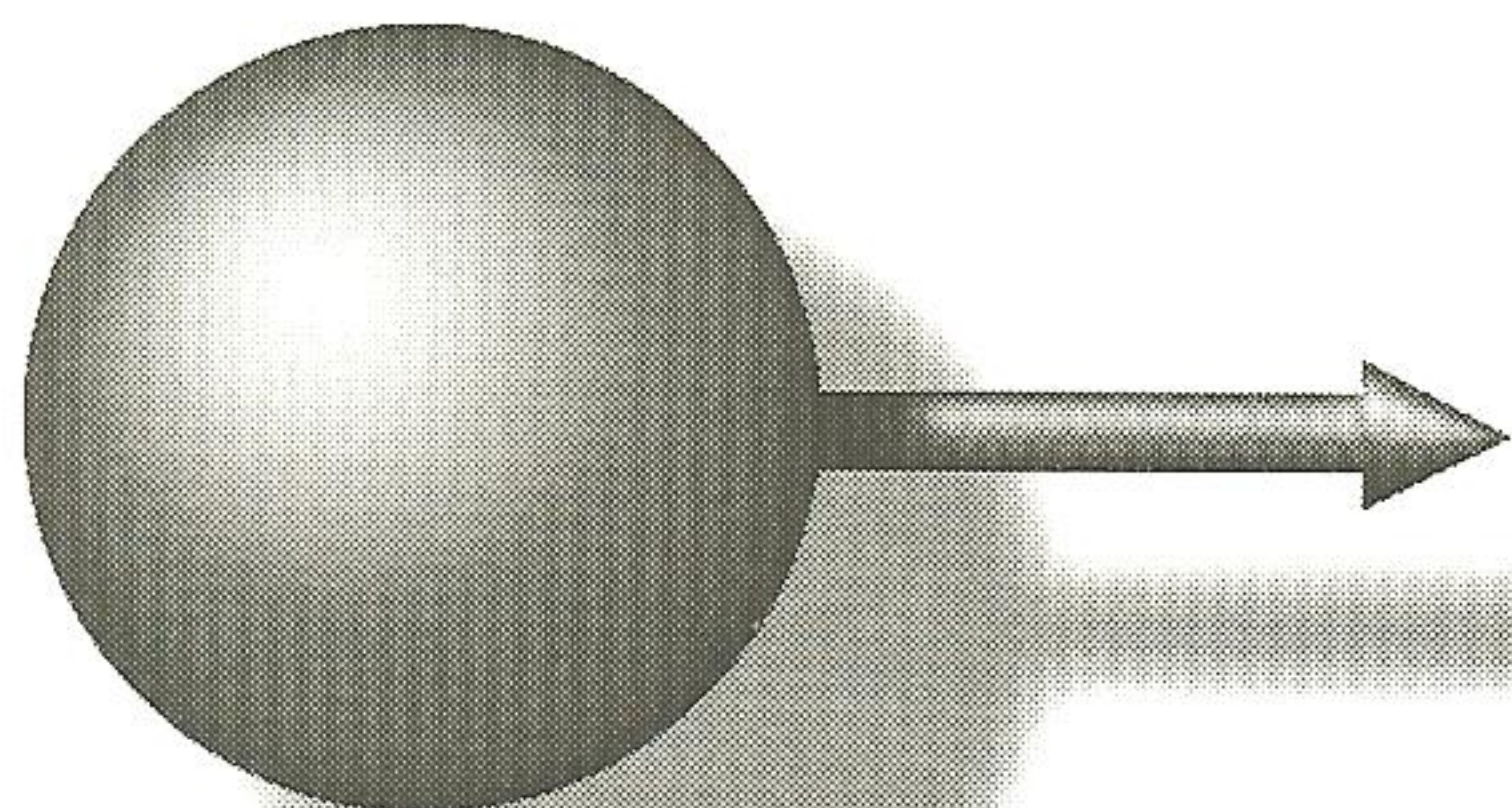


P o i n t



I n s i d e

IMMORTALIZED IN LIMESTONE

Volume V, Number 10, November 3, 1995

| | |
|-----------------------------|---|
| Spotlight | 1 |
| New Hires | 2 |
| Points to Ponder | 3 |
| Ultima Online | 4 |
| In Ink | 6 |
| Hat's Horner | 7 |
| Employee of the Month | 7 |
| Ticker | 8 |
| The Future | 8 |

BRAVE NEW LOGO



S p o t l i g h t



What can change size from 1/2" to several feet long, is classically on the edge of a new beginning, and was cleverly designed to epitomize every person in the building?

No, it's not a superbeing from an upcoming mega hit. It's...

The new ORIGIN logo!

Designed by **John Bowie** of Creative Services, a finalized version of the logo was approved by (you guessed it!) the Logo Committee just as the Point of ORIGIN went to press.

The design project first picked up steam last spring. Then, about three months ago, John came on board at ORIGIN, where he was immediately thrown into the thick of things. His first assignment: Try to devise a practical, unique, and highly recognizable symbol that represents ORIGIN's products, people, and lives.

"I had to get a crash course in ORIGIN culture," says John. "It was hard grasping the 'what's behind the company' aspect at first. But everyone involved was easy to work with, and once they saw the design, they went for it immediately" John, along with **Mike Grajeda**, **Richard Garriott**, **Jennie Evans**, **Craig Miller**, **Galen Svanas**, and **Trey Hermann**, comprise the committee.

Of course, it would have been easier for John if his earliest submissions were accepted right off the bat. One version, which circulated among staff, included two stylized globes

circling each other. "It didn't include the starburst, but the committee concluded it wanted the starburst in," says John. "The logo that was accepted



Well, kids, this is it!

GOTO 2

S p o t l i g h t



FROM 2

includes the starburst, which makes it a natural progression."

Now, some of you may be wondering why the logo was even changed. For the answer to that question, we must start at the beginning. To the Wayback Machine...

"The name "ORIGIN Systems, Inc." and the original logo were decided upon by a group of people sitting around my parent's dining room table shortly before the company was formed," says Richard. "We wanted something representing the genesis of a creative source. We didn't want to be perceived as being science fiction, fantasy, entertainment, or any genre. In fact, we were even thinking about getting into some type of manufacturing, like joysticks."

The first logo consisted of four arrows coming from the center on a graph, representing the mathematical point of origin.

A few years later, the logo needed to be revamped. "My brother, Robert, had his single most inspired moment in his tenure with the company when he came up with the slogan, 'We Create Worlds,'" says Richard, "so we had to come up with a new design." That logo, which has been used until now, carries on the original grid concept, but evolves to a starburst effect.

"When it came time to revamp the logo again, we knew it'd be difficult," says Richard. "The new logo would have to convey a message that carried on the theme, but was more modern."

John says the typeface used in the new design—Bembo—was well liked by the committee because it's a classic Roman face. "They felt it represented stability, that we are a 'classic' company producing sophisticated entertainment. They also recognized that the new logo and typestyle would be easier to reproduce in different sizes."

Speaking of size, according to **Jeff Hillhouse**, it won't be too long before the new logo will be immortalized in limestone at the driveway entrance where the current Novell sign exists. He says he hopes the new sign will be completed by early December—no sooner because it has to be chiseled by hand. A couple of other signs will probably be hung on the building and there has even been talk of putting a rather large version on top of the building that would be visible by plane.

Getting back down to earth, the logo will soon be on the way to ORIGIN's printer for use on business cards and stationery. **Kathy Dorsett** says that within a couple of weeks, everyone will get new business cards automatically and new stationery will be put in the supply room. "Staff don't have to order anything, and if they've already sent in their changes to **Marsha Petit**, they don't have to send them again."

N e w H i r e s



An interesting course of events brings **Sergio Rosas** to **Warren Spector's** team as an advanced graphics specialist. A friend-of-a-friend, who knew someone at ORIGIN, stumbled onto some of his artwork on a computer that he had sold. The referral got him an interview, and the rest, as they say, is history. Besides his artwork, Sergio is known around the Texas A&M campus as "the guy with the gargoyle." The clever and creative Sergio built a six foot tall gargoyle that was photographed all over campus. (Now that should make an interesting addition to the office he shares with **Darrin LeBlanc** and **C.J. Taylor**.) Glad to have you around, Sergio!

The Internet is what brought Canuck **Dan Taillefer** to **Kirsten Vaughan's** team as a French translator and game tester. Seems Dan was trying to download the Crusader demo and read the job postings on the website. While being fluent in French and an avid gamer helped to land him the job, we're sure that degree in molecular biology (no kidding!) didn't hurt either. Dan's originally from Canada, but is really happy to be living in Austin (aren't we all?). When he's not working, he likes to brew beer and play hockey, though hopefully not at the same time. Welcome to ORIGIN, Dan!

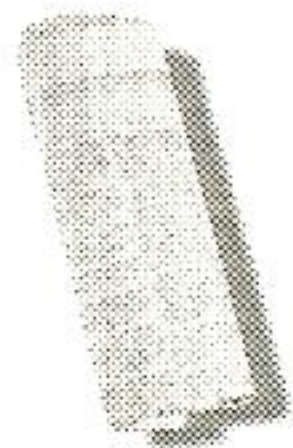
PROMOTIONS

Lots of promotions this month! Well deserved congratulations to the following folks and their new titles:

| | |
|--------------------------|-----------------------------|
| Courtney McMillan | Product Support Tech I |
| Marcus Merrell | Product Support Tech I |
| Monty Kerr | Product Support Tech I |
| Chris Primozich | PS Tech II |
| John Moreland | PS Tech II |
| Graham Wood | PS Tech III |
| Toby Shelton | Purchasing Agent |
| Craig Duff | Purchasing Assistant |
| Phil Wattenbarger | Designer I |
| Rick McNeeley | Supv. Internal Tech Support |
| Perry Stokes | PC Tech |
| Amy Adams | Graphics Specialist |
| Steve Bonds | Product Support Tech I |
| Jeremy Mappus | Associate Designer I |

EXITS

Goodbye's to **Beth Loubet**, **Alan Perez** and **Laura Barratt**. Good luck with your new adventures.



Points to Ponder

*Editor's note: While looking through some of his papers at home, **Billy Cain** ran across some old Points of ORIGIN. He was feeling kinda sentimental and wrote these selections down. Sherman, set the Wayback Machine*

From Dec 20 1991:

CHRIS ROBERTS NAMES HIS 10 FAVORITE ACTION/ADVENTURE FILMS:

1. STAR WARS (1977; George Lucas)
2. ALIENS (1986; James Cameron)
3. RAIDERS OF THE LOST ARK (1981; Steven Spielberg)
4. DIRTY HARRY (1971; Don Siegel)
5. THE TERMINATOR (1984; James Cameron)
6. THE THREE MUSKETEERS (1974; Richard Lester)
7. BLADE RUNNER (1982; Ridley Scott)
8. HIGHLANDER (1986; Russel Mulcahy)
9. JAWS (1975; Steven Spielberg)
10. BACK TO THE FUTURE (1985; Robert Zemeckis)

LORD BRITISH NAMES HIS 10 FAVORITE FANTASY/SCIENCE FICTION FILMS:

1. ALIENS (1986; James Cameron)
2. BRAINSTORM (1980; Doug Trumbull)
3. DRAGONSLAYER (1981; Matthew Robbins)
4. EXCALIBUR (1981; John Boorman)
5. METROPOLIS (1926; Fritz Lang)
6. MONTY PYTHON AND THE HOLY GRAIL (1975; Terry Jones/Terry Gilliam)
7. THE STAR WARS TRILOGY (1977/1980/1983; George Lucas/Irvin Kershner/Richard Marquand)
8. TIME BANDITS (1981; Terry Gilliam)
9. THE TERMINATOR (1984; James Cameron)
10. THE WIZARD OF OZ (1939; Victor Fleming)

From Mar. 27, 1992:

Dear Point Man,

Q: Any news on how the company handbook is coming along?

A: A handbook's actually been in the works for about a year now, but ORIGIN's been getting so big so fast, it's been hard to hit a moving target. (...) By the end of summer, (ORIGIN) hope(s) to have the complete employee manual on the network as a read-only document. It will be much more in depth, enveloping just about every policy imaginable.

From Dec. 18, 1992:

PULSE CHECK

How do you feel about the electronic bulletin boards?

| | |
|--------------------------|-----|
| They're okay | 48% |
| Great forum | 34% |
| Monumental waste of time | 10% |
| Don't care for them | 8% |

From Jan. 29, 1993

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.

What happened? Mainly BOFFO sales of Sega Genesis and Super Nintendo in North America and Sega Genesis Mega-Drive in Europe.

SELECTED ARTICLE TITLES

November 8, 1991 TOP TEN REASONS TO BECOME A GAME DESIGNER

November 22, 1991 DALLAS DOES SAN FRAN

December 6, 1991 WING 2 THE TOAST OF PARIS

Dec 20, 1991 YULE NEVER EAT JIF AGAIN

January 31, 1992 SWELLING RANKS

March 27, 1992 UNDERWORLD HITS THE SHELVES

March 26, 1993 SERPENT ISLE BEATS THE CLOCK

April 9, 1993 STRIKE SIGNS OFF!

July 30, 1993 RE-ORG! ●



Yes, this man is sitting on the toilet to play Ocean's EF2000. Editorial comment? We think so. Check out Galen's wrap up of ECTS at T:\transfer\ECTS or look for it on the internal web soon.

“Ultima Online: Mudders of Invention”

(Editor's note: The Point of ORIGIN asked Edmond Meinfelder of Ultima Online to share a story with us about the team and MUDs in general. Here goes!)

Ultima Online, often known as “Multima,” or worse, “Ultimud,” is a new kind of game for ORIGIN. For the first time, Ultima fans shall travel to Britannia in the company of friends—no one need tour Britannia alone again. The now well-known tag line, “We create worlds” takes on a new meaning yet again.

Set in the well-known “backyard” of **Lord British**, Ultima Online is, simply put, a multi-player version of Ultima employing the Internet as the medium bringing everyone to Britannia. As anyone who has played Command & Conquer or Doom over the network can attest, the addition of people as allies or opponents leaves computer AIs in the dust. But the multi-player aspect of Ultima Online is not the only compelling aspect of this game.

Ultima Online doesn't stop and no one ever “wins.” Instead, Ultima Online houses a continuing world where players only advance. Because the game continues, even in the player's absence, there is a profound sense of transportation—this is no simple computer role-playing game. Ultima Online is a world where not even the game designers know just what will happen next.

The New Kids in Britannia

Charged to create this new game is, aptly, a new group of ORIGIN employees. Three new programmers, **Rick Delashmit**, **Scott Phillips**, and myself write the C++ code for the game, while new game designers **Raph** and **Kristin Koster**, along with veteran Ultima designer **Andrew Morris**, create the world, its quests, and all the little details no one ever seems to notice. Creating the art for Ultima Online is another battle-hardened ORIGINite, **Micael Priest** accompanied by new art intern, **Clay Hoffman**. Leading this team of rugged individuals is **Starr Long**, performing a task roughly equivalent to herding llamas.

Out of the MUD

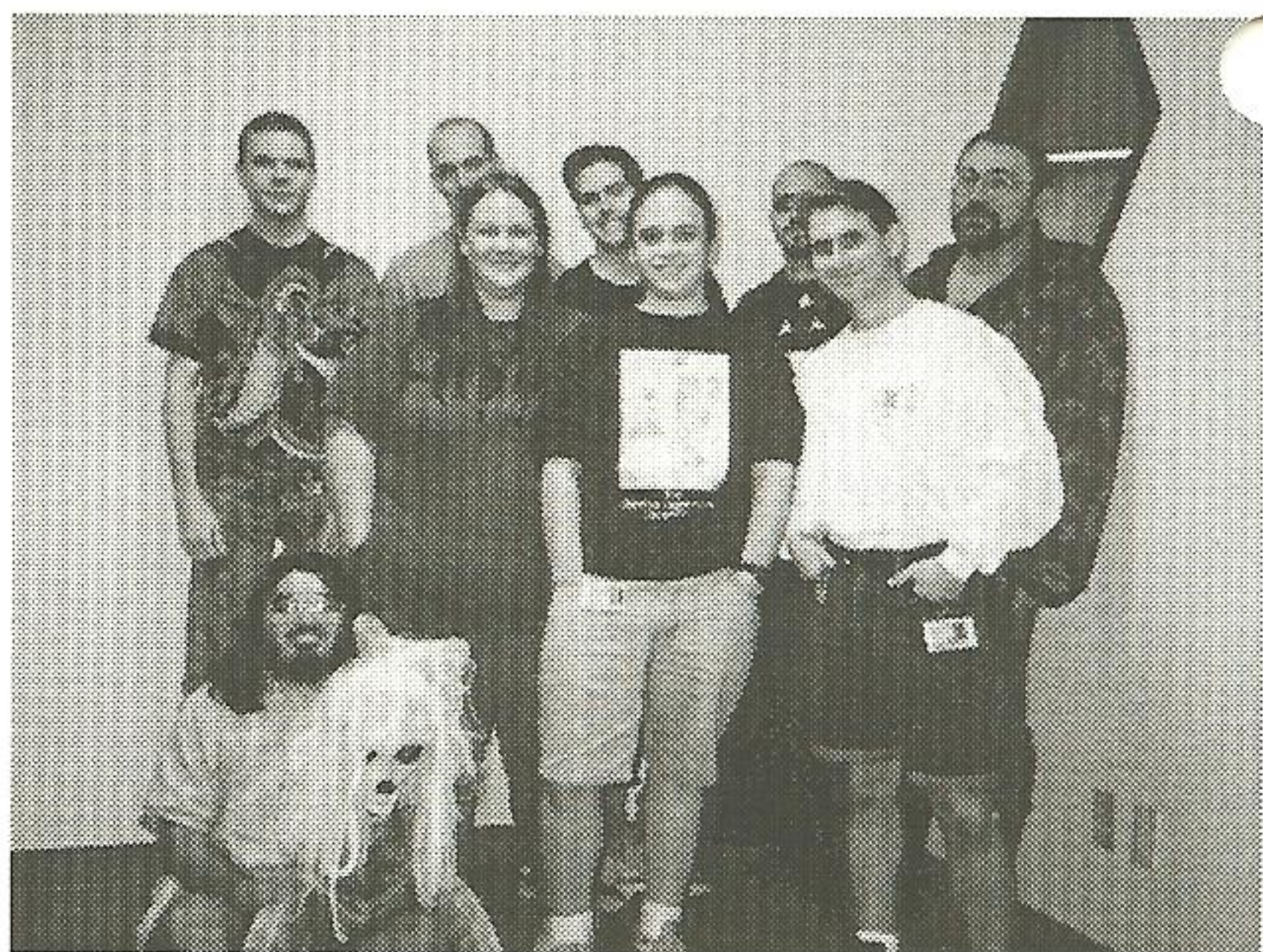
Nearly all the new hires for Ultima Online are “mudders.” Rick Delashmit, the lead programmer, is a God, on his MUD, the LegendMUD. God is the term for head Wizard, or big cheese, of the MUD. The God, more than anyone else, influences the MUD by coding most of what the MUD is; Rick's influence on LegendMUD was enormous.

Also from LegendMUD are Raph and Kristin Koster, both co-administrators of LegendMUD along with Rick Delashmit. Both Raph and Kristin designed large sections of LegendMUD, as well as help maintain game-balance. Though both deny any knowledge of programming, each was caught with their noses in C code more than once.

I administrate a small, social MUD called TooMUSH. Before TooMUSH, I founded NarniaMUSH and a few MUDs that never quite went anywhere. A few years ago, I used to hack a lot at the TinyMUSH source code, but these days I leave that to younger people with more time on their hands.

Scott Phillips, the youngest member of the team, worked under Dr. Cat before joining ORIGIN. Scott is an administrator of JediMUD, a popular MUD based on the “Star Wars” movies.

These mudders bring with them an understanding of networking, multi-player game issues, and online world creation background from MUDs. ●



Ladies and gents, the Multima team. Clockwise from top left: Rick Delashmit, Edmond Meinfelder, Clay Hoffman, Starr Long (in hiding), Micael Priest, Andrew Morris, Scott Phillips, Kristin Koster and Raph Koster (and friend).

MUDs: What are they and where did they come from?

Wondering what all this MUD is about?

Historically, a MUD (Multiple User Dimension, Multiple User Dungeon, or Multiple User Dialogue) has been a program allowing multiple users to log into a computer at the same time and explore a world of text-based adventure and interaction together. Each user takes control of a computerized persona and can walk around, chat with other characters, explore dangerous monster-infested areas, solve puzzles, and even create rooms, descriptions, and items.

MUDs date back to 1979 in England where Roy Trubshaw and Richard Bartle created a game called “MUD,” that would later become the basis for “British Legends” on CompuServe and the latest effort by Interplay to create a rival product to Ultima Online. Trubshaw and Bartle's game was the success that inspired and shaped the next generation of “mudders.”

It was not money that inspired the next generation of mudders. Instead, creative desires inside thousands said, “if only I could create a game like that, but better!” pushed hoards of gamers to create online worlds in their spare time. It's thrilling being the first person to tread upon an empty world and muse to yourself, “what will I create?” Then, after rolling up your virtual sleeves and calling across the 'Net to best friends, you set

Bits and Bytes

Big congratulations are in order! Wing Commander III has been nominated by the Academy of Interactive Arts and Sciences for Best Computer Game, Best Sound, Best Action, Best Director, Best Editor, Best Producer, Best Writer, Best Composer, and Best Marketing Campaign. Way to go!

ORIGIN's very own on-site property manager, **Shelli Menegos**, recently was elected for a two year term as a Director of BOMA (Building Owners and Managers Association). This is the Austin chapter of a national organization that serves as an invaluable resource to building owners and managers (like us) who are in need of facilities information such as cost standards, vendor information, and industry statistics. Shelli, is employed by American Realty Corp., and has been involved with BOMA for 5 years and is well respected throughout the Austin commercial property management community.

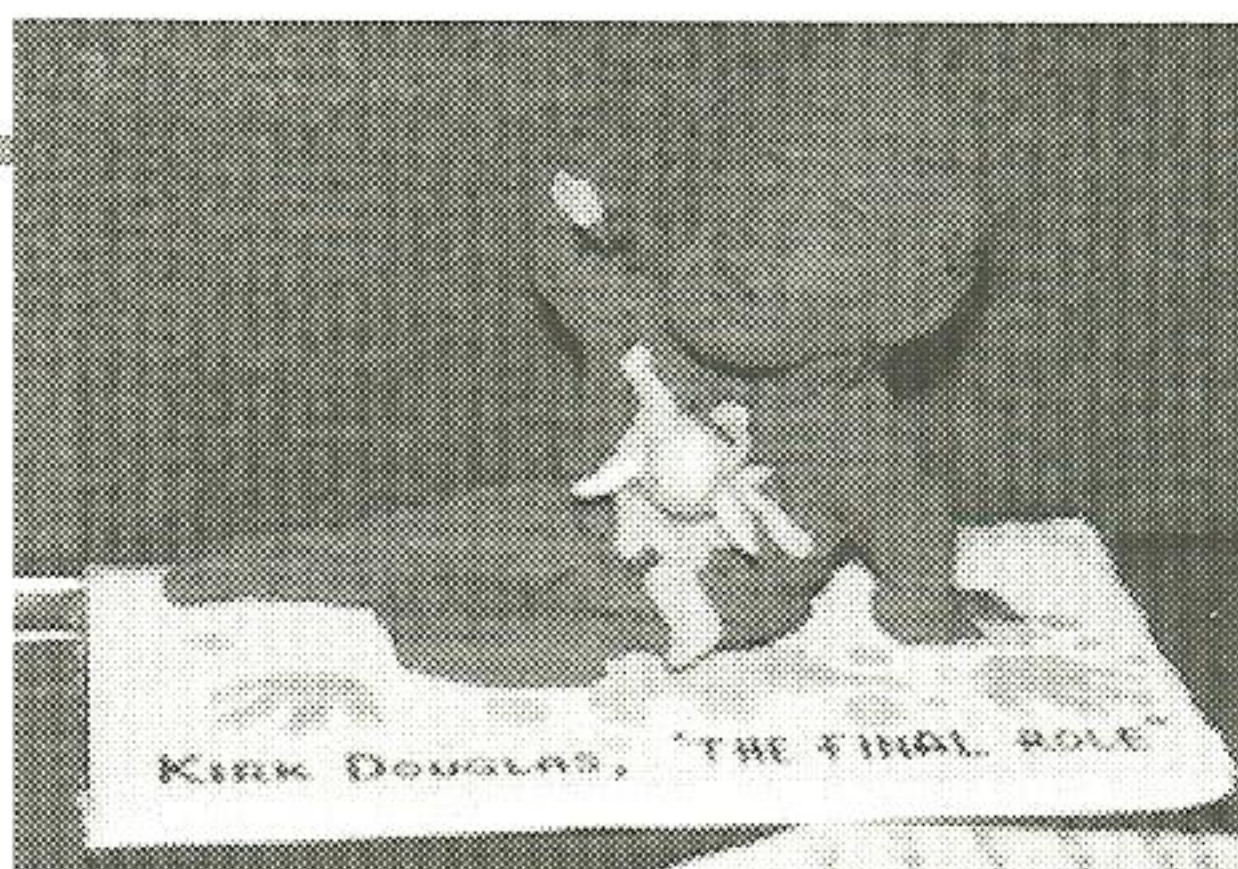
ChickenBoy Productions has been nominated for the 1995 Marcom Awards for best press kit. The nomination came for work completed for Bullfrog Productions by Creative Services' **Trey Hermann**, **Galen Svanas**, and **Craig Miller**. Creative Services has also been nominated for best packaging for the Bioforge box design, which was completed by **Trey Hermann** and **Al Carnley**.

Everyone was a winner in October's Play-Doh sculpture contest. Judges said that all the entries were "stellar, creative, and wonderful!" Grand Prize was awarded to the little melted baby-slag and the play-doh baby by **Eric Prince**. 1st Prize was awarded to Kirk Douglas' death scene by **Rodney Brunet**. 2nd Prize went to the rose display by **Raph Kostner**. 3rd Prize went to the Hippie Babysitter by **Sam Laskowski**.

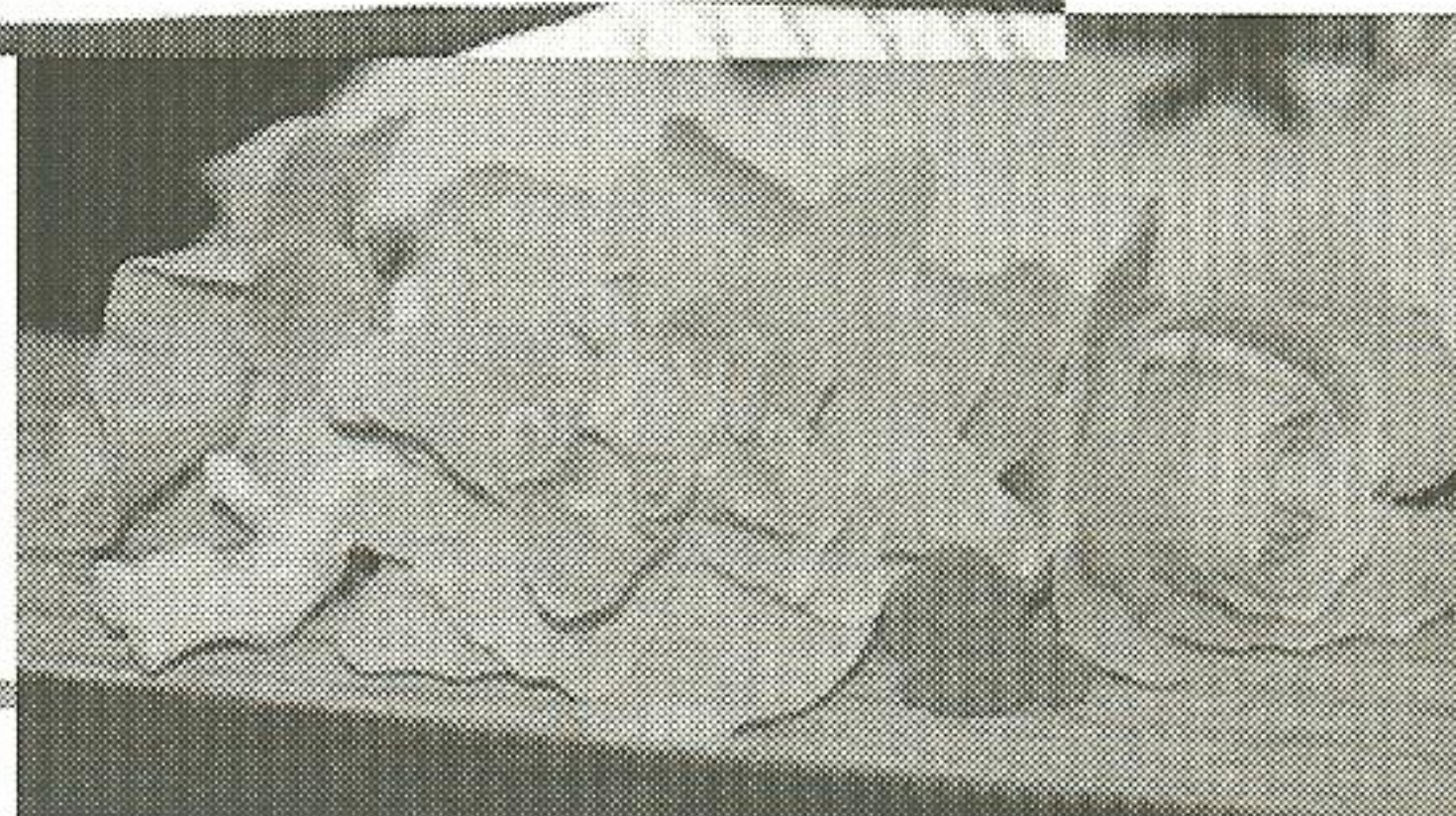
And speaking of contests, what about our standing Halloween costume winners! Funniest went to **Rebecca Wilson**, Nicest went to **Melanie Green**, Scariest went to **Joe Bass**, and Best of Show went to **Billy Cain**.

Rumour is that Joan Collins will be playing the part of Lex (Alexis) in Bioforge 2. She awakes after surgery at the hands of Dr. Mastaba only to find his hideous experiments have melted her skin due to her years of plastic surgery. Michael Jackson is rumoured to be the other alternative but the plot will take a turn where Jackson thanks Mastaba for IMPROVING his surgery and experiments on Mastaba's other subjects—young children.

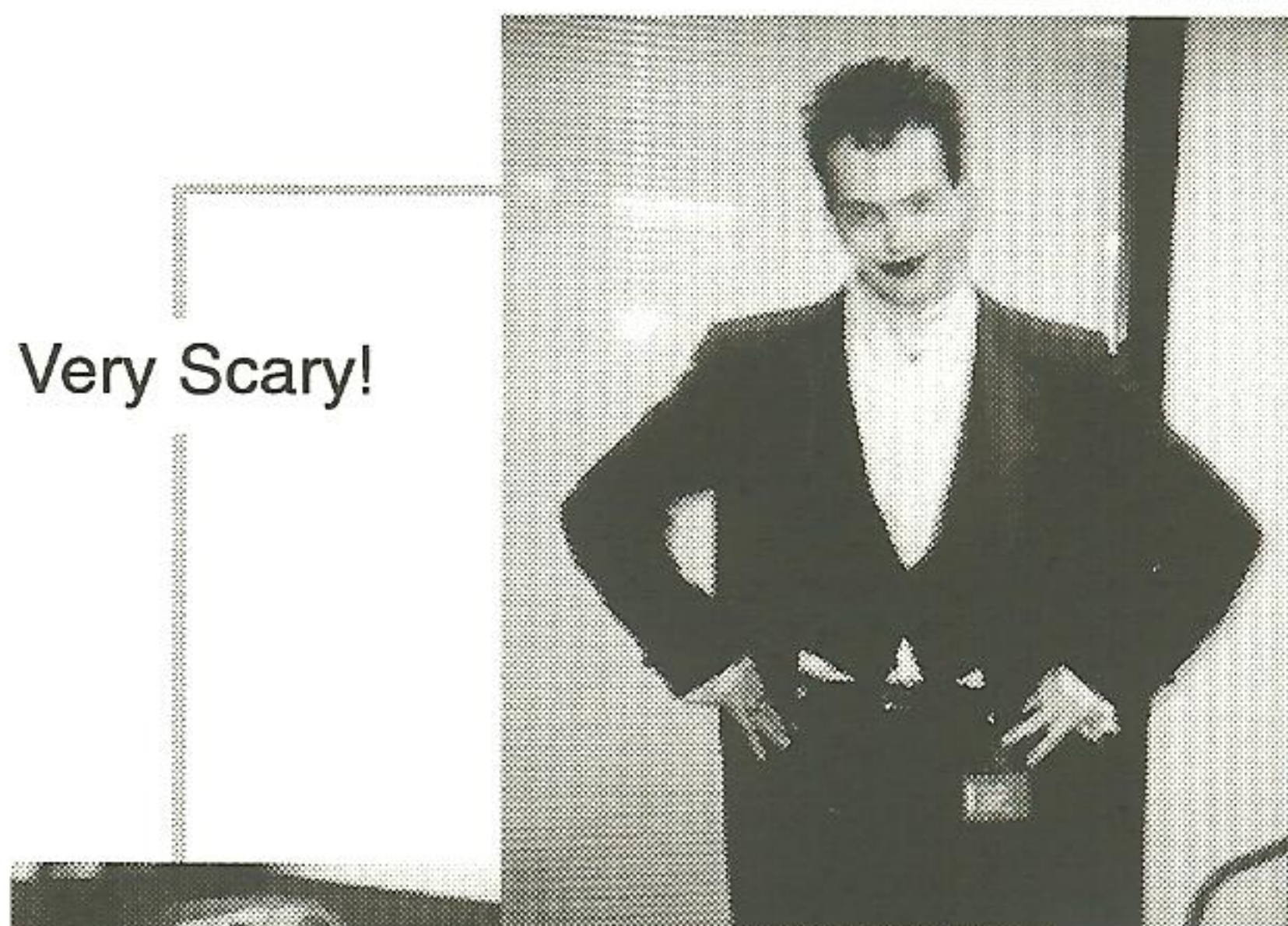
Irie, mon. It's the King Rastafari!
Thank you very much.



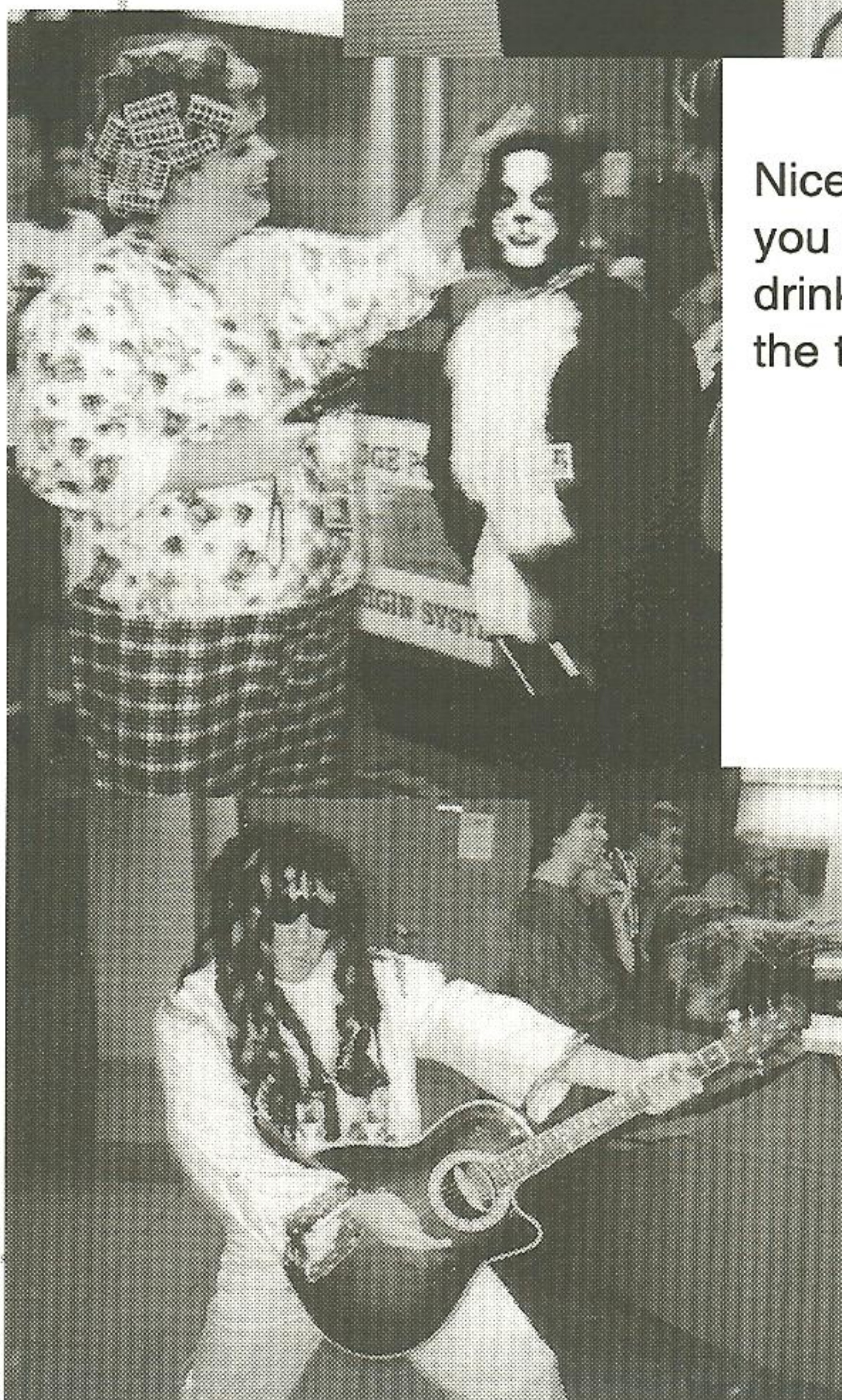
1st Place in the Play-Doh™ sculpture contest!



2nd Place!



Very Scary!



Nice Kitty. Have you been drinking out of the toilet again?

Halloween Costume Contest!



Let's just say that in November and December, ORIGIN will be well represented on the shelf of your local newsstand. That being said, let's begin with the first of five magazine covers planned for the next two months that will feature ORIGIN products. The December issue of Strategy Plus magazine (check out the picture accompanying this article) is the first of four magazines that will spotlight Wing Commander IV on the cover. Ben Chiu, who traveled to Hollywood in June to cover the production, wrote the feature article. "The amount of detail put into the sets and props, combined with the very capable and professional abilities of the crew, puts the overall production on equal terms with some of the best movie productions. Wing Commander IV has all the makings to be another big hit for ORIGIN."

During November, look for Wing Commander IV to be on the covers of Computer Gaming World, Computer Game Review and Interactive Entertainment, too. Thanks to Chris Douglas on the WCIV team for his work in getting most of this art together. Oh and, by the way, it's pretty spectacular looking art, to boot. Not to be outdone, Crusader will be getting its second magazine cover later this month when the December issue of Electronic Entertainment comes out. Be on the lookout at a newsstand near you.

Speaking of Crusader, it continues to get its fair share of hype from the press. Most of the reviews should be out in the soon-to-be-released December issues, however many of the online magazines are already singing Crusader's praises. Greg Kasavin with NewType Gaming says about Crusader, "Breathtaking. No Remorse is everything you could ever want in an action game. As a hard-core action game, it fills a definite gap for the PC platform, and anyone wishing for that solid heart-pounding shooter need dream no more."

Jon Daughtridge, who visited ORIGIN recently, also had some good press on Crusader. Jon writes for Intelligent Gamer Online, "Crusader: No Remorse is an intense action game that's a lot of fun to play. Beautiful graphics and animations."

Back home in Austin, the American-Statesman had a nice write-up on Crusader in last week's XL Ent. section. "This game is a hoot!" exclaimed Harley Jebens. They included a huge image from the box art with the article.

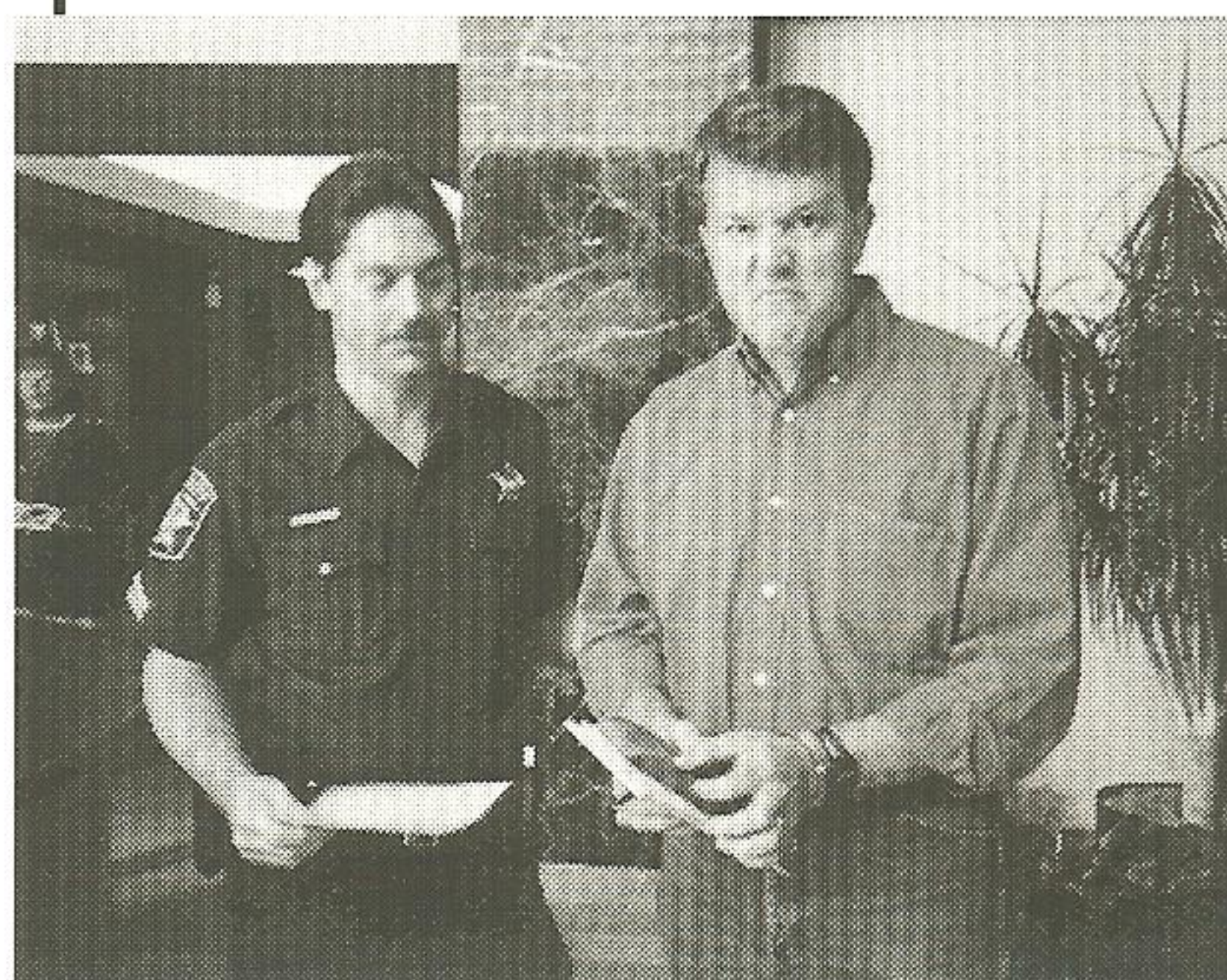
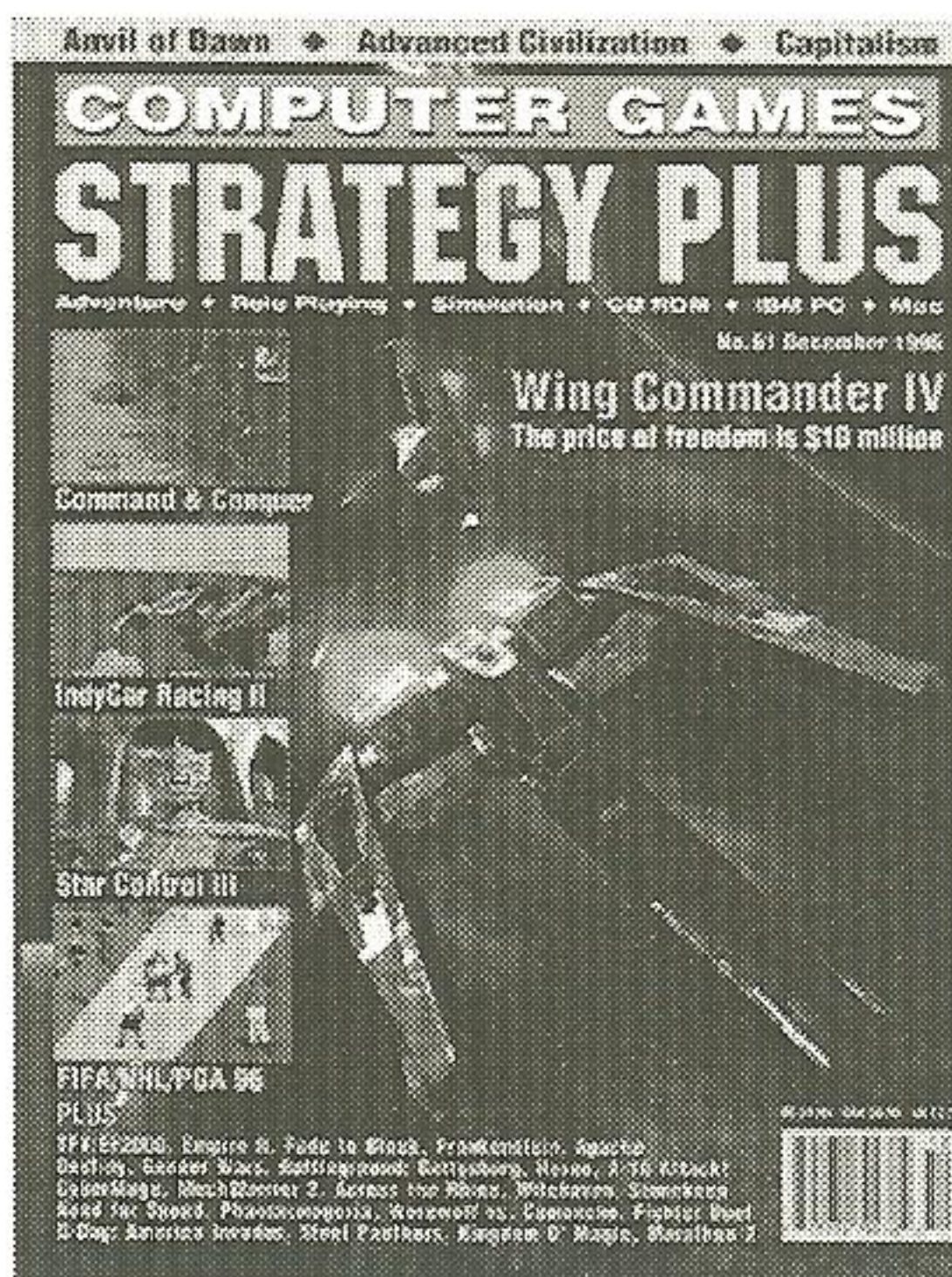
Meanwhile, CyberMage is generating some lofty praise from the media. Steve Wartofsky had this to say about the

game in the most recent issue of Strategy Plus, "Better than Underworld II. Better than System Shock. Way, way better than DOOM. CyberMage pushes this genre of gaming into significantly fresh territory, with its combination of both level and control design, and its emphasis on variety in gameplay."

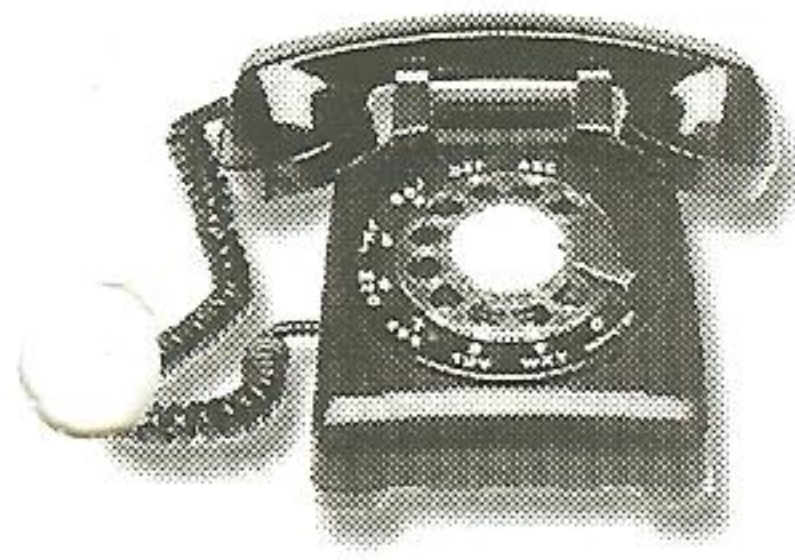
And this from Paul Schuytema, who writes for Computer Gaming World, "CyberMage possesses one of the most original stories I have seen yet in a PC game. It has all the ingredients to be a killer game."

Finally, they're still talking out there about ORIGIN games that have been on the shelves for awhile. Joe Blenkle who writes for the Orangevale News in California had plenty of good things to say about Wing Commander III for 3DO. "Probably the most satisfying game I've ever played. The best title out there for the 3DO."

And ORIGIN had a couple of games listed in a new book out about multimedia, CD-ROM Buyer's Guide from Signet publishers. System Shock received a 9 out of 10 score from writer Jeff Sengstack. "Everything about System Shock is first rate. The realistic graphics, action and 3D animated movement offer jaw-dropping excitement." Sengstack listed SS as a "Best Buy" title, as well as Wing Commander III. About WCIII Sengstack wrote, "Wing Commander III achieves that perfect balance of arcade action and dramatic tension. It doesn't get much better than this."



An observant citizen made \$1,000 for turning this felon in to Crimestoppers – no, not really. **David Swofford** goes to jail to raise money for Crimestoppers; he managed to raise \$450. Did he call you?



Kat's Korner of Phon Phone Phacts

- How to forward a phone mail message with comments: First, listen to the message. After listening, press 6. Record your comment. Press #. Enter destination. Press #.
- Did you know your voice mail can page you when someone leaves you an urgent message? First, you need a pager—either your own personal pager or one issued by the company. Ask your supervisor if you want a company pager. Next, see **Kathie Beagle** to activate and program your voice mail. That's all there is to it.
- If you're listening to a message and want to advance a little, press 3. If you want to skip to the end, press 33.
- If you're listening to a message and want to go back a little, press 1. If you want to go back to the beginning, press 11.
- If you're listening to a message and want to find out who called you and when, press 5 while the message is playing or at the end of the message.
- If you're listening to a message and want to skip past it, press # and you'll be advanced to the next message in your in-box. The message you skip will remain in your in-box. This is much better than archiving because you will hear the message every time you enter voice mail.
- If you're going to be out of the office for an extended period of time, you can create and utilize your special absentee voice mail message. From the main voice mail menu, press 4, then 2, then 3, then 2. This allows you to make a temporary message, activate it, then deactivate it without having to rerecord your original message.
- The number of people calling Customer Services' old number is down this month from the previous month.

Got any questions? Write Kathie Beagle. Stay tuned for more phone phacts next month. Kathie has voice mailbox "maps" that will help you find your way around the voice mail system. See her and she'll set ya up. ●

E O M



November

Co-workers nominated **Jonathan Price** for Employee of the Month for working "tirelessly on BioForge Plus in the unofficial (read - no authority or recognition but all the responsibility) role of lead artist." Others praised him for "the quality of his work, his aptitude for picking up new things and how well he has handled growing responsibilities" and also because "he has demonstrated lots of leadership and the kind of direction that motivates everyone on the team."

Originally from Oklahoma, Jonathan came here last summer for an internship and then planned



transfer to UT. His studies will have to wait for a while though, as **ORIGIN** has since become his livelihood. Not that he's complaining by any means. In fact, while Jonathan's been putting in lots (and lots) of time on BioForge Plus, he's grateful for the invaluable experience he's gained. Not only has he learned about 3D Studio, he's also improved on his problem solving abilities and organizational skills. Jonathan's especially pleased that some of his new found organizational abilities have started to spill over into his personal life (well, if he had one anyway.)

Jonathan's really happy to be living in Austin and working at **ORIGIN**. "I don't think there's anything this company doesn't cover. They really take care of you and give you the freedom to do your best." And one day, when he finally gets to leave the building, he looks forward to just being able to do nothing. In the meantime though, it's a real pleasure to have him around. In the words of his office roomy, **Steve Pietzsch**, "He's always positive, always funny and most of all, a nice human being. RAH! RAH! RAH!" Our sentiments exactly. Congratulations Jonathan, and keep up the good work! ●

The Muddiest, cont'd

FROM 4

about the task of building yet another world to play in.

What's it like to be on a MUD? Along the way, you might see a dozen Perns appear, vanish, and reappear again, or a fleet of Enterprises, manned by people from Philadelphia to Sydney. Somewhere, you might see a Tolkeinesque elf argue the merits of "Marathon" over "Doom" with an anthropomorphic frog and a talking pair of fuzzy bunny slippers. A quick tour across the MUDs takes you past the limits of your imagination into the dizzying realms of others. And, when you are ready, many MUDs offer the adept ample opportunity to flex their imaginations, with their own brand of creativity.

Fighting: It's a Living.

The most popular kind of MUD features combat in a fantasy setting. Imagine grabbing your trusty sword, Glamdring, and bashing the beejeezeus out of some orcs. For some, the combat MUD is a welcome stress reliever. One undergraduate said, "I imagine kolbolds are my roommates, trolls are my profs, and the green slime is my ex-boyfriend," with a disturbing, but socially-acceptable giggle.

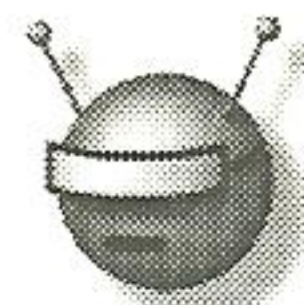
On the combat MUDs, the key to survival is your group. Alone, you are fodder for angry holsteins or irate alpacas. However, with your best mates at your side, you can target the bigger game, like that mean knight guarding the dungeon entrance saying, "None shall pass." Despite the fact that combat is a very antisocial activity, combats MUDs are extremely social. Crawling about a dark monster-infested dungeon becomes a party as group members crack jokes while trading blows with various monsters.

Role-playing: I overact, therefore I ham.

Combat and role-playing are not mutually exclusive, but many MUDs specialize in one at the expense of the other. Many role-playing MUDs dedicate themselves to a form of interactive theater, where players enact stories without dice or elaborate combat systems.

On these free-form role-playing MUDs, players are both wildly free and constrained at the same time. There is freedom in that no one can stop players from expressing themselves however they want. But, at the same time, players must remain within the boundaries of taste and plausibility. A six-gun toting Klingon walking about the lands of Narnia is neither tasteful nor plausible. Occasionally a player crosses this line, but after that line is crossed, the MUD administrators usually roll over the player like a locomotive.

The Future



November

| | | |
|-------|----------------------|----------------------------|
| 8 | Product Review | Downstairs Conference Room |
| 13-17 | Comdex | Las Vegas, NV |
| 15 | Blood drive | TBA |
| 20 | Flu shots | TBA |
| 23-24 | Thanksgiving Holiday | ORIGIN Employee Days Off |

December

| | | |
|----------|----------------------------------|----------------------------|
| 1 | Awards Presentation | TBA |
| 2 | Holiday Party | Stouffer Hotel |
| 9 | Kids' Christmas Party | ORIGIN |
| 13 | Product Review | Downstairs Conference Room |
| 25-Jan.1 | Christmas/ New Year's Holiday | ORIGIN Employee Days Off |

January

| | | |
|-----|----------------|---------------|
| 5-7 | January CES | Las Vegas, NV |
| 10 | Product Review | TBA |

.....

Ticker



The latest from Wall Street at 10:00 am, 11.3.95.

| | LAST | CHANGE |
|------|--------|--------|
| ERTS | 37.250 | -0.562 |
| THDO | 11.250 | unchgd |
| MSFT | 99.250 | -0.750 |
| BROD | 69.250 | +0.250 |
| SIER | 30.500 | -0.250 |

