

# Point of ORIGIN

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Austin, TX



## “Bueno!” San Diego

by Lee Moore

First of all, I would like to thank **Dallas** and **Jean-Marc** for letting one of the Privateer team members go with me to the San Diego Computer Fair. I feel that it was a valuable tool to let someone from the PD group see what occurs at one of these shows.

In my opinion, the show was extremely successful. There were approximately 30,000 attendees from all walks of life. We took 1000 copies of the sales fliers for Strike, WCA, Shadowcaster, Pacific Strike, and Privateer and they were gone the first day! We, of course, were the loudest group in the building and were requested several times to please turn down the volume (which we politely declined to do). While **Ben Potter** would demonstrate Tactical Ops, I would have another customer play WCA. For the younger crowd, I would lock-on missiles and destroy ships for them. For the older group, I would turn the guns down when an approaching ship got within range. This was the only way to ensure that the line waiting to play would move!

When we would demo Privateer, the crowd would go nuts. They didn't really like the intro that much, but once they got into the game, they got mad when we would change back to Strike. The sound effects were really a crowd pleaser.

The Strike team, on the other hand, should be proud of Tactical Ops. When we showed this game off, everyone was really impressed with both the visual and audio aspects. We had numerous requests for jobs (beta testers) and questions of “How do you do that?” One guy in particular

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## In Print

It's here: the new Computer Gaming World with the monster cover (literally) from **Denis Loubet**. Inside, it's apparent that Editor Johnny Wilson loves the game, too. “Shadowcaster is a visual and aural cornucopia,” he writes, “a showcase game that will be a must-have for owners of high-end systems.” He goes on to call it a “hack and slash masterpiece with plenty of visceral support to undergird its chrome. ...It may just be the most advanced action game I've ever played.”

On to Strike reviews: PC Games includes Strike in a six-sim write-up. Cameron Crotty obviously has a liking for it as he writes: “Whiners with wimpy processors won't get past the Strike Commander gates...The good news is that once you've paid the price of admission, Strike Commander is a ball either as a game or a serious flight simulator.”

An FX review shows up in the same issue. (Suddenly, it's

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# New Hires



# Departures



**Tuesday**  
**René Frase** is a new Publications Writer I. She's from Tennessee and besides wanting to play in a Coed Soccer Team at ORIGIN, she likes to hike,

play guitar and have fun with her 2 cocker spaniels. Welcome to ORIGIN, Tuesday!



**Albert Mayer** worked at Nirvana Systems before coming here. *Sounds enlightening.* Albert once was a radio show co-host and engineer (KUSE SF French Connection) where he got to meet

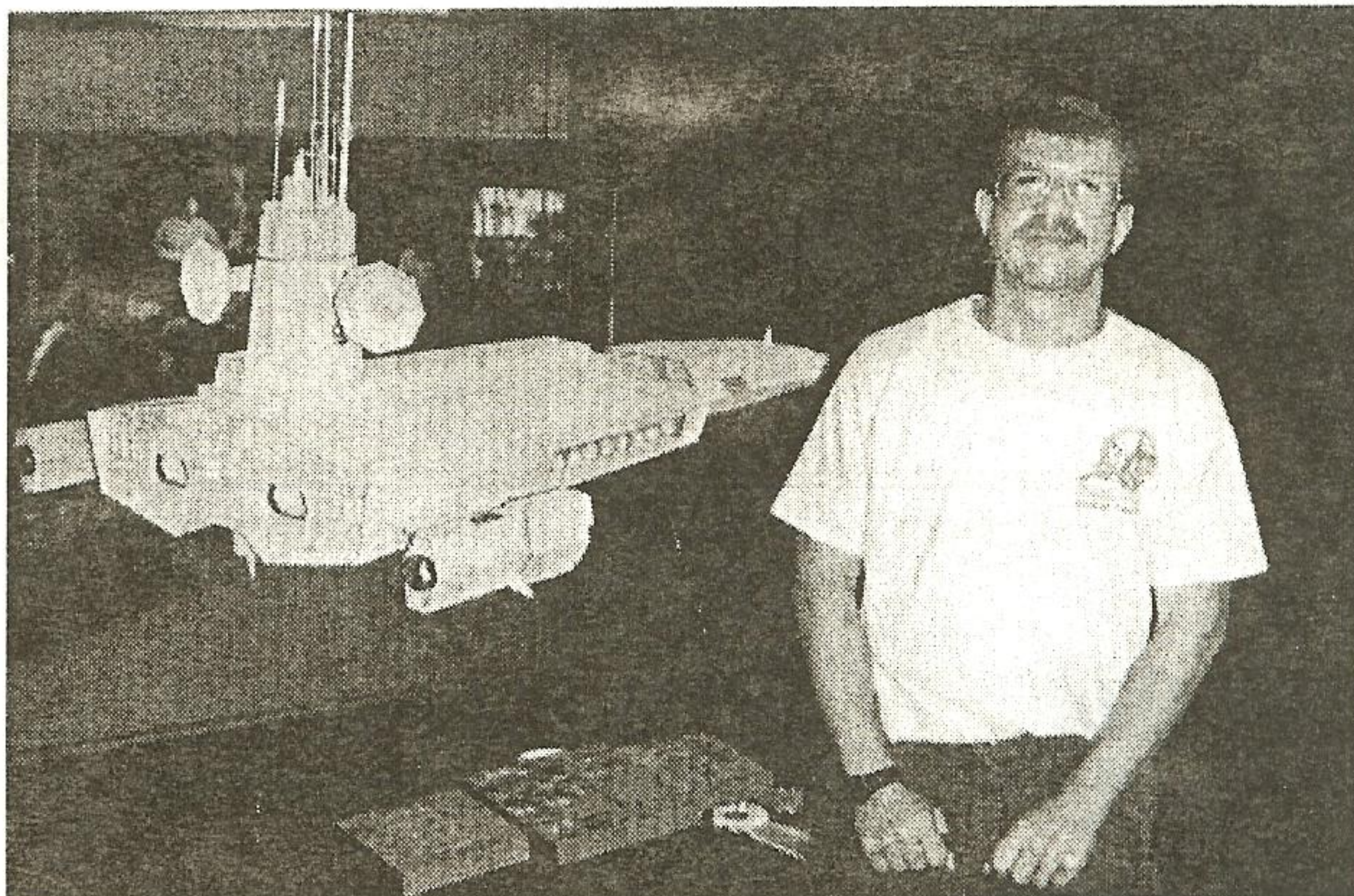
the band ACDC. As a new Ultima VIII System Support Specialist, I'm certain he will be very busy.

**Cindy Meier's** last day was today. She said that she has had a rewarding job in ORIGIN HR but is moving to Iowa with her husband.

**Miles Lewis'** last day will be next Wednesday. He'll be pursuing his comic book career.

**Marc Schaeffen** will be leaving ORIGIN to work freelance with ex-ORIGINite **Dr. Dana.**

We wish you all the best!



## Off-the-clock:

with Brian Smith

Brian Smith is one of our many talented artists who happens to build models when he is off-the-clock. Brian has been an artist on the Privateer and CyberMorph teams, but at home he has spent many hours, years even, building model spaceships from construction paper. One example of this is his 5-foot model shown above. It is a science-fiction genre space ship and it took Brian roughly five years to build. It was one of the major things that Brian thinks contributed to his hiring at ORIGIN. "They knew I was serious when they saw all the detail," Brian says. "This model was a lot of fun to build and not counting one minor collision with an ORIGIN employee that took 6 months to repair, has lasted quite well." It was recently shown at the local Star Trek convention where trekkies couldn't help but swarm around it and admire its perfection.

Brian began building models when he heard that professionals in this field made \$65 an hour. (I'm sure we've all heard that one before.) Besides, he recalls, "it kept me out of the bars." He also started building them in hopes that they could be used in a movie production, which is why Brian added a lot of detail. One ship even has working running lights in the hangar and rotating radar dishes. Another model was designed to look like it was transported in pieces by the shuttle and assembled in space. It is a more "realistic" model, says Brian, who hopes to attract an audience that is interested in the current progression of space exploration. Brian has written some producers who said they would contact him if a movie came along where his model would work.

Brian shows a lot of enthusiasm for his hobby, which seems to tie in with his current job at ORIGIN. He's now learning the standard drawing programs and 3D Studio, which will allow him to build his models on computer. "It's one thing to draw," says Brian, "but a painting or drawing truly comes to life when it is fully modeled."



## ...Bueno

asked, "While ejecting, how do you get away from those missiles?"

When Shadowcaster was shown, the crowd would stop and ask, "What is that?" They really liked when we would kick the strawberry plants or change shapes into the "devil" and spit fire. The sound, again, was fantastic.

The two most asked questions at the show were: "When is Privateer really going to ship," and "when is Ultima 8 going to be available?" The only negatives: we got hammered on release dates, not supporting Windows, no Mac products, and of course, our favorite—the hardware requirements for Strike Commander.

I believe that we changed several people's perceptions of ORIGIN and our products. I want to thank Ben Potter for all his help and hard work. We now have a lot more fans in southern California! At the airport, Ben was stopped by a San Diego cop. He wasn't doing anything illegal, the cop just wanted to tell us what great fans he was of our games. He stated that we were the best game people in the industry "with the fewest bugs and the best game play." Words to live by.

*Only 49 days until ORIGIN's PC (Politically Correct!) Winter Holiday Dinner Party. Get your room reservations in now.*

**ORIGIN Systems  
Winter Holiday  
Dinner Party  
Saturday, December 11th  
Hyatt Regency Downtown  
Special \$65 rate (normally \$138)**

*Contact Mindy Stringer or Sharon Miller for more details. Reservations must be made within the next couple of weeks to qualify for the special ORIGIN rate.*

## ...Print

making a comeback.) "Like pretty much everything else this company does," Peter Olafson writes, "FX is spectacular." He calls it "required viewing."

Back to Strike: Toren Smith writes in Japan's PopCom magazine: "The real strength of SC is in its synergistic combination of top-flight graphics, sophisticated gameplay, complex and involving storyline and excellent simulation—the sum is greater than the parts...(Strike Commander) is a ground-breaking game with no real competition. I would be surprised if another game of this size and complexity is created for many years, perhaps never." Well said.

If you're an avid reader of Point of ORIGIN (and hey, who isn't?), you'll remember from issue #45 that Multimedia World magazine's Readers' Choice Awards were due this month. Contrary to earlier reports from the mag, Wing 2 did not beat out Wing 1 for Best Arcade Game—they tied! That makes this the second year Wing 2 has picked up that honor; the first year for Wing 1. Wing 1 gets its solo glory as Best Simulation, beating out... who else...Wing 2. Multimedia World's readers nominate and vote for their favorite outstanding titles in the Choice Awards. Congrats (once again) to all involved in both projects.

And early congrats (hopefully) to everyone who worked on last year's Haunted House at Britannia Manor. Zachary Scott Theatre has nominated Richard and the house for a 1993 Business Committee in the Arts award. One night's operation of the house netted \$25K for Zach Scott's operations, the largest fundraiser in the theater's history.

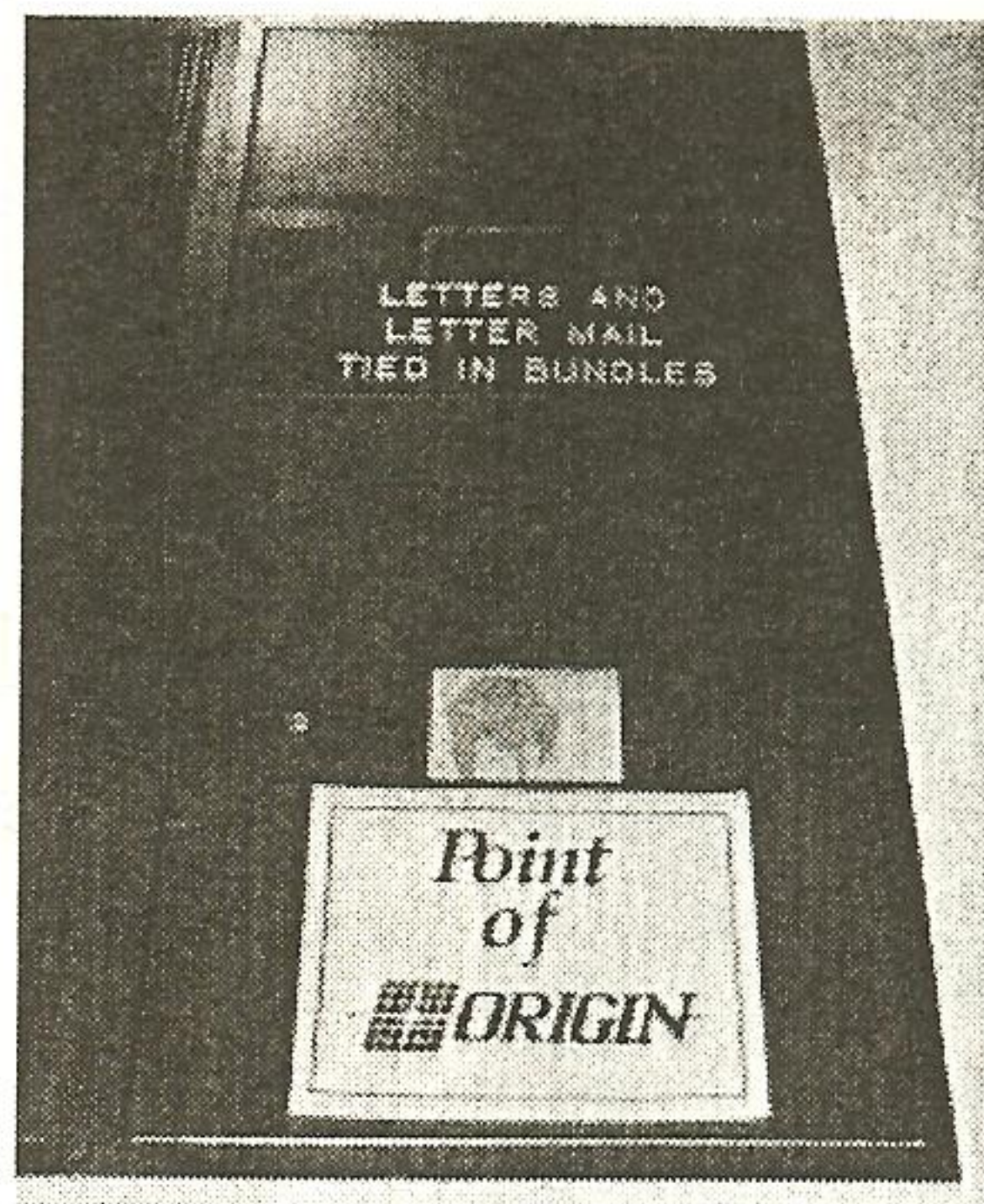
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*Jennifer Davis tied the knot last Saturday at her Edwardian-style wedding. Jennifer and her husband, J.B., are currently honeymooning in Vienna, so be sure to congratulate her when she returns October 5th.*

## Dear Point Man,

The Point Man will return next issue with more questions and answers. Don't forget to submit your questions in the Point box on the first floor near the weight room or E-Mail The Point Man at his ccMail address. "The only question I won't answer," says the P-Man, "is a verbal one. Just write it down!"






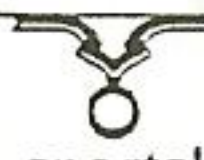













# October 1993

Checked out the workout room lately?



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1 \$ PAY DAY!	2
3  ORIGIN Sports! see David Ladyman for schedule	4	5	6	7  sports!	8  HAPPY HOUR!	9
10  sports!	11  sports!	12	13	14  sports!	15 \$ PAY DAY!	16
17	18  sports!	19	20	21  sports!	22  HAPPY HOUR!	23
24  sports!	25  sports!	26	27	28  sports!	29 \$ PAY DAY! Bored, er...Board Meeting	30
31  Profit						

September

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

November

S	M	T	W	T	F	S
			1	2	3	4
			5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						