access cards. Every employee and visitor will be **REQUIRED** (all caps courtesy of Jeff Hillhouse) to wear some type of badge.

In case you've been wondering whether the food in the vending machines has expiration dates or half-lives, breathe easy—the vending company should be here with fresh stuff every day or every other day. Another culinary blast from the past, **Mary the Breakfast Lady**, has put us on her morning beat again and should be making the rounds pretty consistently; Monday, Wednesday and Friday between 8:30-9:30 to start.

**Susan** is the woman who has taken on the probably impossible task of cleaning up after us. She'll be working during the afternoons and evenings, emptying trash and vacuuming.

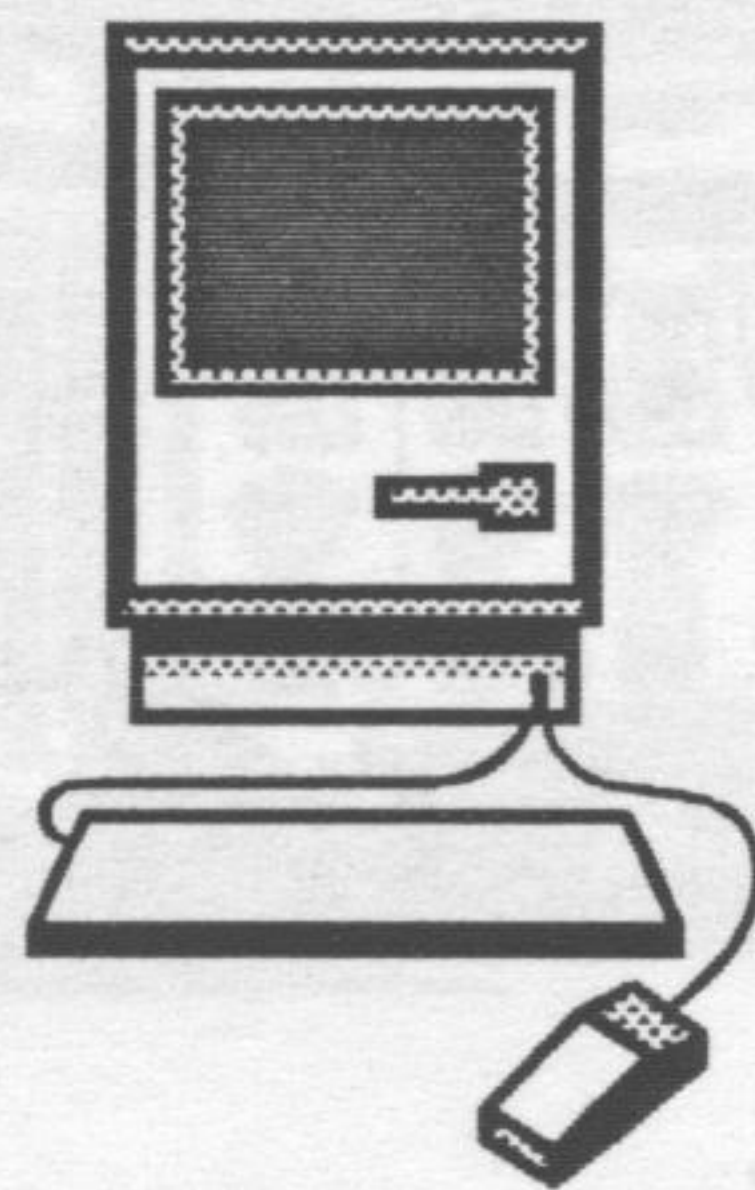
Jeff is also arranging to have a "cleaning crew" make strafing runs on Sunday nights so the whole place will be ready for the week. Each of us can really help by trying to do some basic policing (wiping up coffee spills, actually hitting the trash cans, etc.) so that the place will make the best possible

impression on visitors. You are also responsible for washing up your own dishes and mugs immediately after use. Bands of crazed clean freaks says that dirty items left in sinks will be thrown away.

That brings us to the issue of decor (myth time). Some basic suggestions from UM (upper management) didn't

come out before the move, and now they're being viewed as *ex post facto* regulations. Basically, the only hard and fast rule is: don't do anything that permanently affects your workspace—drilling holes, painting the walls—things like that. As projects come and go, people will be shifted, so your workspace may not be your workspace this time next year. **Curtis "Corkboard" Wood** is the man to see if you want to hang items which require thumbtacks. Other than that, just about anything goes (within reason and taste, of course). Due to sexual discrimination "exposure," Management and Human Resources have the right to disallow suggestive photos, posters, drawings, calendars, etc., and will be the sole judges of those standards. Also, hanging *anything* on or from the ceilings (lights, draperies, etc.) is highly discouraged. Also, please do not tape or attach anything like posters, memos, signs, etc. to *any* of the painted walls or other structures in the hallways and other "common areas" (this place cost a fortune to paint). There will be a large corkboard set up in the cafeteria for general employee usage.

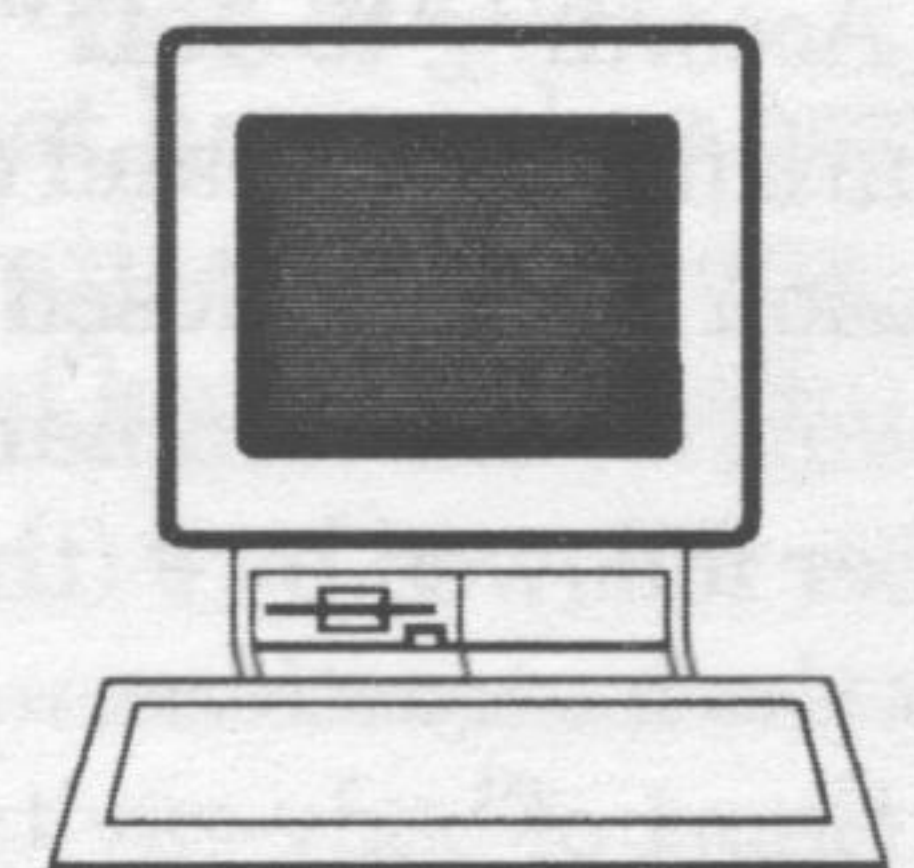
*(more on next page)*



## State of the LAN

*from Steve Morris*

- 1) All but a small handful of people are on the network now. Those that are not are being attended to as quickly as possible.
- 2) There are still some physical cabling/hub problems that we are tracking down and documenting. The contractors will be here Monday and Tuesday to "fix" everything we find.
- 3) Everyone that's on the LAN should also have access to cc:mail. E-Mail to EA World is up and running.
- 4) Print servers are running on every floor. We're still shuffling queue assignments and setting up new printing software for everyone. Again, this is being done as quickly as possible.
- 5) Tech Support is totally swamped, but we ARE winning the battle, slowly but surely. All service requests have been noted and logged -- however, we're still operating on a Triage type system, and jobs may be shuffled in and out of the current work queue as Crisis Situations continue to pop up.
- 6) Our staff is being brought up to optimal levels over the next two weeks, with two technicians and a Support Supervisor/Purchasing Agent all on board between now and Feb. 15th.
- 7) Hard drive backups will be back on line soon.





We're going to have a lot of tours through this building. The first, believe it or not, is NBC's Today Show (more about that in "Hype and Schmooze Roundup" in this issue). They'll be here next Wednesday and Thursday, February 3 & 4, to do a piece on the Ultima series. Please try to keep this kind of group in mind when you decide what to hang on the walls or from the ceiling.

Pretty soon, there will be "after hours" cooling and heating, probably from about 10 p.m. to 7 a.m. During those hours, you'll have to turn the timers next to the thermostats to get the units running. The timers go up to two hours. Don't worry about it right now; Jeff's working on a floor plan to show which thermostats control which parts of the building.

The lockers in the shower rooms are for SERIOUS (thanks again for the caps, Jeff) users only, such as those who use the exercise room or spend the night here in crunch mode. But if you need to reserve a locker for daily use, get with Jeff. By the way, he's still looking into can crushers and ice makers, so stay tuned.

On the lighter side, we need some employee input in a few areas—literally. **Richard "Frank Lloyd" Garriott** wants some suggestions as to what should go in the small, triangular area in the lobby just behind the receptionist's desk and across from the elevators. Richard's own nominee is **Pedro**, his skeletal cadaver from home. Obviously, the rest of UM is open to other ideas. Entries can be e-mailed to **Galen Svanas**. Likewise, UM would like to name the conference rooms throughout the building so when you have a meeting scheduled, you'll know where to go. You might even want to submit a "theme" idea for the decor of the room. Nomination forms will be posted on the doors for each room. Try to come up with a name that goes along with the room's personality, location or layout. Winners will be chosen by the Entertainment Committee. A list of the most interesting suggestions, along with the winners, will be published in an upcoming issue of Point. Winners in each contest (conference rooms and downstairs area) will get a pass for two to the Arbor Cinema.



*Barb Wallace gives the lowdown on the employee stock purchase plan.*

## Bottom Line...

sales of Sega Genesis and Super Nintendo in North America and Sega Genesis Mega-Drive in Europe. In all, EA shipped six new Genesis titles, four SNES titles, one IBM product and two Amiga titles during the quarter. Electronic Arts Victor, the company's joint venture in Japan that was launched during the quarter, shipped its first three products and added some black ink to the revenue line. **Larry Probst**, EA President and CEO, predicts that the 16-bit cartridge market will swell in 1993 and 1994 while the public waits on new generation interactive systems such as 3DO (in which EA holds a significant minority interest).

## Help Wanted

We're still looking to fill these positions. Interested applicants should contact Kay Stringer.

68000 Sega/Nintendo programmers  
Technical Liaison  
Executive Assistant  
Program Manager  
C,C++ programmers  
1 Customer Service Rep  
Audio Manager  
1 Assembly/Intel 80386 Programmer

# Punching In

We're already starting to fill up all of this space with new employees, five of them in the Programming Department alone. **Glenn Garvey** is Assistant Programmer Manager, working with **Thomas Blom**. Glenn's been a contract programmer in Austin for the last four years. He was raised in Kentucky and went to school just down the road from ORIGIN's old offices in New Hampshire.

**Robert Corell** just graduated from UT, but take one look at his resume and you'll see how he got here. Robert flies ultra-light aircraft. He coordinated the lighting design for the Shakespeare Festival of Dallas. For the last five years, he's been the president of the Texas Juggling Society and the Game Master of the Advanced Dungeons and Dragons tournament at DalCon.

**Jason Ely** timed things just right. He applied with ORIGIN while in the Army. Jason says his sergeant helped him through the bureaucratic nightmare of leaving military life so he could come to work here. Just after his discharge, Jason's unit was shipped to desert training in preparation for reassignment in the Middle East.

**Jamie Rood** has been a contract programmer in the Austin area for several years, but claimed he wanted to get out of that racket to work with some of the best and brightest here at ORIGIN. Jamie got his CS degree in 1988 from the University of North Texas.

**Chris Comparini** just moved here from Redwood City, California, where he wrote graphics routines for Twin Dolphin games. Actually, he hasn't quite moved because of an apartment snafu, so he's staying with the hospitable **Will and Joye McBurnett**.

Up in Customer Service, the **Raucous Wachaus Brothers** are working the phones. **Brian Wachaus** started January 20. He just graduated from A&M with a degree in Architecture. His brother, **Todd**, started five days later. Todd's

*(Continued on next page)*



## Punch...

an avid gamer who owns a 486/50 and has a lot of customer service experience.

**Chuck Denning** is learning how things work in CS. He already knows how things work under the hood. His hobbies are auto mechanics and martial arts. Chuck's a native Texas, born in Big Spring.

**Eric Hyman** is our newest Associate Producer. He's our first "inter-company transfer" (read "steal") from Electronic Arts. Eric goes all the way back to Atari 2600 cartridge development. He'll be involved in managing both PC and Sega development here.

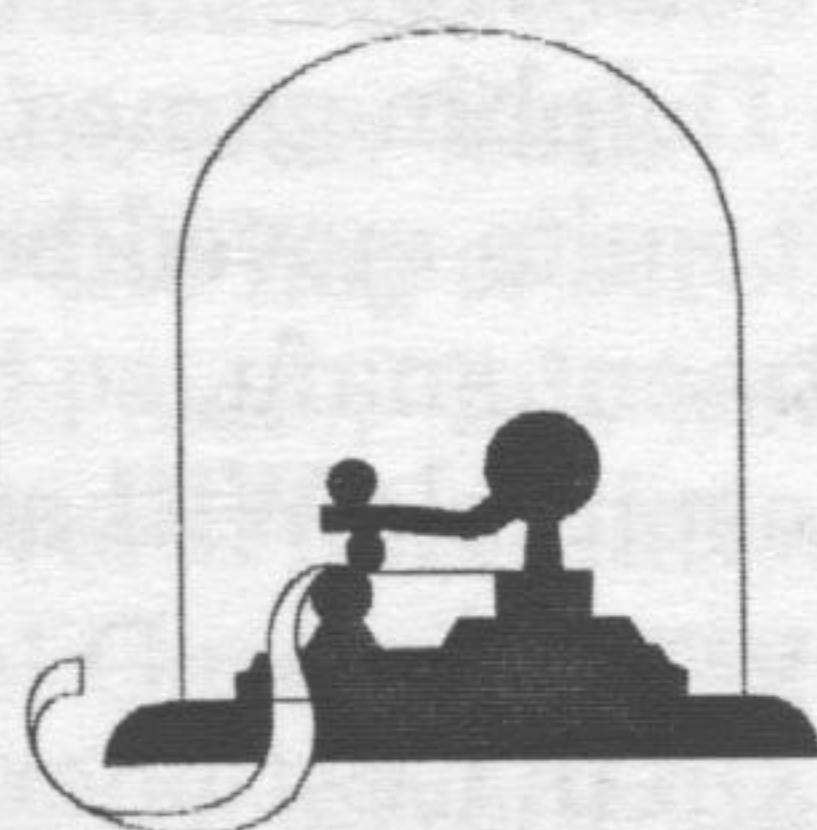
If you want to see some work from our new artist, **Steven Pietzsch**, you have to look no farther than the newsstand. Steven did the cover for the current Texas Monthly 20th Anniversary issue. It's a globe (a lot like the one in our logo) and the land mass is in the shape of Texas. Steven came from Dallas where he was a freelance illustrator also doing covers for mags like Rolling Stone and OMNI. He said, "I've wanted to move to Austin for years, and the ORIGIN job just felt right. This is where the future is going."

**Postal Pat Shelton** and **Don Webb** have been doing some mail bonding. Pat's helping out in QA, rounding out the Shelton dynasty with brothers **Jeff** and **Scott**. Don, meanwhile, is taking over duties as Shipping Clerk.

We have to bid a fond farewell to CS rep **Jennifer Mason**. This is her last day (Friday). She's heading for Mesa, Arizona, but Jennifer, you're welcome back anytime.

## Ticker

(As of noon 1/29/93)



ERTS	50.75	+1.25
BROD	43.5	-1
MPRS	11.25	
SIER	15.25	-0.375

## Dear Point Man

Dear Point Man,

Are the rumors true that the Strike team is getting paid overtime? If so, why wasn't I?

*Actually, both the Strike and Serpent teams are getting additional straight time pay right now for extra hours. "This isn't anything we're required to do by law," according to Fred. "It's being done as an experiment. And it is not to be interpreted as a 'bonus' of any kind. Rather, we are viewing it as a form of 'combat pay.' Since we went into crunch modes on these projects, we wanted to see if the extra pay actually helps: whether it improves morale and/or gets things done faster, because we have to figure out what to do about product schedule slippage. This is not a new company policy. After Strike and Serpent ship, we're going to step back and evaluate what effect—if any—that it had on the process."*

Dear Point Man,

Why is the Earth flat?

*Because our logo is 2-dimensional.*

Dear Point Man,

Will ORIGIN polo shirts and coffee mugs (like the ones we got at the Christmas party) be available through the Company Store?

*No, but we will be taking orders for more of both in April. You won't be able to use Company Store points; it'll have to be cash.*

Dear Point Man,

Since we're now part of EA, do we need new insurance cards for our wallets and purses?

*No. We are under EA's insurance benefit levels, but not actually under their California policy. ORIGIN remains a separate policy with BC/BS of Texas. Your medical and dental cards are still valid. You'll be getting a new prescription card next month.*

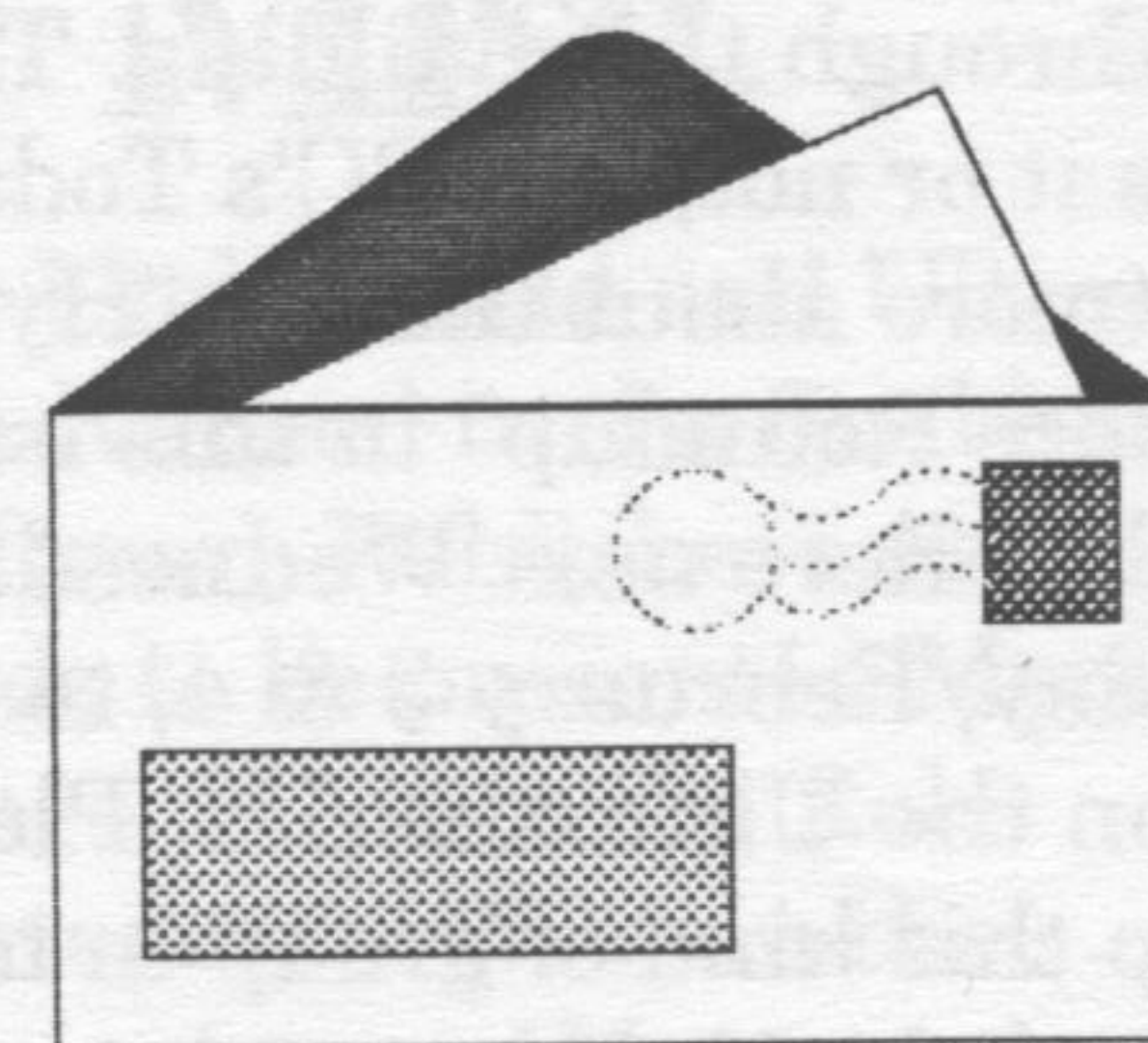
Dear Point Man,

What are the pay dates for profit sharing during the 1993 calendar year?

*Basically, you can look for your check within about 30 days after each quarter ends. The fiscal quarters correspond closely to calendar years. For example, the current "winter" quarter is December 27-March 27, or, roughly, January through March. The check should come out around the end of April, get it? Our first checks (Oct.-Dec.) are being processed right now. If you don't have one by the time you read this, you'll have it very shortly.*

*By the way, EA determines how much money will be doled out based on profitability worldwide during the quarter. The formula for your individual check will be a percentage based on your individual base pay (no bonuses, overtime pay, vacation pay, etc., included) during that same quarter. The Christmas period (the third fiscal quarter which just ended) is historically the most profitable.*

*BTW: Until the Point boxes are re-situated in the new building, you can e-mail questions directly to Galen Svanas. As always, anonymity will be protected.*





# Return to Vegas

(Sin City)—The January Consumer Electronics Show marked the first time ORIGIN made a public appearance as an official part of Electronic Arts, and the differences were obvious. First of all, EA took up about four times the floor space of the Software Publishers Association booth. Crammed into EA's spread were more than a dozen affiliated labels, multiple monitor displays and about 70 people. Around the corner, corporate types in tailored suits huddled in private meeting rooms closing deals and stoking fires. Into this business boiler walked ORIGIN.

The first thing set-up crews noticed at the booth was that Psygnosis was immediately across the aisle with huge speakers. Never one to be drowned out, **Mike "Bullhorn" Harrison** called in more amp power on our side.

ORIGIN's three-sided display became a favorite stop on the EA cycling tour of press, buyers and distributors. On one side, the Serpent intro prompted some remarks. Many who saw it were blown away by the artwork and animation. Some even took it upon themselves to grab the hidden mouse and try to delve into the game. The overall impression was that Serpent has an audience out there patiently waiting, but willing to wait a little longer for a good game. Some said they liked the "add-in" idea we had with Forge and hoped that we'd consider the same with Serpent.

On the other side of the kiosk, ORIGIN FX really opened some eyes, among them, those of EA President **Larry Probst** (check out "Misc." in this issue). FX is one of those products that's expected to have a slow and steady build. This was the first time many buyers and distributors got a chance to see it, and they seemed particularly taken with both the ingenuity of some of the modules as well as the original music. **Screen Saver Scott Russo** did a bang-up job of putting FX through its paces.

Underworld 2 was the featured



## Stricken...

*EA's Bing Gordon (the happy one on the left) and MicroProse's Bill Stealey (the worried one on the right) take in the Strike demo. Strike's public showing drew hundreds, including other flight sim developers.*

product on the big monitor, since it shipped the first day of the show. That seemed to add a little excitement, even though UW2 was already eagerly anticipated. That fact was bolstered by news that retail outlets were selling out of their initial shipments on Day One.

And it's a good thing that UW2 was on a big monitor, so there would be room to support all of the trophies. Game Players PC Entertainment dropped by to give UW1 the award for Best Fantasy Role-Playing Game of the Year (and not the award for Best Technical Achievement, as predicted in the last Point). The gang from Video Games and Computer Entertainment (VG&CE) swung by with an acrylic obelisk naming UW1 Best Computer Game of 1992. It also picked up honorable mention in the best sound, graphics and FRP categories. Meanwhile, PC Games Plus from Australia named Ultima 7 as Game of the Year and Richard as Game Designer of the Year.

Throughout the show, Strike had only been shown in a meeting room. **Erin "Maverick" Roberts** flew in with his own machine the night before CES began (sound familiar?) and proceeded to blow everybody away with take-offs, flight over the city, dogfighting in the desert and external camera views.

The press who saw it said Strike is technologically leaps and bounds ahead of anything out there right now or currently in production. In fact, the show was just too good to keep behind closed doors, so on Friday, we began to spread the word that we would have a rare, pre-release public showing on the big monitor on the show floor the next day.

A crowd started gathering 30 minutes before the scheduled screening, staring at a blank, 37-inch monitor while the soundtrack for the intro sequence blared from the speakers. When showtime finally came, people were standing 10-deep. While Erin flew a flawless demo, Richard spewed superlatives (fastest, most detailed, most realistic). Strike ended up stealing the show (and the thunder from other flight sims being touted), and we did three more hourly demos before taking it back into the suite of meeting rooms.

Sort of an added bonus: we also invited big cheeses from other gaming companies to see our public Strike demo. We even made sure they had front row seats. Why? So we could get pictures of them watching Strike in disbelief. Those pictures have been sent to all of the major gaming magazines, and we're told that some of them might be used in CES wrap-up articles.



# Hype and Schmooze Roundup

## Network Television Comes to ORIGIN

NBC's morning news program, the Today Show, will be here next Wednesday, Thursday and Friday. Don't worry, Willard Scott won't be roaming the halls looking for 114 year-old women. Instead, reporter Jennifer Stearns is doing a piece on the evolution of FRPs and she's using the Ultima series as the focus. She'll be talking with **Richard, Warren, Beverly Garland** and **Beth Loubet** (for female perspectives) and **Randy, Neno** and **Dana** in the Sound Department. The crew will also be roaming the rest of the halls looking for good video. No firm air date set yet, but we'll keep you posted.

One date we do know is for Richard's profile on the Eyes of Texas. That's a show which airs in Houston and Austin. Set your VCRs; it will be on KVUE (Channel 24) on Sunday, February 7, at 6:00 am. The piece will feature stuff shot at ORIGIN, Richard's house and the Haunted House.

Products are keeping a high profile. Larry Shannon reviewed ORIGIN FX for the New York Times, calling it "the hog of screen savers (in terms of size)," but well worth it. In PC World (circulation 527,000), Michael Goodwin says, "Ultima VII is a huge advance in graphics, interface and sophistication. Probably the ultimate fantasy adventure." PC Entertainment calls U7 "a whoppingly big game that's both highly complex and completely engrossing." White

Wolf magazine says U7 "continues to advance the series in every sense of the word."

Forge of Virtue commands two pages in the February issue of Computer Gaming World. C.J. Suddarth writes: "It makes a great game even better." Canada's INPUT magazine says, "When ORIGIN says they build worlds, they mean it."

Underworld picks up a 94% rating in Germany's Power Play Magazine. Meanwhile, back in America, PC Entertainment says: "Visually, this game sets a new

standard. In the FRP category, Underworld is in a class by itself."

In the up-and-coming category, reviewer Greg Keizer tipped us off that Underworld 2 gets a rating of 9 out of 10 in a future

issue of PC Games. "That's the highest rating I've ever given a game," Greg said. "To get a 10, it would basically have to be full-fledged virtual reality, but Underworld 2 is just about as close as anything has come." Advance word from overseas is that all of the European gaming magazines are rating UW2 at 94% or higher.

Check out the latest issue of Strategy Plus for **Anthony Nichols'** well-crafted Privateer designer notes and **Chris Douglas'** great cover art. Coupled with **Craig Halverson's** fabulous Strike cover on PC Entertainment, ORIGIN has once again cornered the market on visibility.

*When ORIGIN says they build worlds, they mean it.*

Both Underworld and Ultima VII have advanced to the final ballots for the Software Publishers Association Awards to be presented March 4 in San Diego. U7 is in the Role-Playing category; UW is in the Simulation category. Next week, we'll be doing a mailing to all 250 of the voting members of the SPA, reminding them that although every year we make the final ballot, we've *never* won an SPA award. The cover piece will read: "If you love us, then why can't you make a commitment?"

On February 25, city council member Max Nofziger is expected to proclaim "Austin Rock Poster Artist Day." It's to honor some of the great work done over the years and no less than six ORIGIN artists figure prominently in a related showing. Plans are in the works to host some type of reception here at 12940 Research, perhaps with our own gallery hanging. Watch this space.

It's rumored the EA Corporate Board Of Directors may be holding their March meeting down here in our new Board room with us. It's still not absolutely confirmed, but it would probably be on the 25th if it happens. If logistics prevent that from happening in March, there will *definitely* be one held here some month soon thereafter.

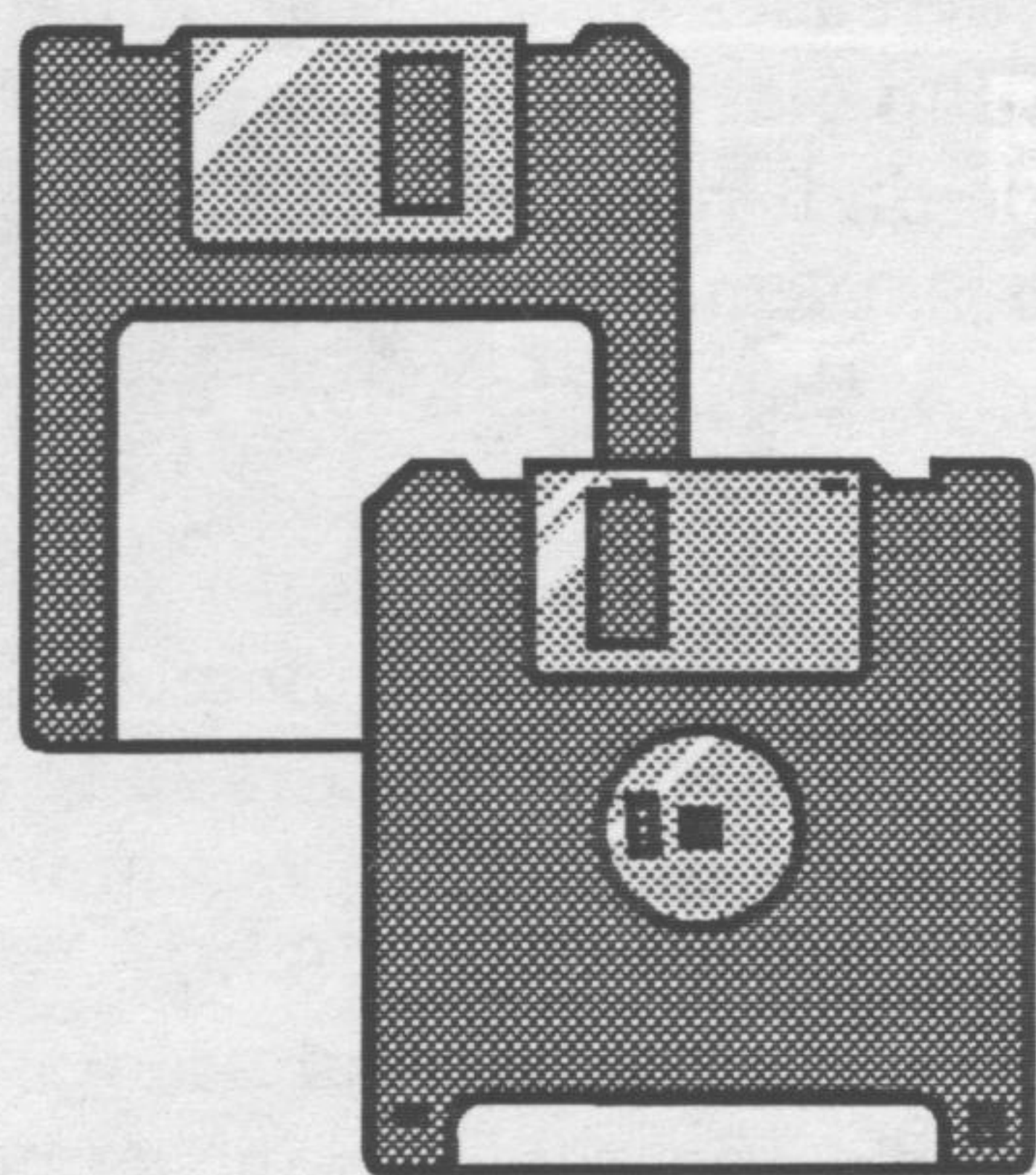
EA Pres. **Larry Probst** is reportedly so intrigued by our new ORIGIN/FX Screen Saver that he had his secretary hunt down Fred and order him to Fed-Ex a copy to Larry's personal attention the other day. Fred noted while he was up at EASM last week that EA employees were running MicroSoft's stock screen saver or one of a few other basic varieties, but nobody up there had O/FX up on their screens! He vowed to get the two MIS groups to address this at once to make sure that O/FX is put up on every EA employee screen worldwide that has the necessary hardware configuration. Fred reportedly also offered EA Chief Financial Officer **Stan McKee** a bargain-priced "site license" for this product for somewhere in the neigh-

(Continued on next page)



borhood of \$2 million (a figure which, coincidentally, about equals ORIGIN's potential revenue shortfall this fiscal year due to late shipping products). Stan is said to have declined the fee, but Fred said that it was negotiable.

Belated birthday congrats go out to **Audrey Beth Corcoran**, just over one month old. Her mom is our Most Remote Employee, **Diane Corcoran**, up in New Hampshire. Audrey weighed in at 7 lbs. 9 oz. at 3:13 a.m. on December 27th.



## READTHIS.TXT

An alarming pattern has emerged over the last few months: Ultima 7, Forge of Virtue, and now, Serpent Isle have all appeared on a German BBS. Each of them showed up just as they hit beta.

"This is our problem and we have to solve it," Richard says. "Having these games show up on a bulletin board certainly hurts our European distribution and stands to hurt our domestic distribution, too. It's imperative that we, as a company, keep it from happening."

This week, the Serpent team found that its product is available on an American bulletin board. Please, to ensure all of our livelihoods, be very security-conscious. No game or any part of a game should ever leave this building in any form unless it's a pre-release version coordinated specifically through the producer (and through Galen for all press contacts).

# In the Library

The Incredible Machine  
 Rex Nebular (MicroProse)  
 Darklands (MicroProse)  
 Tetris Classic for Windows (Spectrum)  
 Amazon : Guardians of Eden (Access)  
 Links Championship Course : Mauna Kea (Access)  
 Martian Memorandum (Access)  
 A-10 Tank Killer  
 Front Page Sports : Football  
 Stellar 7 (Dynamix)  
 Red Baron (Dynamix)  
 Stunt Island (Disney)  
 Wolfenstein 3D - Spear of Destiny (FormGen)  
 Terminator 2029 (Bethesda Software)  
 Wayne Gretzky Hockey '93 (Bethesda Software)  
 Wizardry - Crusaders of the Dark Savant (Sir-Tech)  
 Obitus (Psygnosis)  
 Magic Candle 3 (Mindcraft)  
 Star Legions (Mindcraft)  
 Max Pak with Hoverforce, Star Control, and Test Drive 3 (Accolade)  
 Eric The Unready  
 More older Amiga games  
 French and Italian language-learning software  
 Flight of the Intruder  
 Tank  
 Tunnels and Trolls  
 Altered Destiny  
 Patton Strikes Back : The Battle of the Bulge

### *For the SNES system:*

Monopoly, SimCity, Super Buster Bros, Super Battletank, Legend of Zelda, PilotWings, Drakkhen, Street Fighter 2, Battle Clash, Lemmings, Wings 2, F-Zero, Faceball 2000, Clue, Rocketeer and much more!!

### *From the EA Mother Ship:*

Birds of Prey (EA)  
 Lost Files of Sherlock Holmes (EA)  
 John Madden Football II (EA)

### *Affiliated Labels:*

PGA Tour Golf (Sterling)  
 Rampart (Bitmasters)  
 Heroes of the 357th (Midnight)  
 Lotus Turbo Challenge for Sega (Gremlin)

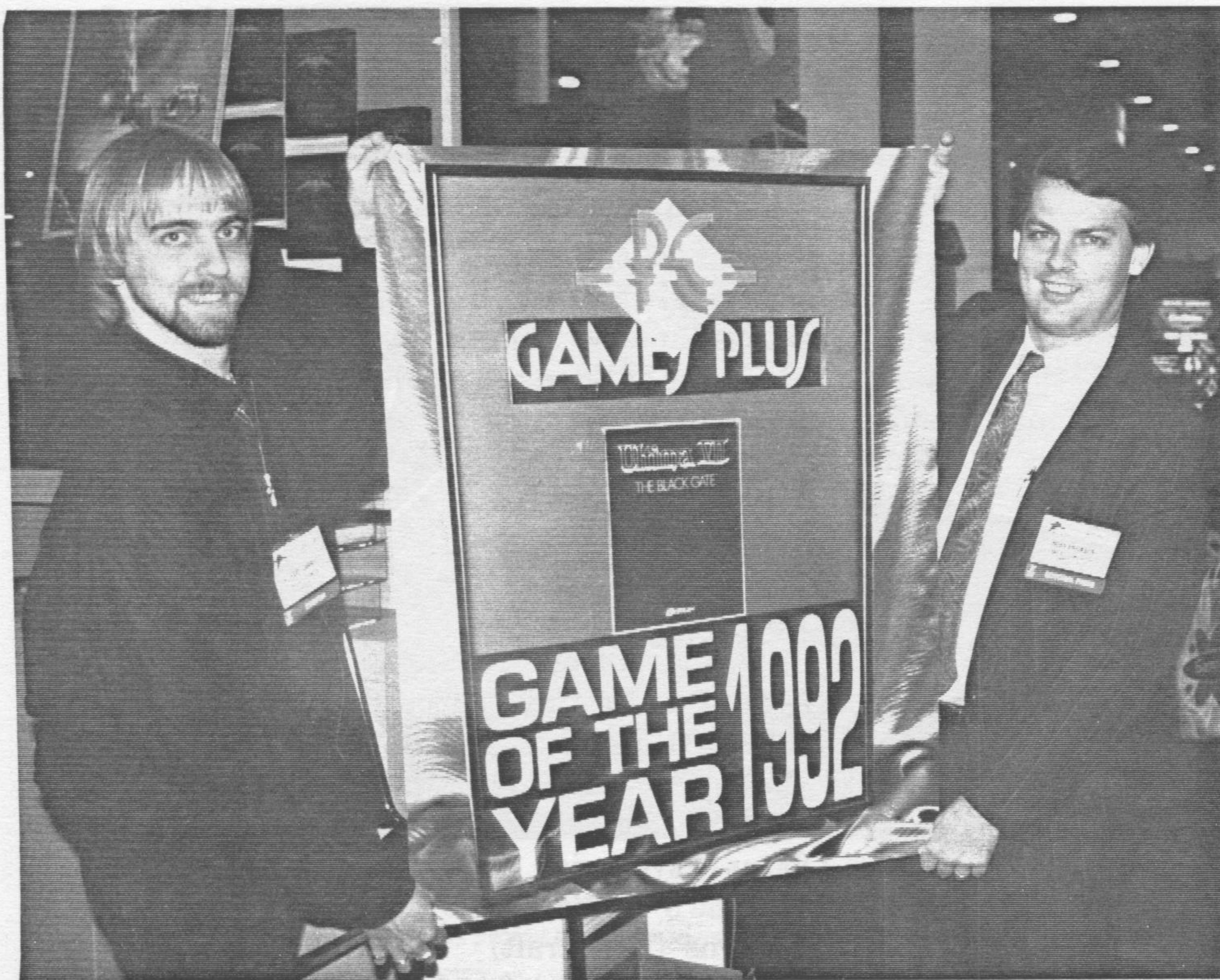
Classic text adventures like Beyond Zork, StationFall, PlanetFall, etc.

Ultima: The Temper of Wisdom by Lynn Abbey  
 Wing Commander: Freedom Flight by Mercedes Lackey & Ellen Guon

Librarian "**Smiles**" Lewis would like someone—*everyone*—to drop by whenever they like. Miles is in sort of an outpost. If you don't know how to get to the Library: you have to go through the doors to the Theater (those are the doors directly opposite the cafeteria doors and across the reception desk). Follow the hallway around to the left and you'll find it. The Library is open from noon until 6:00, Monday through Friday.

Miles would also like to thank all of the thoughtful employees who have donated games.

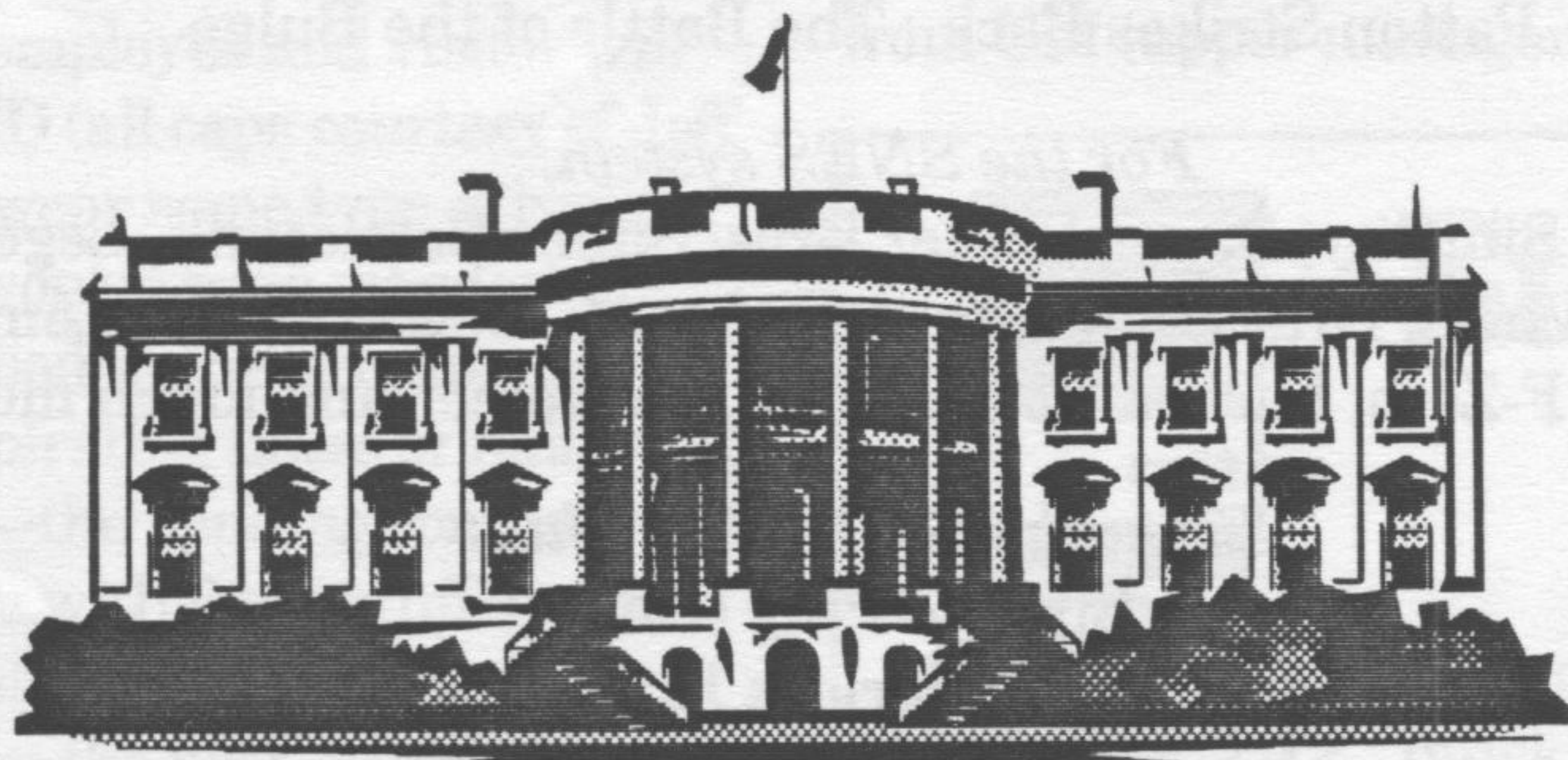




### *On top down under...*

*Richard accepts Game of the Year honors for Ultima VII from Ross Erickson, representing Australia's PC Games Plus magazine. The magazine also named Richard Game Designer of the Year.*

### **Bill Clinton's not the only one with a new address:**



**ORIGIN Systems, Inc.**  
12940 Research Blvd.  
Austin, TX 78750  
(512) 335-5200

**Customer Service:**  
(512) 335-0440

**Sales, Administration, Customer Service and QA Fax (third floor):**  
(512) 331-9558

**Marketing & Product Development Fax (second floor):**  
(512) 331-0063

We have post cards that look almost exactly like this printed up and available at the receptionist's desk in the lobby. If you deal with outside vendors or publishers, feel free to take some and send them out.

## **Techno-News**

Intel was the #1 computer chip maker for 1992, according to a study by Dataquest, Inc. It's the first time since 1984 that a non Japanese company has held the top spot. Japan's NEC dropped to #2, but not by far. Intel's revenues for the year were \$5.1 billion, while NEC's revenues were about \$5 billion. Toshiba checked in at #3, followed by Motorola at #4. All U.S. chipmakers in the top 20 showed double-digit revenue increases for the year, while all of the Japanese companies grew at only single-digit rates. For trivia buffs: the last American company to hit the top of the charts before Intel was Texas Instruments.

Nintendo has tied up with a processed food producer, Ajinomoto, to create a game which features a trip to the kitchen to cook. The program, for Nintendo's best-selling 16-bit game machine the Super Famicom, is an animated active role-playing game called "Motoko-chan no wonder kitchen." The game features a girl's quest to find the best ingredients for her recipes. The development of this game doesn't mean Ajinomoto will seriously enter the game market; it just plans to use the game as a marketing and promotional tool for its food products. The firm specializes in an original seasoning called "Ajinomoto," mayonnaise, and dressings.

Portable cellular phones are on the receiving end of a major public health scare right now. A Florida man claims his wife developed brain cancer as a result of electromagnetic waves emitted from the phone's antenna. The scare was fueled on January 21 when it was learned that Reginald Lewis, head of the US' largest black-owned corporation, TLC Beatrice International Holdings Inc., had also died of brain cancer, and that new Tenneco head Michael Walsh revealed that he, too, has brain cancer. Chief executives are among the biggest users of hand-held cellular phones.

*Source: Newsbytes Network*