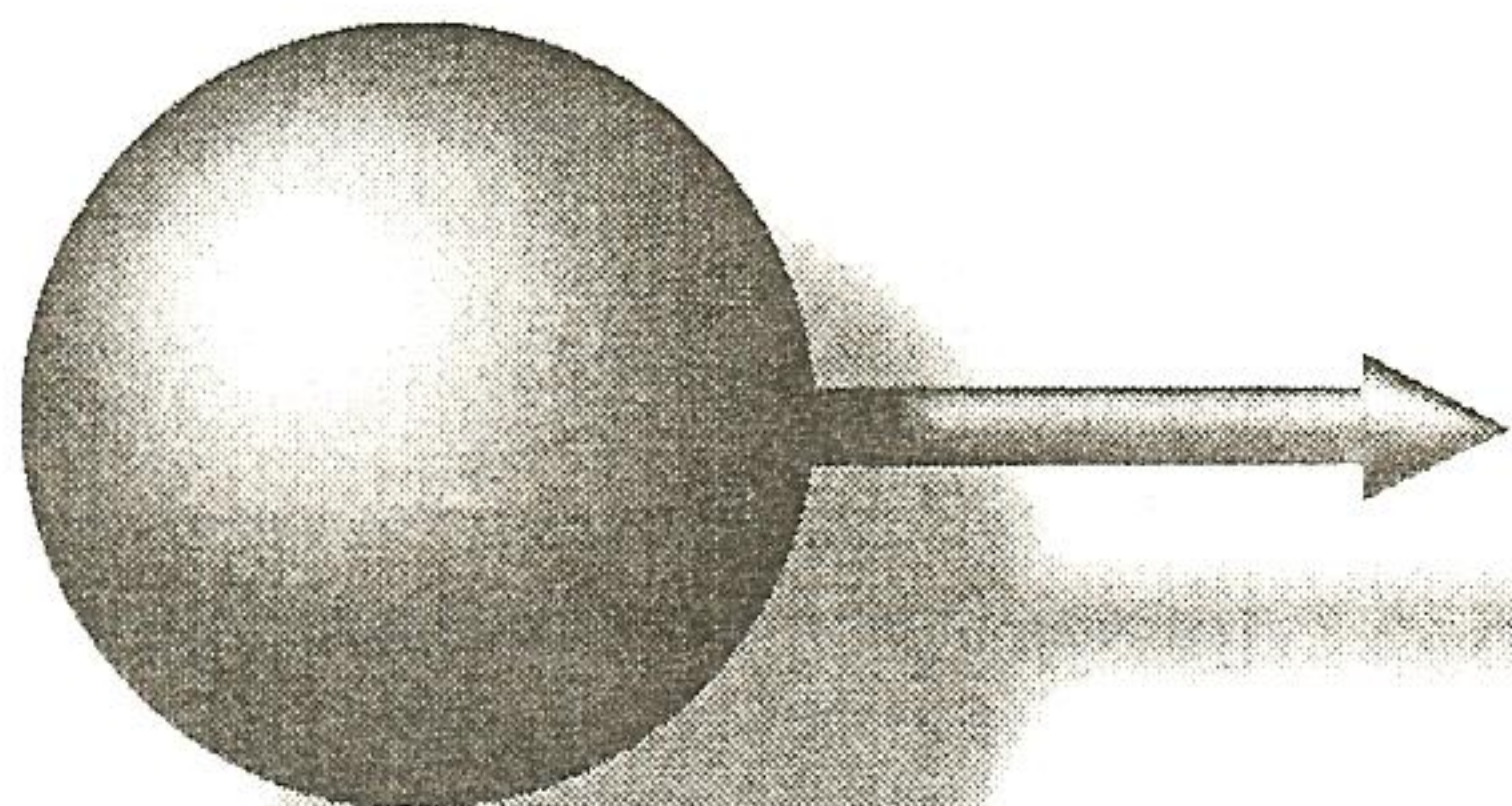


P o i n t



G / N



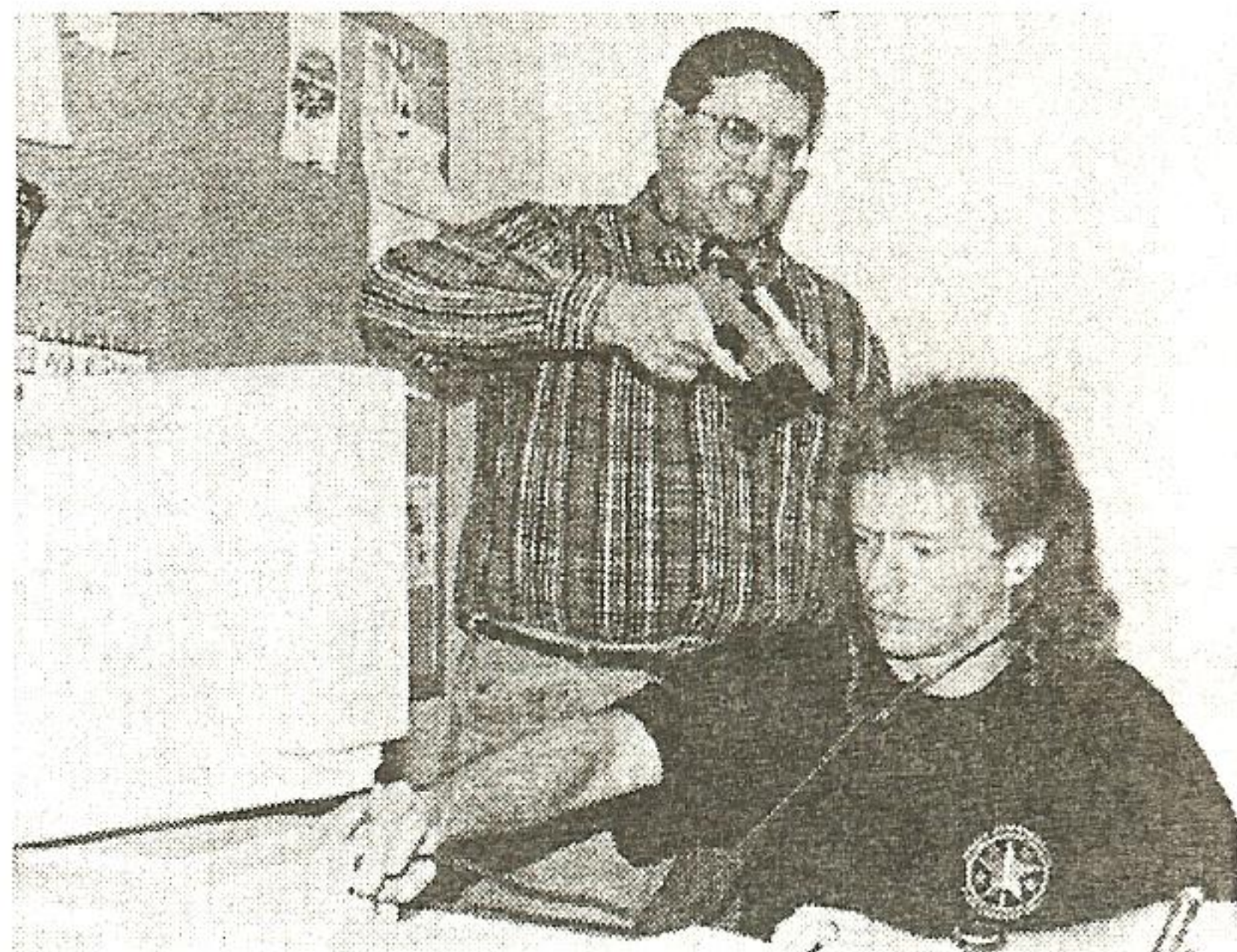
It's the
HIP and
trendiest!

I n s i d e

Volume V, Number 2, February 10, 1995

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p a g e



Turn your head and cough. Craig Miller's computer caught the virus on Monday. It still isn't working, the computer that is.

S p o t l i g h t



ORIGIN catches the bug

BY Sean Kelley

ORIGIN has been lucky enough to spend the last several days recovering from the ill effects (pun intended) of a virus that found its way into our building. The virus in question was several strains of the Jerusalem virus (Jerusalem type IV and Jerusalem type III). Luckily this virus is not as bad as others that are floating around out there in cyberspace, but it did do its damage.

The Jerusalem virus enters your computer when you run a program that is infected with it. It then remains in memory and infects other programs as you run them. This is how it got so wide-spread in our system. Some unsuspecting person brought the virus in and infected their system. Then some very popular network programs got infected (page and logout). After this, there was no stopping it. Just about everyone runs these programs pretty frequently so the virus spread to most of the computers in the building in just a couple of days.

Afterwards, many people had problems with file corruption. Specifically, Jerusalem was corrupting Windows, command.com and other files. Luckily, with a little work, our top-notch technicians can usually remove the infected files in all but the most extreme cases. The real problem arises when someone does not clean their system and re-infects the network (we had to remove Jerusalem from the net several times in the course of one day!!!).

Jerusalem is a malignant virus. Its mission in life is to damage other peoples' property. Other viruses (there are thousands of known strains out there right now) are even

GOTO 6



Welcome to the Wing III stampede, folks. Yes, the reviews are popping up everywhere. We start with the latest edition of Entertainment Weekly. Bob Strauss gave WCIII a grade of "A." "Hollywood sci-fi stars soar in 'Wing Commander III,'" he wrote, "but it's the game's sophisticated technology that leaves other CD-ROMs eating its space dust." Strauss applauded ORIGIN for casting Mark "Luke Skywalker" Hamill in the lead role.

"It may be just a computer game, but it boasts an early sequence worthy of Star Wars series."

The high grades continued with PC Gamer, which rated WCIII 96% in its March issue. Tom McDonald wrote, "Finally, what everybody has been waiting for, an 'interactive movie' that's both truly interactive and a good movie. ORIGIN has produced a title that succeeds so perfectly and on so many levels that it must be considered the new benchmark against which all interactive entertainment will be compared."

Hold it, don't turn that dial. There's more, much more. Russ Ceccola, who

writes for Electronic Games, gave an "A+" to Wing III in the March issue. Russ clearly was blown away by the graphics in WCIII. "The space combat scenes look like they were filmed, although it is certain that they are computer generated. It is very easy for players to focus on the screen and get lost in the game's world as they watch the dramatic scenes and action."

Strategy Plus is out with its assessment of Wing Commander III. "WCIII is a graphically stunning, entertaining action game featuring perhaps the finest integration of film and

game seen to date," exclaimed Steve Bauman. "The multimedia gaming event of the year."

Overseas, they are also singing the praises of the latest installment in the Human-Kilrathi war. "The quality of a major movie!" gushed Frederic Marie in Generation 4 from France. He gave WCIII a score of 93%. Editors at another French publication, Joystick, gave WCIII a 92% score. "We have never seen a game so similar to a movie," they wrote.



Perhaps the best accolades came from the UK where Gary Whitta, with PC Gamer, gave WCIII a 95% score.

"Believe the hype – the most cinematic game ever," he wrote. "Undoubtedly the most elaborate and ambitious PC game ever created, and the first to stake a legitimate claim to the holiest of grails, the term 'interactive move.'"

Other mentions for Wing Commander III have come from TV Guide, which referenced the game in an article about Mark Hamill and his guest role on NBC's Sea Quest. Also, WCIII was demonstrated a couple of weeks ago on the popular PBS program, Computer Chronicles. Doing the honors was none other than Wing IV co-producer **Mark Day**.

And while there's a lot of hype surrounding the release of WCIII, System Shock continues to haul in its fair share of kick-butt reviews. Bernie Yee graded SS at 4 out of 4 in PC Magazine. "This cyberpunk action thriller from ORIGIN Systems manages to outdo DOOM. System Shock is the most addictive action/role-playing hybrid to arrive in years."



PC Gamer is out with its year-end awards and System Shock walked away with Best Adventure Game honors for 1994. "System Shock really smokes," proclaims the editors. It beat out The Legend of Kyrandia for top billing. The glass trophy from PC Gamer is sitting in the display case in the lobby. Check it out. In case you're interested,

Doom was chosen Game of the Year and TIE Fighter edged out WCIII for Best Action Game honors. Huh?!?!?

Next Generation, the new mag from GP Publications, is now on newsstands. Editors gave System Shock a rating of 4 out of 5. "A great blend of strategy and action backed up with all the extras." In the same edition, Armada was given a grade of 3 out of 5. They also printed a nice preview of BioForge, calling it, "an 'interactive movie' that may actually come up with the gameplay goods."

Finally, here's something to check out in a couple of months. Electronic Games has released nominations for the mag's 1994 game awards. Shadowcaster CD was nominated for Best Computer Adventure/RPG, as was Ultima VIII: Pagan. The readers will vote on this one and the results will be printed in the April issue. Good luck!!!!!!

Descent of a Champion

*Editor's note: Last Friday, 24 ORIGINites gathered in the Training Room for the first of what's hoped to be once a month intercompany gaming tournaments. The first game was Interplay's Descent. The first winner was **Jeremy Dombroski**, aka Mufasa. The following is his account of what happened.*

Well what can be said about a small room full of foaming-at-the-mouth computer geeks armed with their wits, their fingers, and their input devices of choice. A fiesta of death, mi amigos. Death by laser, missile, mini-gun, and harsh language (I sure can vouch for my own use of the latter). Man, all I can say about the first annual "Descent" tournament brandishing itself in the Training Room, is I'm glad no one brought a BFG 9000.

I walked up there, customized Thrustmaster in hand, picturing a couple of guys at their respective computers and a moderator — all in a nice little death match with prizes. Jeeze, when I approached the Training Room, I found people overflowing into the hall. This place was packed, and ripe for an explosion. Peering under the arch of someone's open-for-the-world armpit (not an all too pleasant experience), I gazed upon a group of overlords, lead by that swarthy fellow **Eric Hyman**, casting out orders to a gaggle of ready-for-death "Descent" junkies. AND, huddled in a mass of eager-for-free-flying-entrails humanity, were the spectators! These folks looked scarier than the contestants.



Will McBurnett, inventor of the virtual joystick, and associates.

Three games were played, to determine the finalists for the last conflict o' bits 'n pieces. As the eight pilots steered their vessels down the dark twisting tunnels of "Descent", the onlookers cheered and gawked and winced ... and some pondered their own fates, when their time would come. I know that one, a little pilot by the name of Mufasa, was scared to death of what might happen if he threw himself in the mulching pit of agony that was these "Descent"

opponents. Lasers scorched shocked and fuming targets. Missiles found prey in dark unfortunate corners. Some gladiators found painful humiliating defeat, in the fires of an enemy's death throes. It was an absolute carnival of carnage, as the sweat-soaked men and woman found heated glee in the decimation of their fellow ORIGIN soldiers. They smiled silently without a drop of remorse, while they gathered the valuable, scattered remains of their tortured victims. And the crowd at the back of the room cheered, and cried, and cringed in deserved fear as their heroes and friends met continued demise at the hands of a wicked foe. And it was good.

At last the three 15 minute battles were over. The losers, crippled and bleeding, crawled away from the rubble in mass confusion. Their faces were contorted images of anguish and humiliation. They saluted their conquerors honorably and returned to reality, which for some was a new respect for their comrades, for others a strong hankerin' to get plastered, and for a few, the grim resolve to one day return and claim right to the prize of competing in the final match. It was a contest to be coveted. Eight vicious creatures of stone cold intentions and deadly skill. They all had their own lives, families, and even names—but names became blurred in the final



conflict, the battle to determine the winner of the prize. It was a prize that most mortal men can only briefly comprehend in their short lives. It was an item of vast powers and unimaginable worth. It was a reward so decidedly perfect for the black and lethal cunning that "Descent" required of its guests. It was a \$75 gift certificate from Best Buy.

The final game was the peak of the delicate weaving of man and machine. The last eight masters of the game fired

up their consoles and typed the mystical rites of execution. The battle began. The greatest flew daring, and many fell only to return for vengeance. Carcasses of defeated ships twisted and spat curses as their respective pilots screamed in agony. Some elated in their swift victory, only to find that they had been carefully followed and when they frantically searched for a safe angle, their dust was once again scattered across dank tunnels. The killing seemed to

GOTO 7

I n D e v e l o p m e n t

Ed. Note: This edition of Point of Origin marks the debut of a regular monthly feature highlighting the activities of a different producer group or department within the company. The goal is to help foster an environment where creative and technical ideas are exchanged more frequently so that everyone who works here has at least an inkling about what's going on.

by John McLean

PRODUCER: Warren Spector
PRODUCER GROUP: Vested Interest
NUMBER OF SKUs IN DEVELOPMENT: 6
HEADCOUNT: 50+

With the largest producer group in the building, Warren Spector's team also has some of the most ambitious titles in development, ranging from interactive movies to hard-core POV action games to full-blown sequels of proven hits.



The common denominator behind most of their creative efforts is serious action – specifically shooting, burning, killing, blowing up things and basically destroying as much stuff as possible. (Is this a great place to work or what?!)

Here's what they've got in the pipeline for the next year or so:

CRUSADER: No Remorse

Director: Tony Zurovec
Art Director: Bev Garland
Lead Designer: Mark Vittek

You play a rebel leader who once worked for an oppressive government and now will do anything in your power to see them destroyed.

An action-adventure game w/ 90 minutes of digitized video. It has the slam-bang action of Doom with a 3/4, top-down view.

Now approaching Beta. Expected ship date: Mid 95.

ULTIMA 9: Ascension

Creative Director: Richard Garriott
Technical Director: Mike McShaffry
Art Directors: Denis Loubet & Micael Priest
Lead Designer: John Watson

The Avatar becomes embroiled in the final battle with the Guardian, and both his life and humanity are on the line.

A CRPG that nobly continues and expands upon the Ultima tradition. The most significant departure in this installment is the switch from 2D into top-down 3D with movable cameras.

Now finishing script stage, evaluating 3-D technology and assembling a crack development team.
Expected ship date: Late 96.

FIRE HORSE

Producer/Director: Al Nelson
Art Director: C.J. Taylor
Lead Programmer: Jeff Wilson

In a jaded world of big guns and serious money, you take on the Triads, attempting to stop them before they stop you.

A 100% Live-Action Interactive Movie in the tradition of John Woo, with "a higher body count in the first five minutes than every Wing Commander and Ultima put together."

Now completing engine and editor, while continuing pre-production for a film shoot in Seattle and Vancouver this summer. Expected ship date: Early 96.

CARNAGE

Director: Tony Zurovec
Art Director: Whitney Ayres
Lead Designer: Dave Beyer

On the run from a panoply of evil forces, you discover that taking over the White House and removing the President from power (violently, of course) is the only way to save the world.

A futuristic action game with a new 3-D engine that features indoor/outdoor walking & driving, lots of action, tons of killing and enough story to keep players interested.

Now beginning early design stages. Expected ship date: Late 96.

CYBERMAGE

(aka PsiMaster; aka PsiMage; aka Dark Light; aka PsiFire; aka Death Fire; aka dozens of other discarded titles.)

Director: David Bradley
AP: Harvey Smith

Unbeknownst to the world at large, aliens have invaded and taken over key figures, including an evil henchman with a gem in his forehead. It's your job to track this villain down and eliminate him.

A POV action game with a superhero twist where you have superpowers in addition to the usual arsenal of weapons.

Out-of-house development. Expected ship date: Mid 95.

SYSTEM SHOCK (MAC)

AP: Andrew Morris

A straight-forward Mac port of Looking Glass' cyberspace shooter. Projected shipdate: Late 95

WARREN'S DREAM PROJECT (Death & Destruction)

Although not found on any SKU plan, one of Warren's long-time dreams is to create a sim where you build all sorts of evil machinery which you subsequently use to destroy the world around you. Instead of playing the hero, this is your chance to be the villain! In short, it's a constructive game of destruction.

Expected ship date: Some time this century.

Galen Svanas

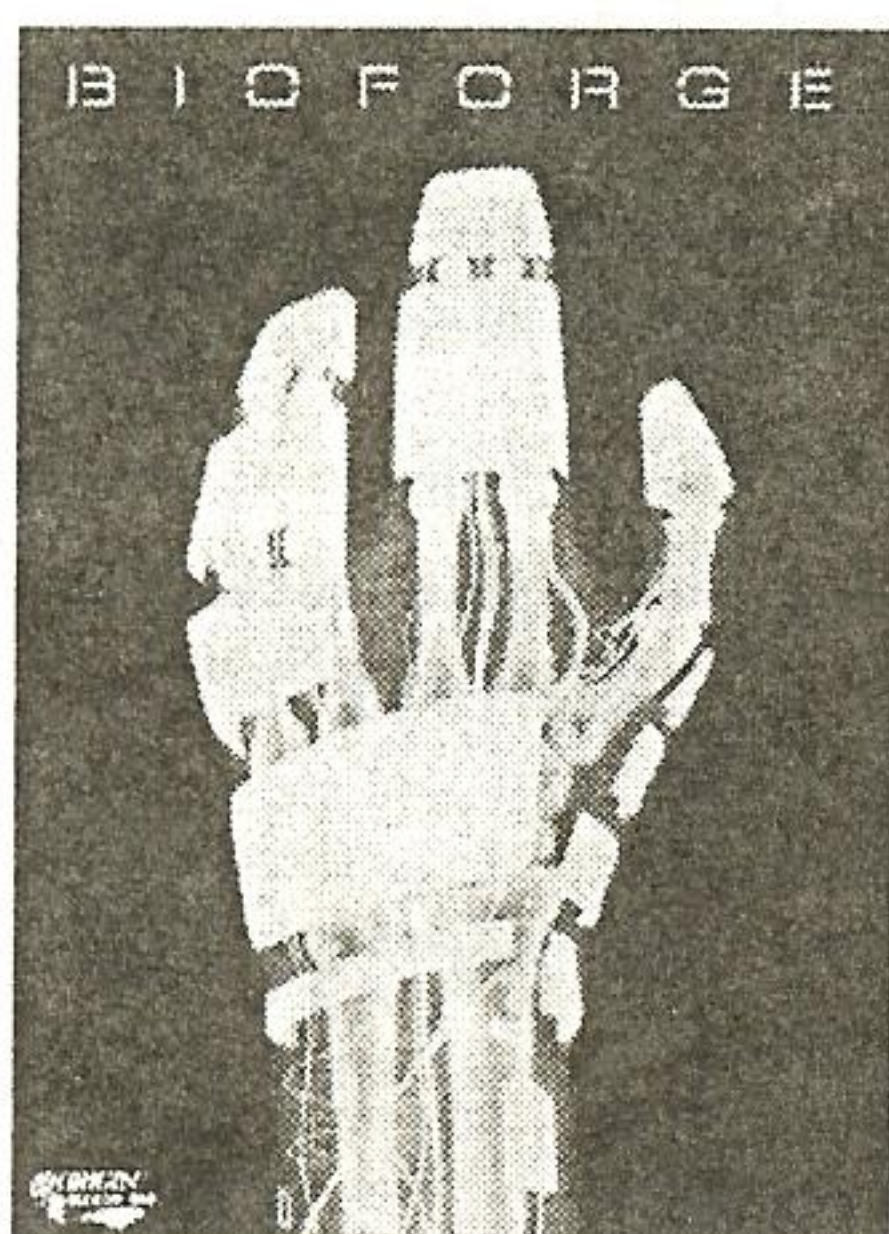
According to the vast (and vocal) gaming audience, ORIGIN is on a roll. First came System Shock, universally acclaimed by even hard-core DOOMers. Next, it was a Wing 3 Christmas. (Wing 3 showed up on many lists as one of the top-selling CD titles of 1994, even though it was only on the shelves for two weeks of the year.) Now, Wings of Glory is making some noise of its own.

If you haven't stumbled across it yet on the intuitive MS Mail system, there's a shared folder that goes by the name of ORIGIN Systems Online. Here, we post the good, the bad and the ugly. Contrary to popular belief, postings are not edited to appease the Corporate Gods. A brief perusal of the postings shows that WoG is getting a slow but steady start. Players are finding that WWI aircraft aren't quite as responsive as F-16's.

Those of us who remember the slamming ORIGIN took for the "tweaked" flight modelling of Strike Commander still wake up in cold sweats. Now, some gamers are wondering if "real" always means "real fun." The WoG team's already on it, working on a patch to add a little more heat to the stick as well as clean up some terrain and add blackouts, something else that didn't happen frequently in WWI. Still, the overwhelming initial response is very positive, but wait ...

The WoG demo will be in the March issues of PC Gamer and CD-ROM Today, polybagged along with the game's poster. That will be followed up with an online contest using the Flight Recorder, sort of a Best Mission competition. Stay tuned for more news on this title.

Finance is checking whether the BioForge team will get end-of-project bonuses, or whether Social Security will suffice. (Just a joke, everyone...) In fact, the gang in Product Support is very happy with the way BioForge is wrapping up; it could surprise a lot of people. To that end, the box has been re-designed to give it a fresh look, and we're looking at fully re-launching the game when it's ready. There's a possibility that we may do some cross-promotion with Intel and a Pentium sticker. In any case, Intel's putting it in 100 demo stations around the country.



By the time the next hot issue of Point of ORIGIN smears all over your fingers, we may have our WWW site fully up

GOTO 7



FEBRUARY

This month's honors go to **Brent Thale**, who works in **Eric Hyman's** group, in recognition of the vast amount of work he has contributed toward the development of Wing Commander III 3DO. Brent has worked on the project in the capacity of Technical Director, and in the words of one of his colleagues, Brent has shown "...ceaseless devotion to Wing III 3DO, staying up all night to make new versions, writing new tools at the drop of a hat, following up with marketing [on] box design and strategies, and fearlessly pursuing a state-of-the-art game." Brent has been with ORIGIN since 1991, and has worked on Wing Commander II, Wing Commander Academy, and Super Wing Commander 3DO among other projects. He previously worked for Electronic Arts from 1987-1991. His commitment to excellence garnered for him Electronic Arts' President's Award in 1988 for the Atari ST version of Lords of Conquest, and he has put these same high standards into practice here at ORIGIN. Congratulations, Brent, on a job well done!



Special



The littlest ORIGINites

Congratulations are in order for two members of the ORIGIN family. Yesterday **Paul Masters** became a new father. His wife, **Pam**, gave birth to an 8-pound, 5-ounce boy. **Truman David** is 21 3/4 inches tall.

Also, congrats to **Jeff and Missy Hillhouse** on the birth of their son, **Andrew Jeffrey**. Andrew came into the world on February 4th. He weighed in at 7 pounds and stands (with Dad's help) 20 inches tall.



The Quiz.

1. ORIGIN is currently constructing a new building on 2222, near the lake.
2. BioForge will ship on 20 floppy disks.
3. ORIGIN is over 10 years old.
4. Chris Roberts is definitely moving out of this building.
5. The cafeteria is going to be 'built out.'
6. Robert Garriott will buy you lunch if you invite him out.
7. ORIGIN management has an open-door policy.
8. SGI is planning on purchasing both Alias and Wavefront software packages.
9. You have to be 'voted into' the Entertainment Committee.
10. Projectile weapons are outlawed at ORIGIN.
11. Micael Priest used to work at the Armadillo.
12. The Life Drawing classes are only open to artists.
13. ORIGIN will pay for you to go to school.
14. Only 'trained professionals' write for the Point of ORIGIN.
15. ORIGIN sponsors a softball team, a soccer team, and a mud-wrestling team.

The Answers.

1. *BS. The plans are in the 'works,' but actual construction hasn't begun yet.*
2. *BS. BioForge will ship on CD only.*
3. *Fact. ORIGIN was started by Richard and Robert Garriott in 1983!*
4. *BS. The decision as to who or what is leaving has not been reached yet.*
5. *Fact. With the expansion ORIGIN is planning in the next 6 months, there will be a need for even more offices. That includes the weight room, as well.*
6. *Fact. One of his long-standing promises has been just that. If you have company concerns, he'll be happy to talk about it over lunch (usually at Wendy's).*
7. *Fact. Another of the long-standing traditions here at ORIGIN.*
8. *BS. They signed the deal early this week to purchase both companies.*
9. *BS. All you have to do is show up.*
10. *Fact. But it's only enforced by Robert Garriott.*
11. *Fact. Mike used to be in charge of the 'bouncers' there!*
12. *BS. Any ORIGIN employee can attend. See Bob Cook for openings.*
13. *Fact. If your supervisor approves of a work-related class, and you receive an 'A' or 'B,' ORIGIN will reimburse you for the class and your book(s).*
14. *BS. Are you kidding?*
15. *BS. All but the mud-wrestling, and we're working on that!*

Virus

FROM 1

more destructive, destroying File Allocation Tables, erasing files completely, corrupting boot sectors, mailing nasty letters to your mother-in-law, and sending your name in to some particularly embarrassing episode of the Jenny Jones Show. Some, however, are less destructive and almost cute. These are usually viruses that print some sort of message then go away. Still, your computer has been invaded.

Once a virus has struck, you are faced with the chore of recovering from its effects. This can be a formidable chore. The best solution is to prevent viruses from striking in the first place. Memory-resident virus-detecting software is a good choice and there are several available. It is also a very good idea to scan your hard drive frequently and always scan it that are brought to your system from the outside before you load files. While these methods are not 100% fool-proof, they will catch most of the critters that are waiting out there for some unsuspecting computer.

THE LATEST VIRUS LIST

GALLUP VIRUS:

60% of the PCs infected will lose 38% of their data 14% of the time (plus or minus a 3.5% margin of error).

POLITICALLY CORRECT VIRUS:

Never calls itself a "virus", but instead refers to itself as an "electronic microorganism."

RIGHT TO LIFE VIRUS:

Won't allow you to delete a file, regardless of how old it is. If you attempt to erase a file, it requires you to first see a counselor about possible alternatives.

OPRAH WINFREY VIRUS:

Your 200MB hard drive suddenly shrinks to 80MB, and then slowly expands back to 200MB.

AT&T VIRUS:

Every three minutes it tells you what great service you're getting.

MCI VIRUS:

Every three minutes it reminds you that you're paying too much for the AT&T Virus.

WARREN BEATTY VIRUS:

Constantly tries to prove its virility by attaching itself to younger or newer files.

**"You can
take your
brown bag
and..."**

...bring your lunch to the next Origin Brown Bag meeting,
this Monday at noon. You'll meet the people of the
Marketing Department and learn what they do
and why Origin just wouldn't be the same without them.
We'll see you this Monday, Feb. 13, in the cafeteria.

Descent of a Champion

FROM 3

...racted all from pursuing any sort of comfort—all were simply out for blood. Death, upon death, upon death....

OOPS! Crash. The game crashed. Damn computers. The howling nerds moaned their protest, and awaited reboot. They trembled with severe spasms as they had just been RIPPED away from one reality, and cast into a much ... hmm ... stinkier one. Perspiration was high on this side of the monitor. The game prepared, the action continued.

...th, upon death. No life was sacred. All was cast before the hungry wolves and decimated with childlike glee. Metal crunched against stone as prey frantically fled down stony trenches, only to find dead ends, or butts full of bullets. Warriors entered caverns filled with fire from the



Mufasa wows 'em.

dead, the dying, and the still insatiated victors. By the end of the allotted time, weapons and energy laid cast about. No one was interested anymore. All that mattered was finding movement and shooting it. Finally, in mid conflict, all over the tunnels and caverns and pits, some distant voice shouted.....
"Time! Hands off!!"

And it was over. While the exhausted ORIGINites slumped in their chairs, the judges counted up the points to see who won. It turned out three people had tied at 27. They fought the second and third places out, in a pit, with just them. The pilot named Faustus came out with the second place spot, having 10 kills, and the pilot Venture followed him in third with 9 kills. They both received lesser versions of the ultimate prize. The winner of the final confrontation crawled away from the rubble with 50 kills and the ultimate prize. Mufasa was tired, but pleased. His ascension seemed shaky at the beginning, but in the end he ... well ... kicked butt. So, everything shut down, the last remaining folks left the room and returned to their lives. Mufasa ambled on down to his office, and ate himself a pizza pocket. And what will he use the prize

for? Well, he plans to get the commercial version of "Descent," when it comes out.

Well, that's about it. The story of the brave, the wounded, and the masters of "Descent." A good time in front of the machine, with a little something for everyone after it was over. The players got better, the spectators got to look at the backs of the players' heads, and the sponsor got to dance around and look in charge. Thanks again go out to Eric Hyman for, as far as I know, making this whole thing possible

For those of you who couldn't catch it, well ... nyah. You missed one helluva party. Be sure to mosey on up to catch the next one, 'cause it'll probably be even more hyped than the first. Heh...

Thanks again, and good hunting.

-Mufasa

Pulse Check

FROM 5

and running. Devious, back-room dealings been going on to flip the switch earlier for OSI and not wait for the entire EALive site later this year. **Perry Stokes, Sean Kelley** and **MIA Zach Simpson** have been working with the Electronic Arts Internet Initiative Task Force and diligently converting the electronic catalog into Mosaic. If you'd like to see it, just type WWW in Netscape. Right now, it's only internal. Future plans call for a more analytically correct (Wall Street) version of Point of ORIGIN to be beamed around the globe so it can finally find the third-world audiences who didn't know what they'd been missing.

Finally, if you liked the Wing 3 Interactive CD (and hey, who didn't?), look for even more of that kind of stuff in the future. The age of Interactive Marketing is upon us. The Marketing Department will be expanding the electronic catalog, beefing up Internet content, producing more videotape for sales and even creating a CD newsletter to coincide with the Electronic Entertainment Expo in May (the show that's replacing Summer CES). That means we'll need a ton of content. Story ideas, or even better, complete stories, would be more than appreciated.

New Hires



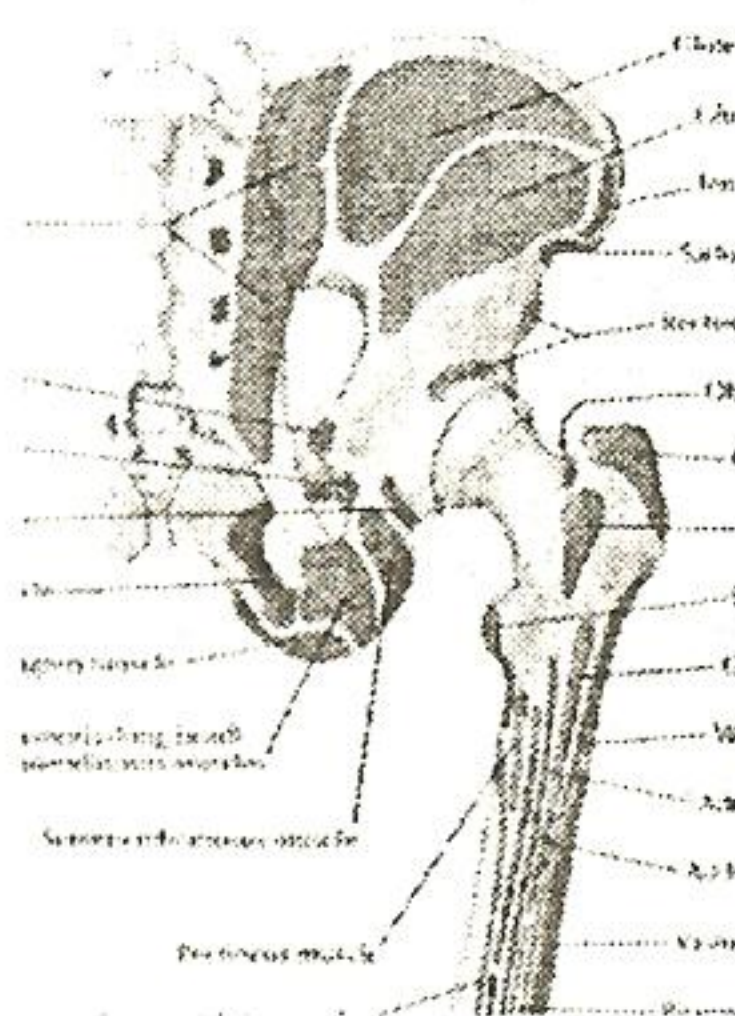
So far this year, 4 new comrades have enlisted here at ORIGIN! **Jay Mahavier** has been with us for some time as an independent contractor working in **Chris Roberts'** group, and has now transitioned into a regular full-time role as Assistant Editor. Jay came to ORIGIN shortly after graduating from UT, and in addition to enjoying the world of film, he is also involved in photography and plays billiards for fun (and profit??). Jay's philosophy on life is both elevated and brutally practical: "... always push yourself to achieve more, chase your dreams ... and always point the gun away from you."

Frank Dietz also became an "official" employee in January, after having worked for 6 months as a contractor in **Kirsten Vaughan's** translations group. Prior to coming to ORIGIN, Frank worked as the Editor of the German Department at Holt, Reinhart & Winston. Herzlichen Glückwunsch Frank, and welcome on board!

Also joining us in January was **Robert Baldwin**, who is working as an Advanced Graphics Specialist in **Warren Spector's** group. Robert has signed on and is currently doing 3-D modeling on Ultima IX (he also works in modeling on Tuesday nights :-), and has the distinction of being a co-founder of Cyber-Simms, Inc. in Houston. Welcome to ORIGIN, Robert!

And last, but certainly not least, **Wendi Donaldson** is now a regular full-time hire, working for **Jeff Hillhouse**, and **Ted O'Brien** joined us in February as our newest runner. As most of you know, Wendi is our "Queen" runner, and is responsible for supervising the runner group at ORIGIN. Ted is simultaneously working for ORIGIN and completing his degree in Commerical Art at ACC. Best of luck to you both in your new positions!

Finally, a fond farewell to our friends who have departed ORIGIN in the past two months: **Morgan Ogburn**, **Jamie Rood**, **Paul Sessums**, **Craig Halverson**, **Bill Ivey**, **Greg Gidel**, **Rob Broussard**, and **Lisa Smith**. Best of luck in all of your future endeavors!



The Future



February

13 Company Brown Bag Lunch Cafeteria
Marketing Department presentation

24 Product Review Detention Hall

March

6 Company Brown Bag Lunch Cafeteria

10 Company Happy Hour TBA
Marketing group

10-16 SXSW Film & Multimedia Festival
Austin Convention Center

31 Product Review Detention Hall

April

3 Company Brown Bag Lunch Cafeteria

7 Company Happy Hour TBA
Zach Simpson's group

22-25 Computer Game Dev. Conf. Santa Clara, CA

24-27 Spring Comdex Atlanta, GA

28 Product Review Detention Hall

Ticker



The latest from Wall Street at 11:15 am, 2.10.95.

	LAST	CHANGE
ERTS	23.312	+1.250
THOO	10.000	-1.000
SGI	33.250	+0.250
SIER	35.750	UNCHG
BROD	52.625	-2.125

