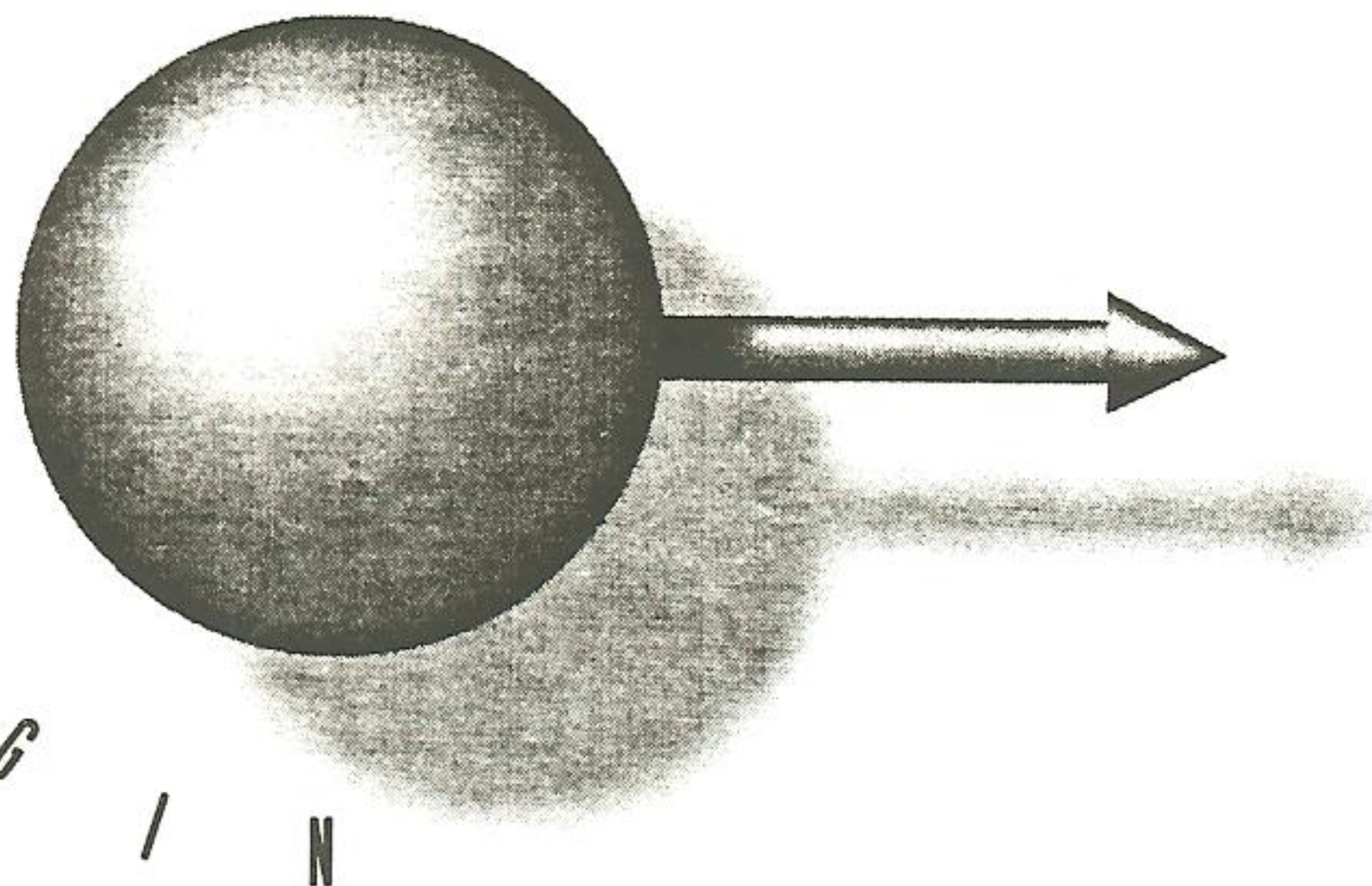


t h e P o i n t



I n s i d e

CROWDED ENOUGH TO BE COZY.

Volume V, Number 7, July 28, 1995

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The Move



by Jeff Hillhouse

Some thought it would never get here, others thought it would never end...

I'm speaking of **THE MOVE**, of course. After weeks of gathering information on each and every employee, noting their "from" and "to" locations, plotting electrical, network, and phone drops, drawing desk & furniture orientations, the MOVE TEAM was finally prepared to begin it's long dreaded journey into the unknown. You see, none of them had ever been through a move of this magnitude before. Some of them hadn't been through a move of any kind. There was one thing they all knew, though, and that was to be prepared.

Three days, one brief Central Texas rain shower, and nearly 40 work-hours later, the dust had settled and ORIGIN was successfully moved. Like magic, employees walked into their new offices on Monday morning and found their desks there, their computers up and running, their phone line ready to go, and the boxes they so tidily packed just three days earlier neatly stacked ready for unpacking. The operation utilized 5 trucks, 23 movers (not counting ORIGIN's MOVE TEAM and Admin Group), and took literally hundreds of trips to and from the two locations to accomplish the final goal.

As you can see from the list of "credits" below, this move was no small undertaking. These are the employees who worked so long and hard to get us moved:



Albert Mayer, NATS
Alex North-Keys, NATS
Brandon Williams, Runner
Bruce Gilmore, NATS
Craig Duff, Purchasing
Dave Reeves, NATS
Denis Byers, NATS
Jayson Shaw, Runner
Jerrilyn Oates, MOVE TEAM
Kathie Lambdin, Telecommunications
Mark Rizzo, NATS
Mike Chenault, NATS
Perry Stokes, NATS
Rick McNeeley, NATS
Shelli Menegos, American Realty
Tammy Johnson, MOVE TEAM
Toby Shelton, Purchasing
Wendi Donaldson, MOVE TEAM

New Hires & Promotions



SINCE early June, we've had 7 new people join the company, as well as 8 transfers to RFT status, and a really impressive number of promotions (see below). The first of our new hires is **John Prindle**, who is now working as a Product Support Technician II in **Kay Gilmore's** group. John comes to us from Dell, where he also worked in Product Support, but finds the atmosphere and opportunities at ORIGIN much more attractive (hear, hear!). John enjoys gaming, reading and painting miniatures among other things, and would be interested in starting a Monty Python Fan Club (know what I mean?) or a Warhammer gaming club here at ORIGIN. Welcome to the gang, John!

Also new to ORIGIN is **John Hausmann**, whom many of you know extremely well by now: John is our new Shipping Coordinator, reporting to **Jeff Hillhouse**, and has quickly become one of the most recognized faces in the building. John previously worked at Royal Technologies, but we got him to sign up by promising to never give him a dull moment ;-). Welcome to ORIGIN, John!

Our Marketing publications group has also gained a new member, **Wendi Dunn**, who is now working as a Graphics Designer II for **David Ladyman**. Wendi is a welcome addition to this small but dedicated group, and her new responsibilities will involve doing all the layout for our hint books. Prior to coming to ORIGIN, Wendi worked for 6 years as a Graphic Designer at SSG Laserworks but was tempted out to Austin by a certain special engineer, to whom she is now married. Glad to have you on board, Wendi!

Marcus Merrell has recently joined ORIGIN as a Technical Design Assistant, working in **Eric Hyman's** group. Marcus previously worked as a multimedia consultant after graduating from UT, and is an unusually talented person who has not only studied Russian, but has also directed (and will soon star in) low-budget slasher flicks(!) Marcus also enjoys gaming, rollerblading, aviation, and photography (yes, a genuine Renaissance man of Generation X!), and maybe if we're extra nice to him, some of us can star as *victims* in his forthcoming film. Welcome to ORIGIN, Marcus!

Our next new hire is **Vincent Lin**, working as an Associate Designer I in **Andy Hollis'** group. Vincent previously worked here at ORIGIN as an Artist Intern, and is now on board as a regular full-timer. Vincent is also working toward his degree in Microbiology at UT, and might move toward getting his MD (there are lots of sick people here, Vinc...oops! that's Psychiatry!). Vincent is a cartoonist who is also an avid gamer, and is a huge fan of both the Ultima and Wing Commander series. Welcome to the club, Vincent!

John Bowie has just signed on in Creative Services, and is now working as a Graphic Designer reporting to **Craig**

Miller. Prior to coming to ORIGIN, John worked as a freelancer at several prestigious local companies, and before that studied art at UT. John, who is a genuine descendent of Jim Bowie, is also an avid gamer, so ORIGIN is a perfect place for him! Welcome, John!

And finally, **Jim Greer** has just rejoined **Richard Garriott's** group, working as Project Director on Multima. Jim worked at ORIGIN before on earlier versions of Ultima, and then took a break to finish his degree at Princeton University. He's moved around the world quite a bit (Guatemala, Spain, Dominican Republic), and hopefully, we'll keep him in Austin for quite some time! Glad to have you back, Jim!

We also have a number of transfers from regular part-time to regular full-time status this month, all within the Product Support group. The list includes: **Myque Ouellette**, **Chris Dutton**, **Bryan Hill**, **David Abelt**, **Janie Kivil**, **Drei Rendsland**, **Jeff Morris** and **Kent Raffray**. Each of these new RFT employees will be working as a Product Support Technician I. Congratulations to all!

Movin' on Up!

There are literally TONS of promotions to announce this month, so without further ado, here's the list — congratulations to everybody!

From *Lord British Productions*:

Herman Miller	Senior Software Engineer II
Brian Martin	Designer I
John Watson	Designer/Software Engineer
Rick Delashmitt	Software Engineer
Gary Scott Smith	Senior Software Engineer/Designer III
Starr Long	Associate Producer

From *Skunk Works*:

Brian Smith	Advanced Graphics Specialist
Mark Kness	Advanced Software Engineer

From *Vested Interest Productions*:

Harvey Smith	Associate Producer II
Mike Harrison	Associate Producer III
Tony Zurovec	Director III
Mindy Stringer	Administrative Assistant II
Mark Vittek	Designer I
Dave Beyer	Designer I
Phil Wattenbarger	Associate Designer IV
Steve Powers	Associate Designer IV
Eric Willmar	Associate Designer III
Terry Manderfeld	Senior Graphic Designer I
Darrin LeBlanc	Graphic Designer
CJ Taylor	Advanced Graphic Designer
Matt Sheffield	Graphic Specialist
Amy Adams	Graphic Specialist
Jason Ely	Senior Software Engineer I
John Talley	Senior Software Engineer I

From *Maverick Productions*:

Ed Maurer	Product Director I
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Off the Clock



Would You Believe a Train Could Float?

by Cap'n **Mike McShaffry**

Our raft is a perfect example of the kind of thing that happens when you put power tools in the hands of ORIGIN employees and their friends. This year we started early - the first week of June. We had many good ideas: a giant VW microbus, an aircraft carrier (with remote controlled planes), and a submarine among others. Of course the idea that stuck was a Wild West Train complete with Army payroll, train robbers, and a marshal that saves the day.

The train has five cars: an engine that has moving wheels and a smokestack that smokes, a coal car that hides our generators, a flat bed car, a passenger car, and a caboose. There are also the four horsemen: three banditos and one marshal. The overall length is about 80 feet, not counting the horses, and the train is powered by big trolling motors at either end. Building this raft took nearly every Sunday, Monday and Tuesday since the middle of June. It is constructed out of wood, styrofoam, and various bits of human tissue taken by the power tools.

This is our fourth year to enter the raft race and hopefully the fourth year to win Best of Show. It has been rumored that the good folks over at Apple Computer vowed to beat us this year. Rumor also has it that they started building their raft before we did this year - so it is quite possible that we will see some serious competition. The race starts at 8am on Saturday, July 29 (yikes! that's tomorrow!).

Check out KVUE 24 today and KXAN 36 tomorrow for press coverage!

Please come out and cheer us on! ●



Rich and Custom Creation owner Greg Dykes work on the coal car.



Mr. Mike and his trusty sidekick Ragnar are well suited to creating horses' asses (for the raft!).



Melanie makes sure everyone knows that she is the Boss of Mike McShaffry.

What is your favorite url?

Mark Franz:

"Word of the Nerd":

[http:// www.etext.org/zines/intrrr.nrrrd/text.html](http://www.etext.org/zines/intrrr.nrrrd/text.html)

Jennifer Davis:

"HotWired"

<http://www.hotwired.com>

Melanie Green:

"that LEGO site"

[http:// mel doesn't know](http://mel-doesn't-know)

Dave Brandt:

"Idea Futures"

<http://if.arc.ab.ca/bin> or

"The Acronym List"

<http://www.curia.ucc.ie/info/net/acronyms/acro.html>

Darrin Henley:

"ESPN"

<http://espnet.sportzone.com>

Billy Cain:

"Electronic Arts"

I think you know the URL!

Trey Hermann:

"I don't know anybody named Url."

Lisa Acton:

"New Movies"

<http://www.movieweb.com> or

"Star Wars sounds"

<http://force.stwing.upenn.edu:8001/~jruspini/multi/multi.html>

Harvey Smith:

"Official Doom FAQ Page" or

"The Dominion" or "my own (ha ha!)"

(All his URL's are at home!)

Frank Roan:

"Free Stock quote" or "Movie Times"

<http://www.auschron.com/filmtimes.html>

Bill LaCoste:

"Depeche Mode Home Page"

<http://www.commline.com/>

(He's on the fan list!) ●



Don't look now, but ORIGIN's next games on the launch pad are beginning to catch on with the gaming press. Let's start with **CyberMage**. PC Gamer must have liked what they saw of the first-person action/adventure game at the Electronic Entertainment Expo (E3) because editors honored it with "Best of Show" along with three other games.

"ORIGIN's comic book-inspired action game is a marvel; there's just so much to do," exclaimed editors. "It looks like it's going to be a blast." By the way, the other games so honored were The 10th Planet, Dungeon Keeper and Warcraft II: Tides of Darkness.



Strategy Plus magazine is just out with its September issue which has a preview of CyberMage. "CyberMage will prove to be an excellent game," wrote Steve Wartofsky. "Origin will be using their developing skills at telling a story from a variety of perspectives to give (David) Bradley a chance to offer a gameworld and story that's as complex and sophisticated in narration as any cutting-edge film might be."

And this from Computer Gaming World in its autumn game preview of CyberMage. "The first-person SVGA graphics are very strong, and designer David Bradley isn't known for disappointment with regard to puzzles and gameplay."

And to top it all off, CyberMage will be gracing the cover of Computer Player magazine's September issue. Ron Dulin traveled to Origin last month to get a first-hand look at the game. Expect that issue to hit newsstands in two to three weeks.

Meanwhile, **Crusader** is starting to grab its share of headlines, too. Strategy Plus named Crusader in its "Top 10 of the Show" at E3. "More stunning action, gameplay and animation from ORIGIN." And in that pub's September issue, Steve Wartofsky wrote, "The beauty is in the details, and this detailing's going to be present not only in the animation but in the gameplay to which it's been dedicated."

In its E3 wrap-up, PC Gamer was short but sweet in its opinion of Crusader. "We want it now!"

Crusader even ended up on the Sci-Fi Channel briefly during June. Reporters from Sci-Fi Buzz stopped by the ORIGIN booth during the E3 show and took some pictures of the game in action. The pictures along with an interview with PR poobah David Swofford aired on the night of June 11th in a roundup of E3 activities.

ORIGIN's endeavors across the great pond are starting to filter through the media. Jennie Evans and Brian Allen hosted three American journalists on a trip last month to catch the production of **The Darkening** at the UK's famous Pinewood Studios. Strategy Plus was the first to publish some initial impressions. "While this game's structure is similar to the groundbreaking Privateer, The Darkening improves on the strong points and fixes the weak areas found in that game." Ben Chiu called The Darkening "the most expensive interactive game ever produced." I guess he hasn't rapped with Chris Roberts at **Wing Commander IV**, lately.

Speaking of Wing Commander IV, it just finished a nine-week production schedule and already has been seen on E! Entertainment's E! News Daily. The show on July 8 featured a story on WCIV and interviews with Mark Hamill and Malcolm McDowell. The game is also featured in this month's issue of Joystick magazine from France. That magazine visited the set of WCIV early in June and featured the sure-fire blockbuster on its cover.

It's looking like the press just can't get enough of the Wing Commander line. In June, Home PC magazine named **Wing Commander III** among its top 100 computer products. "Hollywood magic and computer artistry combine to give you the ultimate science-fiction battle game. An all-star cast, gripping video and dazzling effects make for a roaring good time."

Wing Commander III 3DO is becoming a real hit among video gamers. In Video Games magazine, Chris Gore gave WCIII 3DO a grade of 9 out of 10. "The best flight sim available for 3DO. The story and special effects are breathtaking and the gameplay addictive. Wing Commander III is absolutely a must-play." **GOTO 6**



Ticker



The latest from Wall Street at 11:35 am, 7.28.95.

	LAST	CHANGE
ERTS	38.750	whoa! +1.750
THDO	15.625	unchgd
SIER	36.000	-1.000
MSFT	93.375	-3.125



FROM 2

Jeff Grills Senior Software Engineer I
George Oldziej Senior Composer/Arranger
Damon Waldrip Advanced Graphic Specialist
Jason Yenawine Senior Software Engineer II
Elizabeth Pugh Advanced Graphics Specialist
Peter Shelus Advanced Software Engineer

From *Brute Force*:

Cheryl Russell Associate Designer II
Joe Basquez Senior Composer/Arranger
David Brandt Software Engineer
Charles Cafrelli Senior Software Engineer I
Joye McBurnett Associate Producer II
Steve Pietzsch Senior Graphic Designer I
Jonathan Price Advanced Graphics Specialist
Jeff Wand Graphics Specialist

From *Marketing*:

Trey Hermann Sr. Graphic Designer I
Tuesday Frase Sr. Publishing Writer
Melissa Tyler Sr. Publishing Writer
Jennifer Davis Sr. Graphic Designer II
Al Carnley Sr. Graphic Designer I

From *Operations*:

Wendi Donaldson Facilities Coordinator

And from *Studio Services*:

Evan Brandt Product Support Supervisor
Brian Wachhaus Hardware Lab Supervisor
Brett Bonner Hardware Lab Tech III
Jerrold Harrington Hardware Lab Tech III
Dee Starns Hardware Lab Tech III
Greg Barwis Hardware Lab Tech II
Sean Mustakas Project Leader/Product Support Tech III
Jon Piasecki Project Leader/Product Support Tech III
Richard Zinser Project Leader/Product Support Tech III
Andy Sommers Project Leader/Product Support Tech III
Marshall Andrews Project Leader/Product Support Tech III
Mark Franz Project Leader/Product Support Tech III
Jeremy Mappus Project Leader/Product Support Tech III
Reece Thornton Project Leader/Product Support Tech III
David Reece Assistant Project Leader/Product Support Tech II
Mike Songy Assistant Project Leader/Product Support Tech II
Lisa Acton Assistant Project Leader/Product Support Tech II
J Allen Brack Assistant Project Leader/Product Support Tech II
Todd Wachhaus Assistant Project Leader/Product Support Tech II
Chuck Denning Assistant Project Leader/Product Support Tech II
Ed Ball Assistant Project Leader/Product Support Tech II
Andy Brunke Product Support Tech II
Kip Coddington Product Support Tech II
Cinco Barnes Product Support Tech II
Chris Primozych Product Support Tech II
Kevin Schlipper Product Support Tech II
Tom Spangenburg Product Support Tech II
Monte Mathis Product Support Tech II

Farewell

And finally, let's give our best wishes and support to our friends who have recently left the company: Frank Savage, Don Webb, Sabrina Arnold, Paul Masters, Jim McIntyre, Andrea Brannan, Steve Schlueter, Carol Gregg, Johari Templin, Phil Brogden, David Satchell, Jeff Wilson, Annette Franco, Barry Leitch, Tom Spangenburg and Leif Ashley.



JULY

This month's honors go to the indispensable **Rick McNeeley** in Tech. Support, for his Herculean efforts in keeping everyone's computers up and running in Maverick, and in the company at large. Rick has earned the undying respect and admiration of his peers for his incredible "Can Do" attitude and vast knowledge of computer systems. Some praise from his colleagues includes: "a tireless worker who always makes time to



help you out," "able to solve every problem...always available, very conscientious, and extremely pleasant to work with," "he has always put forth any extra effort required to keep us running," and even "we love him"!

Rick has been at ORIGIN for 2 years now, and previously worked at CompuAdd for 6 years. He finds ORIGIN both fun and challenging as he "has to constantly be on the leading edge of technology in order to keep up with the people in the building," and Rick continues to increase his knowledge by taking specialized courses on topics such as SGI and UNIX. As an example of Rick's impressive learning ability, he did not know any UNIX when he first walked in the door at ORIGIN, but now has not only achieved "guru" status, but is also (to quote Sean Kelley) "a walking computer technical encyclopedia!"

Another interesting fact about Rick is that his background includes 3 years in the Army working on weapons control computers (a good reason to show him lots of respect!), and Rick has certainly brought his love of technology here to ORIGIN. We are very lucky to have him here with us—Congratulations, Rick!



And this from Electronic Gaming Monthly on WCIII 3DO. "The graphics are awesome, and the full-motion video is the crispest, cleanest I have ever seen."

Now a quick run through some comments that have trickled in on some products release earlier this year. Alan Fusco wrote about **Wings of Glory** in a play tips section of Strategy Plus, "ORIGIN has arguably produced the most accurate simulation of World War I flight."

BioForge is still getting its share of thumbs up. Cal Jones wrote in PC Review in the UK, "ORIGIN pushes back the boundaries of PC gaming once again as it re-writes the rules of the interactive movie. It really is the ground-breaking game we've all been waiting for." Jones graded BioForge a 9 out of 10. This from Bernie Yee in PC Magazine, "The real-time combat is sure to test your reflexes." And from Dimension3 in its July issue, "Probably one of the best games of '95."

Finally, let's hear it for **AH-64D Longbow**. Andy Hollis and crew are about to get their coming out party in the press. ORIGIN, Electronic Arts and Jane's launched the company's new sims brand at a press event yesterday in San Francisco. Andy's product, along with **SuperFighters** from EA's Paul Grace, will be the first products released under the new Jane's Combat Simulations brand, which has the backing and support of international military publishing giant Jane's. Not only that, Longbow and the new brand will be featured on the cover of the upcoming issue of PC Gamer. Gamer's Dan Bennett spent an entire day at ORIGIN late last month poring over the mouth-watering art and gameplay produced by the Longbow team. Marketing has an advance copy of the report and it looks great. Expect it to hit the stands in another couple of weeks.



It's a gargoy!



July

29 KHFI Raft Race Town Lake

August

5 Company Picnic Medway Ranch
 11 Company Happy Hour TBA - Skunk Works
 10-13 GenCon Milwaukee, WI
 23 Product Review Downstairs Conference Room
 24 Win 95 Tour-Austin Stop TBA
 25 Departmental Happy Hour

September

4 Labor Day [ORIGIN Employee Day Off]
 8 Company Happy Hour TBA - Maverick Prods
 12 Company Brown Bag Lunch TBA
 10-12 ECTS London
 27 Product Review Downstairs Conference Room

The Gospel



and

Point Man



will return next month.

