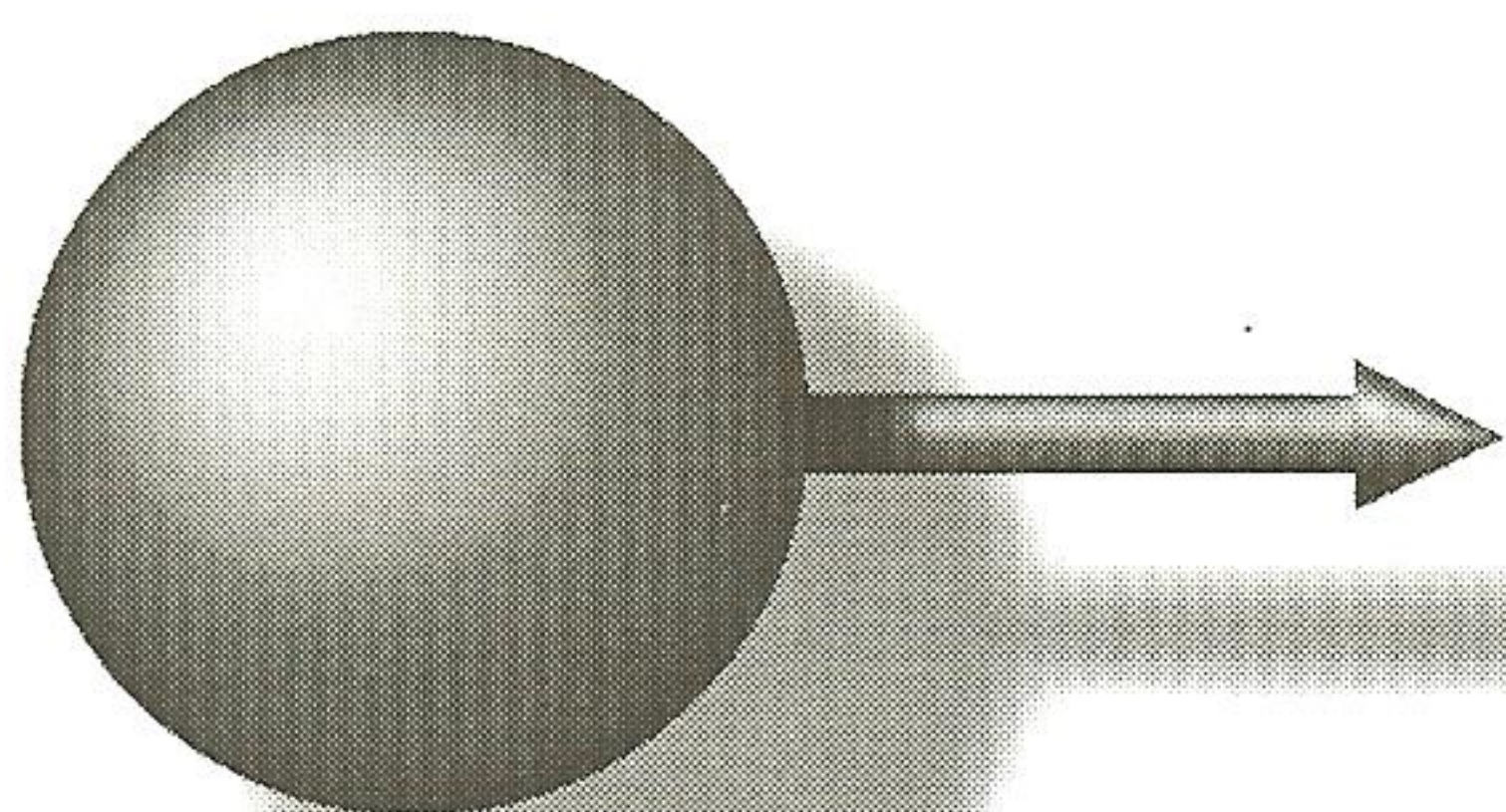


# P o i n t



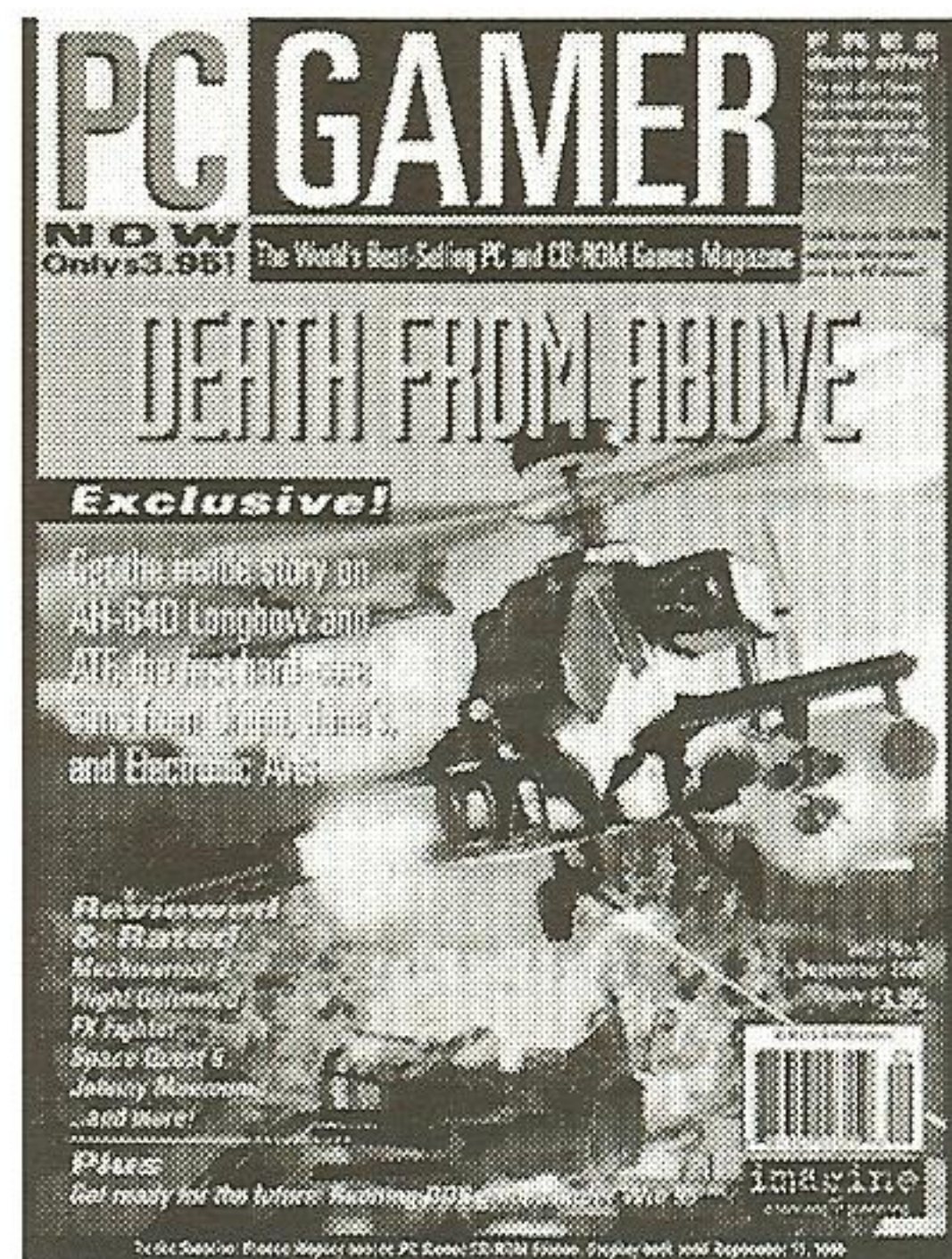
## I n s i d e

LOVE ME, LOVE MY TOYS.

Volume V, Number 8, September 8, 1995

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p a g e



## It's a Cover Up!

## Spotlight



The cover story this month is—the cover. The cover, that is, of several of the world's top gaming magazines. Take a look at your nearest newsstand and you'll find ORIGIN products gracing the covers of both PC Gamer and Computer Player this month.

Let's start with PC Gamer where you'll find an **AH-64D Longbow** on the attack. The beautiful artwork is courtesy of this month's Employee of the Month **Paul Stankie**, who spent some long hours over July 4th pulling the image together. Inside the magazine, editor Dan Bennett had more than a few good things to say about Longbow and the new ORIGIN/EA/Jane's alliance. "Origin, Electronic Arts and Jane's are teaming up to create a new line of the best, most accurate flight sims any of us have ever seen," Bennett wrote. "Longbow opens with a 3D-rendered battle sequence that makes McDonnell Douglas' promotional videos for the AH-64D look like student films. Judging from what we've seen so far, it's going to be a blast."

By the way, the new Jane's Combat Sims line was launched at a special press event in San Francisco in late July. That event already has led to stories in Strategy Plus, Multimedia Wire, The Dow Jones Wire and the San Francisco Business Times.

Cover number two can be found on the September issue of Computer Player. **CyberMage** is the featured product and CP's Ron Dulin spent six pages describing the game. "An exciting 3-D game with heaps of gut-wrenching action and an incredible comic-book storyline. The world of CyberMage is both beautiful and complex. An incredibly immersive world," says Dulin.

It seems Computer Player isn't the only magazine impressed with CyberMage. The stories from the Electronic Entertainment Expo are beginning to filter in, the first coming from Computer Gaming World: "The first-person SVGA graphics are very strong and designer David Bradley isn't known for disappointment with regard to puzzles and gameplay." Next, we hear from Strategy Plus: "A gameworld and story that's as complex and sophisticated in narration as any cutting-edge film might be. CyberMage will prove to be an excellent game." And finally, a short, but powerful description from Next

GOTO 2



## Spotlight

FROM 1



Generation: "High-voltage action." Meantime, **Crusader** is getting its share of headlines. In its preview from E3, Strategy Plus magazine called Crusader "A major leap into the action-adventure genre." By the way, SP plans on putting Crusader on the cover (there's that "cover" word again) of its November issue, which should be on newsstands in about a month.

Did someone say covers? Check out the September issue of PC Gamer (the one from the UK) and you'll find **Wing Commander IV** on the cover. "One of the most important events of the 20th Century will be the release of Wing Commander IV," exclaims the editors. Wow! Now I know what my kids will be reading about in their high school history classes.

In case you missed it, WCIV was featured in Newsweek magazine in July. "Wing Commander IV director **Chris Roberts** used real movie sets to create an immersive live-action environment," stated editors in the mag's Cyberscope section. CNN also aired a feature on Wing Commander IV and the Hollywood production also received a write-up in Daily Variety. Rex Weiner called WCIV "The most expensive nonfilm tie-in CD-ROM production ever." Meanwhile, the WCIV hype continued this month in Computer Gaming World. In a news brief resulting from a visit to the WCIV set, writers for CGW said, "If Wing Commander III was like Hollywood, this game is Hollywood."

Speaking of wood, **The Darkening** has wrapped up its production at Pinewood Studios in the UK. The first glimpses by writers who visited the set appear to be positive. Ben Chiu of Strategy Plus writes, "From what I have seen, The Darkening has the potential to take non-linear format interactive games to the next level in a highly polished package." Douglass Perry, from Next Generation, also visited the set. "While The Darkening is only 15% complete and has the Wing series to live up to, it's got everything to make its forebears shiver in their knickers." Douglass gets our award for coming up with the Point's Quote of the Month. The quote didn't come from Douglass, but instead from **Erin Roberts** drawing comparisons with Wing Commander III. "The technology we're using makes Wing Commander III look like a dinosaur," said Roberts. Ouch!

Finally, let's close with some honors. The UK's PC Gamer recently released a special edition listing that publication's top 50 games of all time. ORIGIN had six products on that list. They were: **Ultima VII (Parts 1 and 2)** #42, **Pacific Strike** #41, **System Shock** #29, **Ultima VIII: Pagan** #14, **Ultima Underworld II** #6 and **Wing Commander III** #2. In case you're interested, **Doom II** was listed #1, **Tie Fighter** #3, **Monkey Island II** #4 and **SimCity 2000** #5.

Other ORIGIN products were listed recently among Flux Magazine's 15 Essential CD-ROMs. Flux is a comic book/music/entertainment magazine based out of New York City. Editors had **Wings of Glory** listed as #15, **System Shock** #12, **Wing Commander III** #3 and **BioForge** #2. Concerning BioForge, Jeff Kitts and Mark East wrote, "Origin's been attempting to create a true interactive movie for the PC for quite some time now, and they've finally hit pay dirt with BioForge."

## The Gospel

### The Quiz

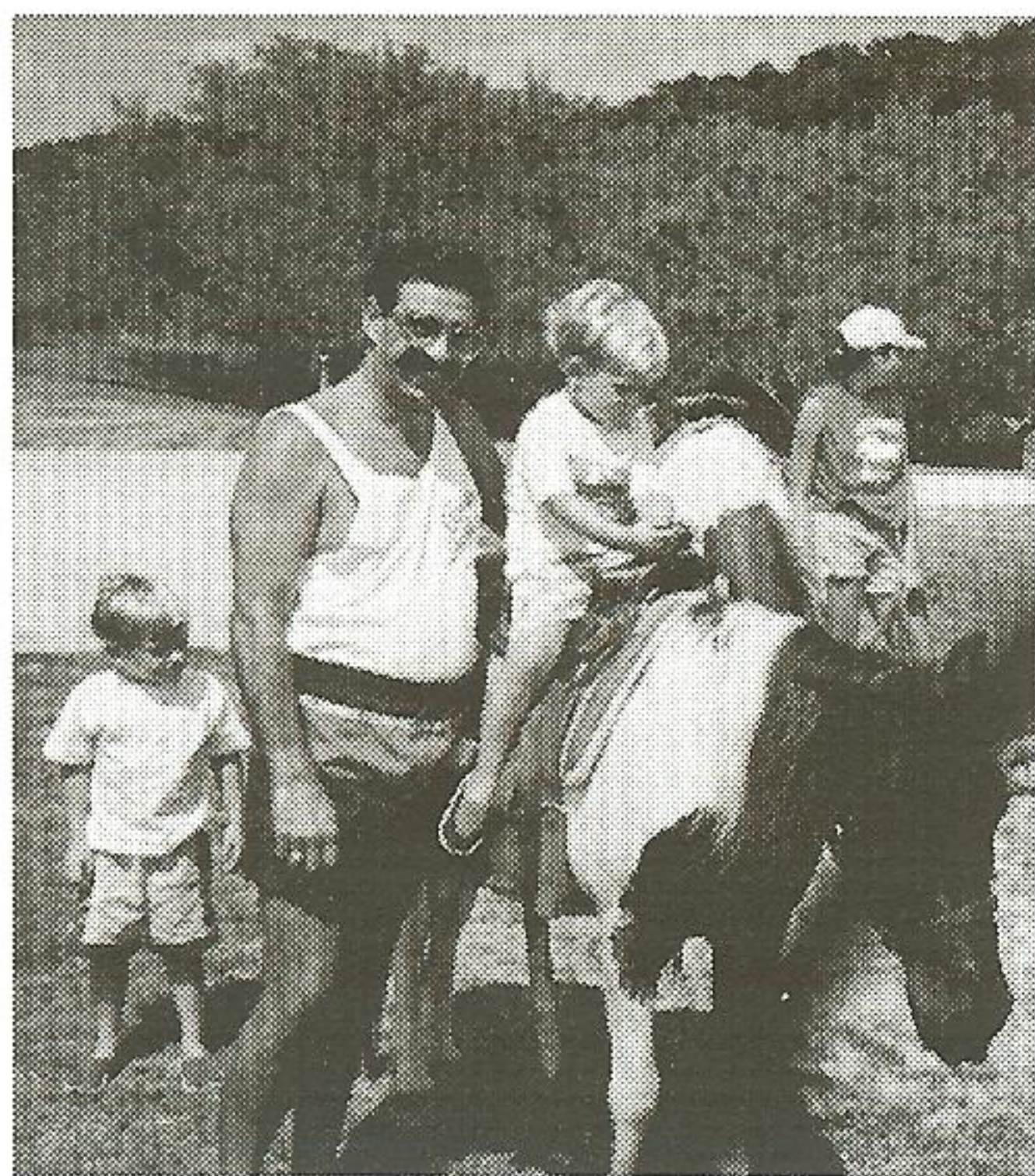
1. **Richard Garriott** is in charge of the Entertainment Committee.
2. If you have a question about stocks, you should email Barbara Wallace or Flora Lee at EASM.
3. If you recommend a friend to work here, you get \$250.
4. ORIGIN will reimburse you for going to school.
5. New employees receive a \$20 certificate to have lunch with their 'buddy.'
6. If you're having trouble with your phone, just contact **Kathie Beagle**.
7. The Training Room is available to any employee of ORIGIN that needs to use it.
8. The Weight Room is open to ORIGIN employees.
9. Anyone in ORIGIN can hold a Brown Bag seminar at lunch.
10. ORIGIN management has an open-door policy.
11. The Life Drawing Classes are only open to artists.

### The Answers

1. **B.S.** Actually, **David Ladyman** is in charge of the EC. Email him with any questions about it.
2. **Fact.** They can answer your questions about vested options, ESPP and other stock related questions.
3. **B.S.** Believe it or not, it's actually \$500.00 if your friend becomes regular, full-time and stays employed for 90 days. See **Linda Powers** for details.
4. **Fact.** With your managers approval, a 'B' or above in a class qualifies you for full tuition reimbursement and the cost of books for your class.
5. **Sort of true.** Their 'buddy' gets the coupon, and they both must use it together.
6. **Fact.** Kathy's in charge of ORIGIN's phone connections. Just email her with your phone extension and plate number. If you're moving, send the plate number you're moving to. It's that easy!
7. **Fact.** The Training Room was built for employees of ORIGIN to better themselves. If you need to schedule use of the room, contact **Tammy Johnson** at ext. 746 for the time being.
8. **Fact.** You may use the Weight Room at any time. Your office key will open the door.
9. **Fact.** All you have to do is prepare your topic, and send out a mail. That's all there is to it. Just make sure to remind people of the dates. ORIGINites tend to be a little forgetful about these things.
10. **Fact.** At any time, you should be able to go to your manager (or their manager) to discuss anything that's on your mind, without repercussions.
11. **B.S.** Any ORIGIN employee can attend. See **Bob Cook** for the schedule.



# Get out your crayons. . . it's Picture Pages!



Marten and sons enjoy the company picnic.



Miller, Zoch, Cain, Bradshaw, Neumann, Combs, Beyer. Need we say more.



Wendy White, of Longbow fame, hands out those cool towels with the help of her trusty sidekick Rob.



#@!%\* stickers!

You can never be too goofy or wear too many life preservers.

...

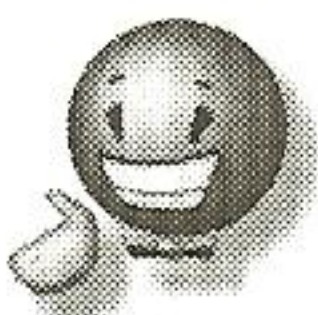


Would you want to get stuck in an elevator with this crowd?  
Us, neither.  
Members of U9 and Crusader test the strength of the lifts.



....





You've probably noticed a few new faces around the office lately. Here's a quick rundown on who they are and what they're doing at ORIGIN.

Many of you probably already know **Marsha Pettit**, who is our new receptionist in the front lobby. Also, **Angela Lyons** just came on board as **Mike Grajeda's** assistant.

Check around Product Support these days and you may need a roster to help identify all the new players. A big welcome to all the recent hires in **Kay Gilmore's** department: **Greg Wilson, Bob Lionel, Cortney McMillan, Lionel Menchaca, Tom Godsey, Eric Anderson, Michael O'Reilly, Brad Merrell** and **Gabe Nickelson**.

Others new to our family include **Kristen Koster** and **Raphael Koster**. Both are Associate Designers with **Richard Garriott's** team. Also, **Stephan Lips** comes aboard at ORIGIN as a German Gametester.

## Movin' On Up

As always there's some news to report on the promotion front. Here's the list:

<b>Michelle Lindner</b>	Product Support Supervisor
<b>Chuck Denning</b>	Tech3/Project Leader-Product Support
<b>Jerrilyn Oates</b>	Product Support Tech
<b>Patrick Bradshaw</b>	Assistant Product Manager (promoted from part-time)

## Farewell

Finally we say "so long" to those leaving these hallowed halls for other pastures. Good-bye and good luck to **Nancy Butterfield, Paul Steed, Mark Chandler** and **Darin Henley**. ●



## September



This month's Employee of the Month is **Paul Stankie**. Paul is the Art Director for AH-64D Longbow and is responsible, along with three other artists on that team, for creating the incredible 3-D images that already are drawing raves amongst the media. That's Paul's work you see on the cover of PC Gamer magazine this month. He also is responsible for creating the beautiful intro to the game.

Paul came to ORIGIN 1½ years ago from Metropost where he cut his teeth on 3-D animation. Once at ORIGIN he dove head first into the Longbow project. "He's incredibly talented," says one colleague about Paul. "He's very creative and above all, very easy going. He's taught us all a lot about using Alias software. His work inspires us all to do better." Others cited Paul's sense of humor and his positive attitude. Take, for instance, the time Paul convinced the team they could do a video shoot and composite on a budget, in Paul's words, "smaller than most ORIGIN pizza orders."

Paul appears very comfortable in his ORIGIN surroundings. "I like the easy lifestyle," he says, "and the cool, new 150 MHz art toys—they make my friends jealous." He's also getting married next month and when he's not drawing helicopters and tanks, he's working on the design of his wedding invitation.

Congratulations, Paul and best wishes for a long and happy marriage. ●





Dear Point Man ,

There's a lot of construction going on on the 3rd floor. May we presume this is for ORIGIN staff to spread out into? If so, when will it be ready and what is the plan for who goes where?

Signed,  
Occupant

Dear Occupant,

Who better for this one than Super **Jeff Hillhouse**?

"The construction is for Motorola, which is unavoidable due to pre-purchase obligations. I think Shelli was planning on announcing a construction schedule, if she hasn't already. ORIGIN 'may' have the right to pursue having the construction done after-hours and paying for the construction overtime, but, then again, what is "after-hours" for ORIGIN?!?!

"It is safe to assume, also, that some amount of construction will begin on the fifth floor in the Dec-Jan time period. This is for ORIGIN expansion, however."

Dear Point Man:

What's up with the company logo? We've been waiting and waiting, and all we've seen is nothing. Shouldn't we just abandon this and get a design company to spend the necessary time on a company logo? It seems that Creative Services is swamped anyway with Xmas releases.

Signed,  
Do It or Forget It

Dear Forget It:

The first logo was a no-go. Here's the latest from **Craig Miller**:

"Creative Services has met on several occasions with the 'logo committee.' We have not decided on a direction yet. Creative Services Group has been taking the necessary steps to allocate more time to work on our new corporate identity. We want the new ORIGIN logo to be created by graphic designers within ORIGIN itself to better reflect its culture.

"We have had some opposition in the original concepts presented, and this has added a lot of extra time to the process - revisions upon more revisions.

"The plan now is to present new logo concepts the third week of September. At that point, the 'logo committee' will decide if we want to continue on an agreed-upon direction. If agreed, Creative Services will take the necessary time (est. about another month) to create the new identity for ORIGIN."



September

10-12	ECTS	London
13	Product Review	Video Conference Room
15	Bladerunner Showing for ORIGIN Employees	Paramount Theatre

October

3-7	EA Quarterly Sales Meeting	ORIGIN
6	Company Happy Hour Marketing Department	TBA
11	Product Review	Video Conference Room
31	Halloween Costume Contest	ORIGIN

November

3	Company Happy Hour Skunkworks	TBA
8	Product Review	Video Conference Room
13-17	Comdex	Las Vegas, NV
23-24	Thanksgiving Holiday	ORIGIN Employee Days Off

Ticker



The latest from Wall Street at close, 9.7.95.

	LAST	CHANGE
ERTS	38.625	-1.000
THDO	12.625	unchgd
SIER	44.000	+1.500
MSFT	94.625	+1.1

