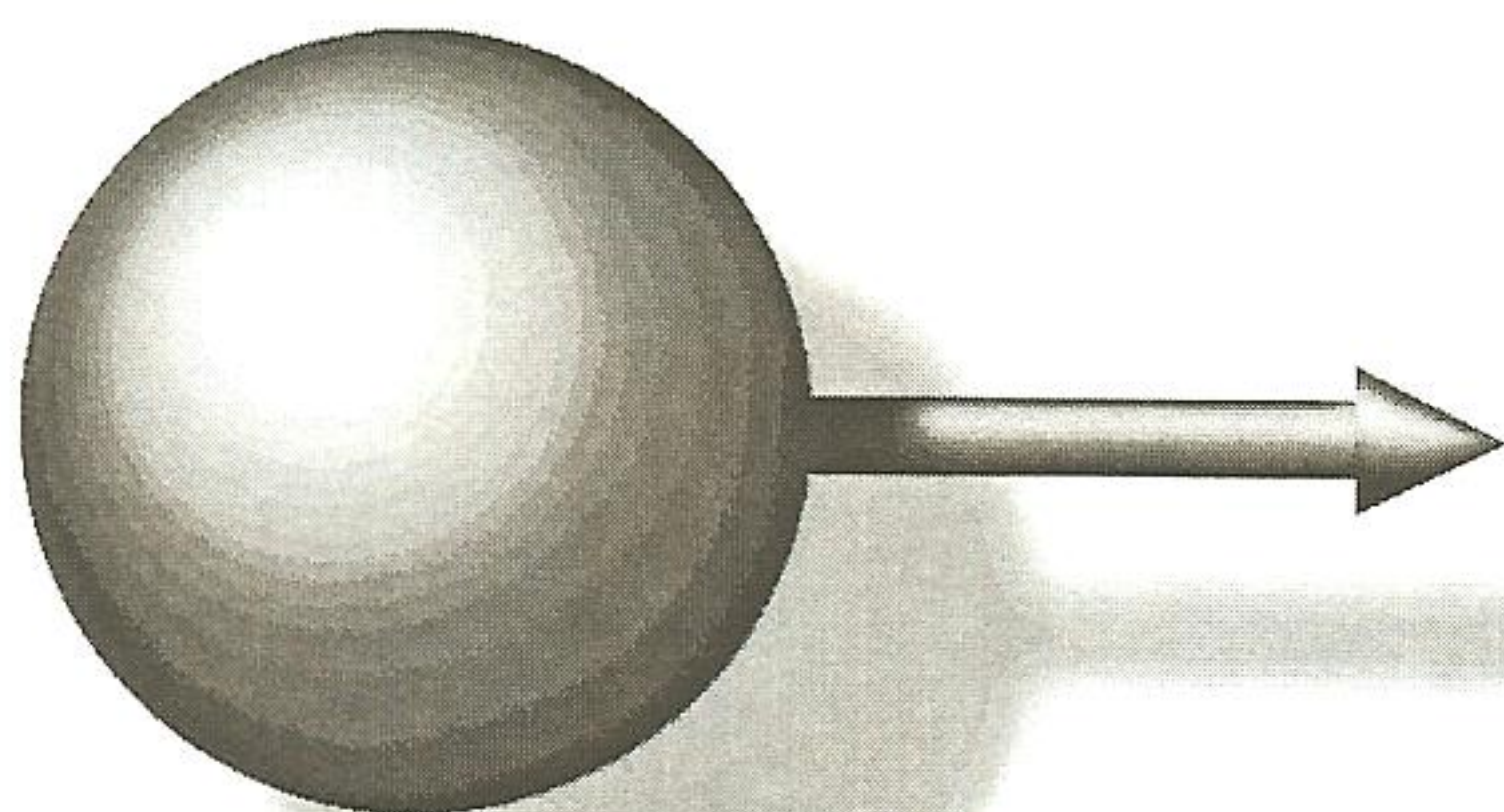


P o i n t



I n s i d e

BETTER LATE THAN REALLY LATE

Volume VI, Number 2, February 12, 1996

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We are on a first name basis, now Malcolm, Mark and Chris give the goods. More Wing 4 Pics on Page 4!

Stop the Press!

S p o t l i g h t



BEVERLY HILLS, CA—It was a first for Wing Commander, a first for ORIGIN and a first for Hollywood. Wing Commander IV was launched successfully Thursday at the new Planet Hollywood in Beverly Hills amidst flashing lights, scribbling writers and rolling video cameras.

CNN was there, so was NBC's Today show, HBO and Delta Airlines' in-flight TV show. Axxess, Insider Magazine, Knutson Syndicate, Associated Press, the LA Daily News and other Los Angeles media were also there. They came to witness Wing Commander IV and see Malcolm McDowell and Mark Hamill donate their costumes from the game to Planet Hollywood. The costumes represent the first memorabilia from a CD-ROM game to be donated to the internationally famous restaurant. Within a few weeks, restaurant management will determine which of the 30 PH locations will become the permanent home of the Wing IV costumes.

After the presentation, the press got a first hand look at the new game. Many actually sat down to play it themselves while others just watched in amazement during the expert product demos from ORIGIN's own **Frank Roan**, **Tony Morone** and **Patrick Bradshaw**. Those who wanted to see WCIV in all its grandeur watched one of the game demos in a mini-theater complete with large screen projection system, plush theater chairs and outfitted in surround sound. **George Oldziej**'s musical score never sounded better.

And they thought it was just another computer game. Let's just say that after last week's WCIV launch, there's a new found respect in Tinsel Town for the kind of movies you play on your computer. ●



Crusader keeps on pumping out the good reviews these days, not to mention John Marrin's blood. Marrin writes for Computer Shopper magazine and it seems he can't get enough. "A very entertaining game that gets your blood pumping. A wild and fun tactical shoot-'em-up."

Talk about getting pumped up, check out Tom McDonald's review on Crusader in CD-ROM Today magazine. "If you love action games, you won't regret buying this game. This is one of the best games I've ever seen. A technical marvel." The final report card from Mr. McDonald was 4½ out of 5.

Three out of four stars was the grade from PC Magazine's Shane Mooney who wrote, "Crusader is a well-designed game and a lot of fun."

The editors of Interactive Entertainment evidently liked Crusader. "The graphics are absolutely first-rate. Crusader is the most action fun I've had in a while, and it shows that an action game in the 90s doesn't have to be in first-person to be fun."

As we mentioned in a previous issue, Crusader was awarded an Editor's Choice designation from the folks at PC Entertainment. The award was for the Best Action/Adventure game of 1995. In the write-up for the awards, editors said, "The best death scenes ever in a game push Crusader: No Remorse over the top. Multiple weapons, challenging missions, pulse-pounding action and simple controls make Crusader not merely a must-play, but a must-finish."



I wanna be a cowboy.

Cal Jones with PC Review in the UK obviously had similar thoughts about Crusader. "Origin's latest is one of the most gloriously violent games I've ever had the pleasure to play. Fast, frantic and wonderfully violent. A real treat for latent psychopaths, arsonists and vandals." Now there's a marketing position we haven't explored yet.

Don't look now, but the Wing Commander IV media barrage is about to begin. Check out the article on the Planet Hollywood press launch on page

one. Meanwhile, Mark Hamill has been busy drumming up hype for the game. Last week alone he made appearances pitching WCIV on Jay Leno and Mike and



The team from Canal+ with PR's Teresa Potts and Rich.

Maty. In the January issue of PC Entertainment, editors

honored Hamill for his acting in interactive projects with a Lifetime Achievement award. Also, in the new PC Ace magazine, Steve Kent added even more praise on the man who plays Col. Christopher Blair. In a WCIV preview, Kent wrote, "Mark Hamill has emerged as one of the first real stars of interactive motion pictures."

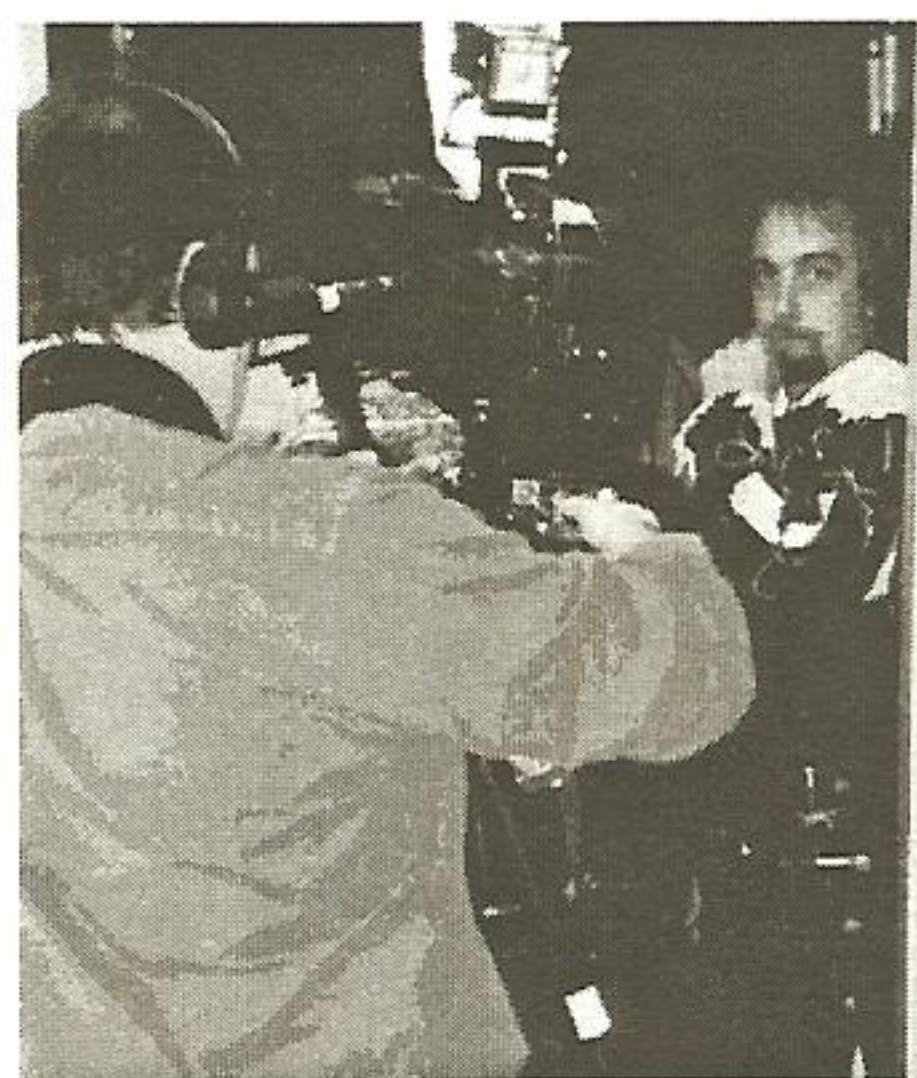
Believe it or not, WCIV's first review is out. EAUk send out a beta copy of the game to PC Zone magazine in England back in December. Thinking the game was going to sign off the day after they sent out the beta version to the magazine,

PR folks in that office were stunned to learn instead that the game had been pushed back two more months.

Despite the average score of 85, the writer of the article did manage to say some good things about WCIV in the cover article. "The most impressive cut scenes ever seen. The most cinematic gaming experience you will find." Bottom line, he says, "Great movie, so-so game." We'll see what he says when he gets the final version.

Hey, it sounds like Longbow bandwagon is rolling thru Europe these days. PC Gamer in the UK listed Longbow as a title for gamers to take a close look at in '96. "The author (that's you Andy) pedigree, superb ground detail and wealth of information from Jane's could give it the edge over DI's recent Apache release."

Finally, despite the bad weather that blew thru Austin late last week, the 4-man television crew from Canal + had a very successful trip to Origin. Many of you may have seen the crew in the office last Thursday and also Monday of this week. Canal + is one of the biggest, if not the biggest television network in France. Their stories (apparently there will be several) will air in the coming weeks. Stay tuned to this column for details.



Those Europeans just love that outfit

The Point of Origin is published monthly, coinciding with the Company Happy Hour. That is, unless something comes up that prevents us from publishing, like a crashed hard drive or something equally catastrophic. **Deadline for Submissions is the Monday before publication, or for next month, March 4. Contact the editor for more details.**

Managing Editor: Richard Steinberg. Editor-in-Chief: David Swofford. Staff Writer: Teresa Potts. Contributing Writer: Kathie Beagle. Layout and Production: Robin McShaffry.


Web Update

ORIGIN launched its new Web look Friday. Many portions are not yet implemented, but they're coming! Check out www.ea.com/origin.html

ORIGIN


WELCOME

Congratulations. You've just made the link to ORIGIN. A creator of worlds since 1983, we've established this site to provide you with information about our state-of-the-art interactive movies, simulations, and computer adventures.




THE FUTURE


ORIGIN is based in Austin, Texas in a really cool building near Lake Austin at the edge of the Texas Hill Country. Our more than 300 staff work in one of the most unique and creative cultures we know, striving to produce the best quality computer games on the market. We hope you will be thoroughly entertained with hours upon hours of audacious and compelling recreation.




THE CONTEST



THE BIG NEWS

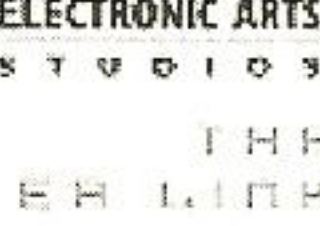


ELECTRONIC ARTS
STUDIOS



ORIGIN

Life's an adventure.
Why not play it--and play it hard?



THE CHALLENGE

PRODUCT INFO

PRODUCT DEMOS

PRODUCT SUPPORT

ABOUT ORIGIN

FUN STUFF

MAIN MENU

Copyright © 1996 Origin Systems, Inc.

Across the Pond

Left to right, **Neil Cook**, **Matthew Miles-Griffiths** and our own **David Ladyman** strike a pose in Langley, England at the EAUK offices. Neil and Matthew are creating the documentation for The Darkening.

Left to right, **Paul Hughes**, **Tony Stockton** and **Brian Marshall** are the programmers on The Darkening. They work out of the EA office in Manchester, England.

page 3

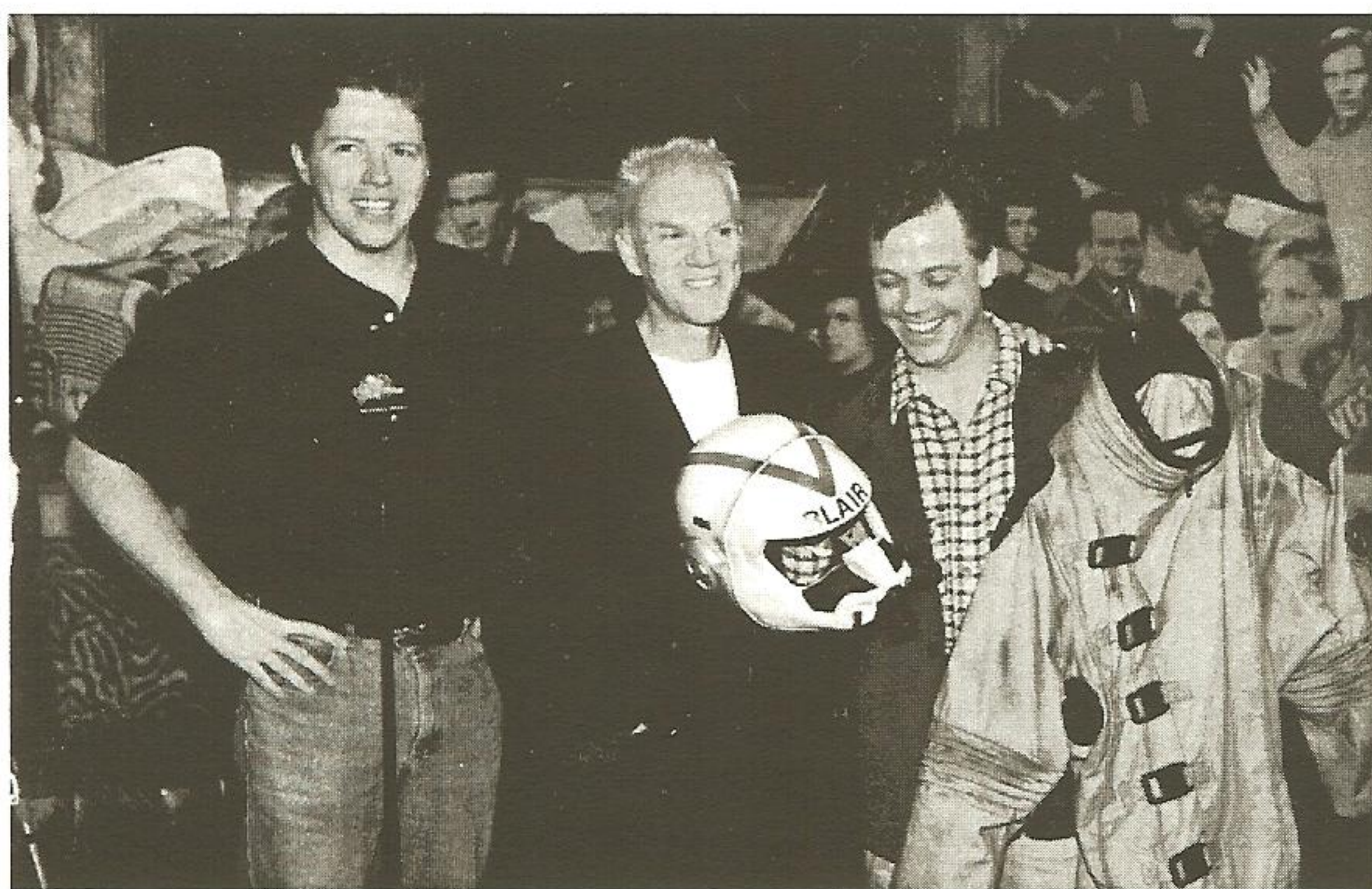
Spotlight



FROM 1



Wing 4 Signs Off!



From the Planet Hollywood event, Mama Bear (uh, Tom Wilson), Papa Bear and Baby Bear?



And, just before sign-off, **Stretch Williams** and **George Oldziey** add the finishing touches to the sound out in LA with the help of Francois Blaignon of Sarafine Studios.



WARREN'S WACKY WEB



The Point of ORIGIN and Warren Spector bring you Warren's Bookmark File! Too bad you can't point and click here. Enjoy!

BASKETBALL

Basketball Server <http://www.nando.net/SportServer/basketball/>
 ESPN SportsZone <http://espn.sportszone.com/>
 NBA.com <http://www.nba.com/>
 The New York Knicks <http://www2.nando.net/sports/bkb/1994/nba/home/nyk.html>
 Newsgroup:NY Knicks [news:alt.sports.basketball.pro.ny-knicks](http://news.alt.sports.basketball.pro.ny-knicks)

BOOKS

ABAA booknet <http://www.clark.net/pub/rmharris/booknet1.html>
 ABC Bücherdienst Online-Datenbank <http://www.Buecher.com>
 CServe Book and Mag Catalogs <http://www.massmedia.com/~mikeb/main.pl>
 excite NetDirectory
 Bookstores <http://www.excite.com/Subject/Shopping/Bookstores/s-index.h.html>
 Phantom Bookshop <http://www.fishnet.net/~phantom/>
 SpeedWay MotorBooks <http://www.primenet.com/~komet/speed/speedway.html>

CARS

Automobilia <http://w3.gti.net:80/ewacars/>
 Automotive Related Links <http://www.motorcity.com:80/site/MC/Hotlinks.html>
 Automotive Web <http://www.team.net/www/ktud>
 AutoWeek Online <http://www.autoweek.com>
 BMW CCA HOME <http://www.trader.com:80/bmwcca/>
 BMWWeb <http://dSPACE.dial.pipex.com/town/square/fel4/bmw.html>
 and Driver <http://www.caranddriver.com>
 mobilia <http://www.mobilia.com/>
 Pete's Racing Page <http://dcpul.cs.york.ac.uk:6666/pete/racing/index.html>
 RaceZine (formerly RaceNet) -
 Volume 2 Number 10 <http://www.primenet.com/~bobwest/index.html>
 Special Car Journal Homepage <http://conrady.wwa.com>
 Team.Net Home Page <http://triumph.cs.utah.edu/team.net.htm>

EA/ORIGIN

EPI Center/ EAWEB <http://www.ea.com>
 Stock Quote <http://www.secapl.com/cgi-bin/qs>
 Origin Internal Home Page <http://internal>
 OSI newsgroups [news:origin.*](http://news.origin.*)

GAMES

Games Domain <http://www.gamesdomain.co.uk>
 Game Page of the Univers <http://www.pht.com/game>
 Happy Puppy Software <http://happypuppy.com>
 Intelligent Gamer Online <http://igonline.escape.com/igons.html>
 Internet PC Games Charts: Commercial
 Top 100 <http://www.xs4all.nl/~jojo/cmg.html>
 Welcome Aboard the Titanic <http://www.titanic.com>

EMAGS

Axcess Magazine <http://www.internex.net/axcess/>
 c|net online contents <http://www.cnet.com/contents.html>
 Electronic Newsstand <http://www.eneews.com/>
 Comment <http://www.interactive.line.com/film/cover.html>
 notWired! <http://www.hotwired.com>
 MMWIRE Online <http://www.mmwire.com>

Time-Warner

<http://www.pathfinder.com/@@PhWI@gAAAAAADr8/pathfinder/welcome.html>
 PC Gamer <http://www.futurenet.co.uk/wspector,bixbix,/computing/pcgamer.html>
 PC Multimedia & Entertainment
 Magazines <http://www.mortimer.com/users/pcme/pcme.htm>

MISC

Bernese Mountain Dogs <http://www.prairienet.org/~mkleiman/ber-res.html>
 Britannica Online <http://www-pf.eb.com:189>
 The Dilbert Zone <http://www.unitedmedia.com/comics/dilbert>
 Fortean Times on line <http://alpha.mic.dundee.ac.uk/ft/ft.cgi?-1,ft\>
 Kooks Museum Lobby <http://www.teleport.com/~dkossy/>
 Life Forms <http://fas.sfu.ca/css/groups/lifeforms.html>
 Looney Tunes WWW Page <http://www.io.org/~rabrink/>
 Lou Reed's Web Home <http://charlotte.acns.nwu.edu/charm/html/lou/>
 Martin Hash's 3D Animation <http://www.teleport.com/~hashinc/mha.html>
 Merce Cunningham Dance <http://www.merce.org>
 New Science Research Reports <http://www.knowledge.co.uk/xxx/reports>
 The Paris Pages <http://www.paris.org>
 Pinups <http://parc.power.net/olivia/index1.html>
 The Spot Menu <http://www.thespot.com/thespot/else/menu.html>
 Warner Bros. DC Comics Page <http://www.dccomics.com/>
 World Wide Arts Resources <http://www.concourse.com/wwar/default.html>
 You have found us <http://www.theschwacorporation.com/>

MOVIES

Animation Page <http://www.lib.shizuoka.ac.jp/animaw1.html>
 The Cinema Connection -
 Books & Libraries <http://www.webcom.com/~3e-media/TMC/books.html>
 The Cinema Connection:
 Main Index <http://www.webcom.com/~3e-media/TMC/cineprax.html>
 CineMedia Site <http://www.gu.edu.au/gwis/cinemedia/CineMedia.home.html>
 Criterion Collection Laserdisks <http://www.voyagerco.com/CC/gh/p.crit.html>
 Internet Movie Database. Search
 Forms <http://www.msstate.edu/Movies/search.html>
 Hong Kong Cinema <http://egret0.stanford.edu/hk/links.html>
 Hong Kong Movies http://www.yahoo.com/Entertainment/Movies_and_Films/Genres/Hong_Kong_Movies
 Paul's Movie Madness <http://www-lib.usc.edu/~hayessr/Movie.html>
 Rick's Movie Posters <http://www.ricksmovie.com>
 Scripts <http://home.fish.net.au/~drew/bones.htm>
 Warner Bros. Home Page <http://www.warnerbros.com>

VIRTUAL REALITY and 3D

Billy Zelsnack's Home Page <http://rainbow.rmii.com/~zelsnack/>
 Dermot Kelly's Virtual Reality
 Page http://www.dsg.cs.tcd.ie/dsg_people/dbkelly/vr.html
 Pioneer Joel <http://honors.uhc.asu.edu:80/~joel/vrml/>
 Virtual Reality & VRML
 Library <http://cedar.cic.net/~rtilmann/mm/vrmlink.htm#GENERAL>
 VR for the people <http://gnn.com/gnn/wr/sept29/features/vrml>
 VRML: Links to Resources http://www.isis.unc.edu/~chad_k/vrml/vrmlinks.htm
 Ziff Davis 3D <http://www.zdnet.com/~zdi/vrml/>
 3D Graphic Engines <http://www.cs.tu-berlin.de/~ki/engines.html>



Moving In, Moving Up, and Moving On ...

Susan Bednar is happy to be the newest graphic designer in **Craig Miller's** Creative Services team. A graduate of Loyola University in New Orleans, Susan is enjoying the creative challenges her new job offers her. When she has spare time, Susan enjoys watching movies and then critiquing them with her friends. (Sounds like a Siskell and Ebert support group could be in the works) Congratulations, Susan and welcome aboard!

Jon Ballard is the newest member to join **Tony Zurovec's** Loose Cannon group as a Software Engineer. Although he's busy working on Crusader 2, he still manages to enjoy mountain biking, skateboarding and snowboarding (where exactly do you do that, Jon?). He also makes a darn spicy plate of Huevos Rancheros. Welcome to Origin, Jon, and let us know what time's dinner!

Matthew Lamari wins this month's award for the new hire that traveled the farthest for his new position as a Software Engineer - all the way from Australia! Seems he put a demo on the Internet, which eventually found its way to Origin. He's currently busy working with **Richard Garriott's** team for Ultima 9, and learning about Austin. Luckily, he's already adjusted to driving on the right side of the road. Glad we found you, Matthew. Good luck!

Congratulations also go to **Chris Norden** for his promotion to Advanced Software Engineer in the Longbow team. Since joining **Andy Hollis'** group in '94, he has been an invaluable team player, and we're certainly lucky to have him. Keep up the great work, Chris!

And finally, let's give our best wishes and support to our friends who have recently left the company: **Dominique Jumeau, Lisa Acton, Doug Wood, Duncan McKissick, Stephanie Wilson, Richard Campbell, Glen Johnson, Sam Laskowski, Bob Cook, Cheryl Russell, Mark Kness, Kraig Count and Galen Svanas.** ●



THE BALTIMORE CONNECTION

In case you hadn't heard, Skunkworks Productions has just taken on another wing to work on a new, from-the-ground-up modern flight sim.

Located in the Baltimore suburb of Hunt Valley, they're an amazing group of overachievers, according to **Andy Hollis**. "Each has led at least one project before. They are uniquely qualified and have tons of experience. Very few times has there ever been such an assemblage of talent in one place. We're looking for great things to come from them. This is truly a Camelot moment," said Andy.

Mike McDonald, project director, **Max Remington**, art director, and programmers **John Paquin, Greg Kreaflle, and Scott Elson** all come to Skunkworks from Microprose where they worked on a large variety of sim programs-- Fleet Defender, F-15 Strike Eagle series, 1942 Pacific Air War, F-19, F-117, Gun Ship 2000, Coaches Club Football, Task Force 1942, and Virtual Carts to name a few.

Terrence Hodge, who works with Skunkworks here in Austin, will be spending a lot of time shuttling back and forth to Baltimore.

"We're all really enthused about coming on board," said Mike. "Although we've only been set up for 2 or 3 weeks in a temporary location, we're already starting to crank things out. We can feel the whole company feeling from ORIGIN way out here, which says a lot for the company. ORIGIN, EA and Jane's is a real killer combo."

Welcome! ●



The Skunkworks team up north – Clockwise from upper left: Max Remington, Greg Kreaflle, Mike McDonald, John Paquin and Scott Elson.

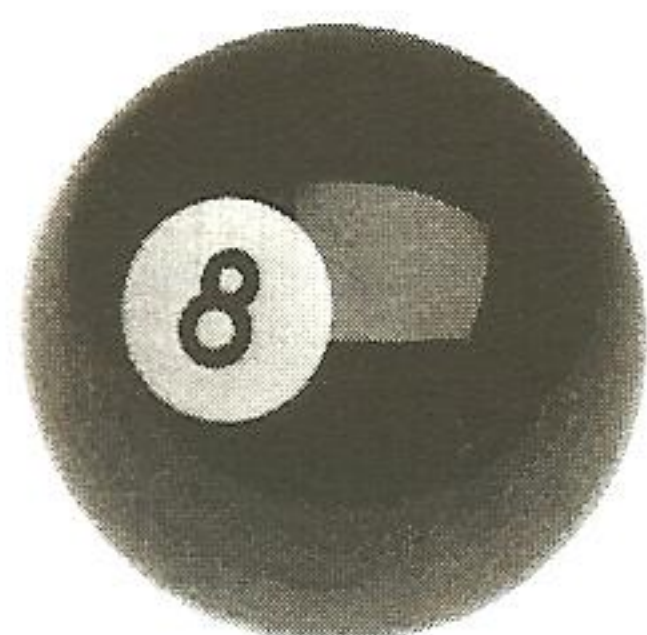


Camelot in Baltimore. Here reside our comrades.



Kat's Korner of Phon Pfone Phacts

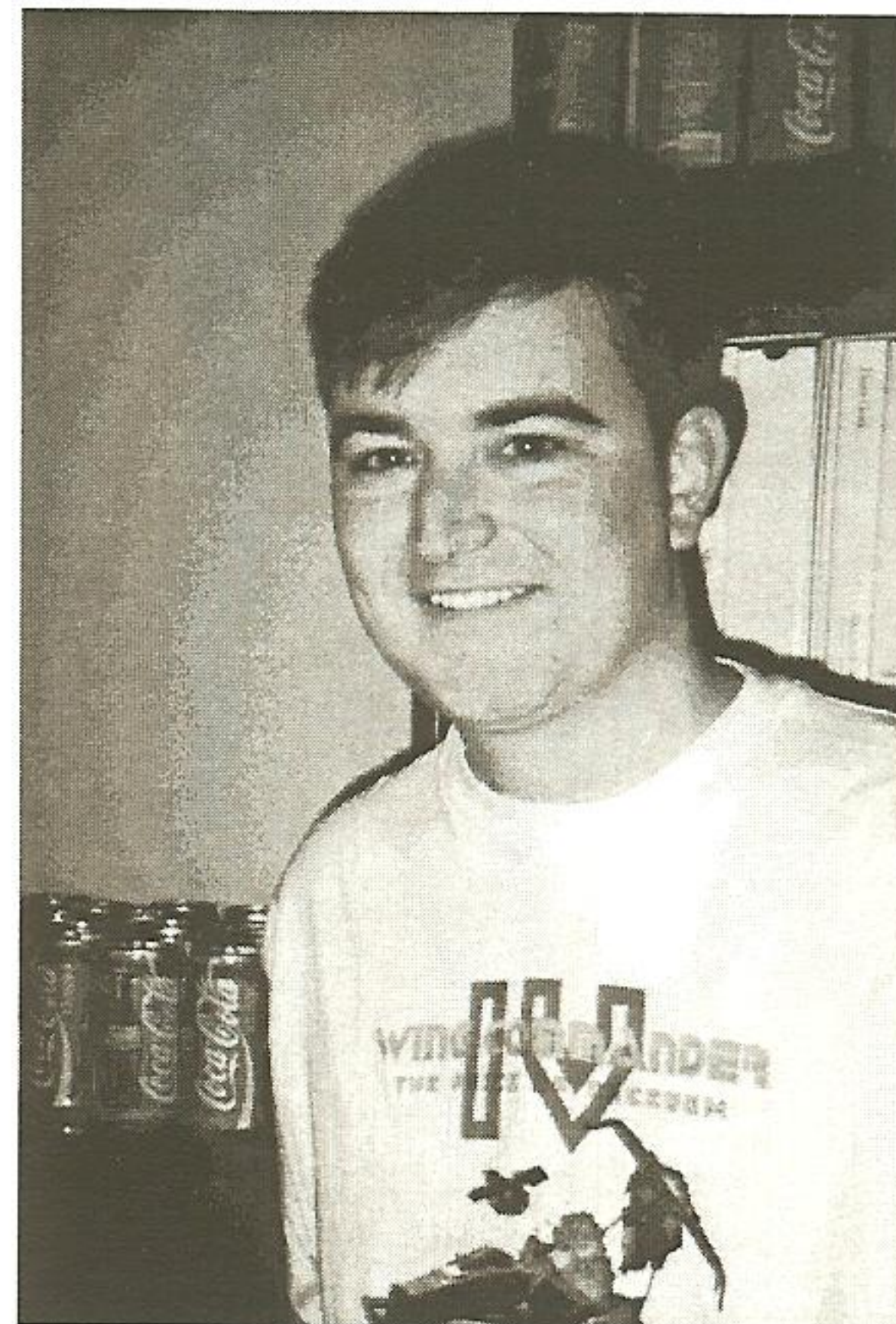
- * If you have a black digital phone, call Kat at 619 for information about new options.
- * The numbers for American Realty have changed again. Maintenance is at 434 6402, Frank Morris is at x403, Shelley is at x404, and Security is at x405.
- * If you've recently changed departments, call Kat at 619 to get your new long distance code.
- * The move from the old building to the new building included the automatic transfer of five phone numbers: the main number, 3 fax numbers, and the MS Mail dial in number. The automatic transfers are now disconnected, so if you haven't already done so, please inform people of the change.
- * The 5th floor's fax number will be 418-0352.
- * We've shuffled and moved about 20 people on the 5th floor to their temporary/permanent locations. That leaves only about 55 more moves on the 5th floor and about 40 more moves on the 3rd and 4th floors.
- * Most people have heard of a T1 line, but they may not know what it is. One T1 line can hold 23 phone lines. ORIGIN has 4 T1 lines that service the phones. One is for outbound long distance, one for incoming and outgoing calls to the main number, one for customer service, and one shared for data to EA/EA Canada/EA UK.
- * Additional phone books were supposed to be in already. Southwestern Bell told me additional copies will be here in about a week--100 copies of the white pages and 25 copies of the yellow pages. The remaining yellow pages will come in 2 weeks later.
- * Now that I have 'gaduated' from my 7 day class, I have found a way to allow staff to shorten the amount of rings before the phone went to voice mail. Currently every one is set up for the 4th ring to go to voice mail. The other options are: Option 1 - 3rd ring voice mail, Option 2 - 1st ring to voice mail. Option 2 should be used if you will be out of the office for an extended period of time. If you would like to shorten the rings, or you have any questions about this, please feel free to send me mail. ●



E O M



What started out as a gripe, ended up as a career for February's Employee of the Month, **Pete Shelus**. Back in 1993, Pete was just a consumer when the Underworld II he was playing had trouble crashing. Although he initially called customer service to complain, he ended up inquiring about a job. One thing led to another, and soon Pete was working as an intern, and eventually a programmer for Strike Commander's add-on pack, "Tactical Operations."

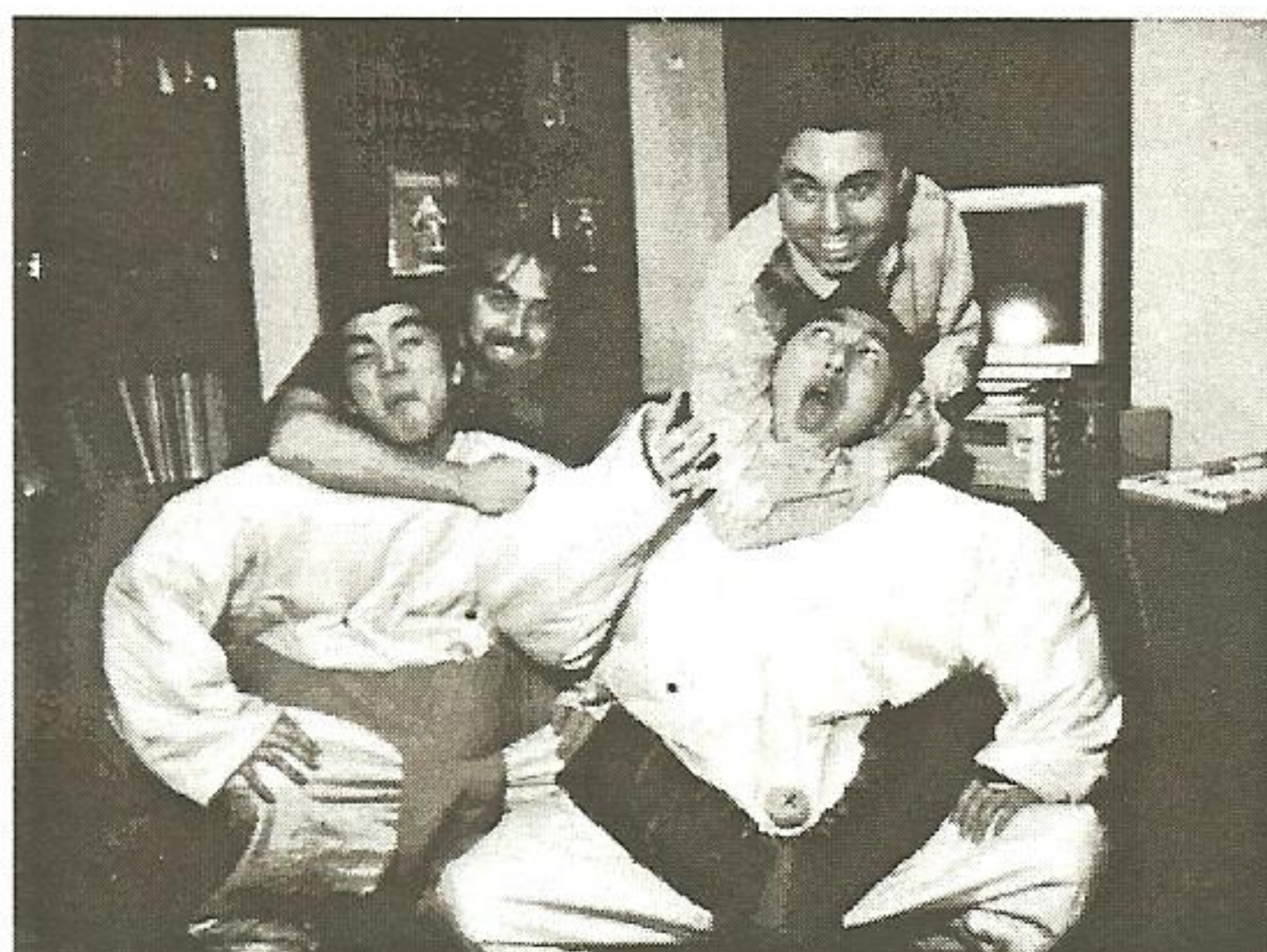


Since he joined the Maverick team, Pete's done additional programming for the Strike Commander-CD, and also served as the lead programmer for Wing Commander III-3D0. He's been trouble shooting for Wing Commander IV. Says a co-worker, "He is always willing to help out and share his considerable expertise with others. He always goes that extra mile." In fact, says another co-worker, "He voluntarily went on crunch for more than 3 months." Those crunch dinners are particularly memorable for him, especially the free-association session that led to the infamous quote, "You stop that! You scare my chickens!"

An original Austinite, Pete has lived and worked here his whole life. He has a real knack for numbers, and is close to ("finally") finishing his degree in Mathematics from UT. Pete says he enjoys working with talented folks here at ORIGIN, and appreciates the similar views he shares with co-workers. And as for the future, well, let's just say that Pete is looking forward to the new technologies for Wing Commander V

Thanks for all your tireless efforts, Pete. Keep up the good work! ●





Chris and Rich try to squeeze every bit of coverage possible out of Login editors.

From The Point of ORIGIN, Friday, January 31, 1992

Keep an eye peeled for more international press coverage. Tim Smith, with England's PC Format was very impressed with all the work in progress he saw on Strike, even though it was spread out over a few rooms. He's planning a write-up on Strike as well as U7 and Underworld in an upcoming issue. It should hit the stands pretty soon, since the lead time on European magazines is much shorter.

The same PD teams put on a great show for the "sumo" guys from the Japanese magazine Login. Theirs was an unexpected trip, but they left overwhelmed with what ORIGIN is putting together.

Way to show off the goods, gang! And mucho thanks to all the folks in PD for graciously putting up with all the disruptions as we trudge through your quarters

Store Update

As many of you may have heard, **Kathy Dorsett** has recently taken on managing the company store.

For those of you who aren't aware, the company stores carries a variety of merchandise from ORIGIN, EA, and Bullfrog. While we await the final approval of our new logo, there won't be much selection in the way of ORIGIN goodies, except for games. But in the mean time there are things like EA shirts, jackets, caps, coffee mugs, and bags.

Most of the stuff is in stock, so if you just want to take a look at the inventory, come on by and talk to Kathy or call her at x502.

Company store orders can be placed in person, by email, or on the internal WWW site at http://internal/co_store/default.htm



February

- 14 Valentine's Day
- 14 Product Review Show and Tell, 10 a.m.

March

- 8 Happy Hour TBA
MidKnight Oil Productions [Product Support]
- 9-12 SXSW Multimedia Festival Austin Convention Center
- 13 Product Review Show and Tell
- 30-Apr. 2 Computer Game Developers Conf. Santa Clara, Ca.

April

- 5 Happy Hour TBA
Loose Cannon
- 10 Product Review Show and Tell

Ticker

The latest from Wall Street at 9:00 am, 2.12.96.

	LAST	CHANGE
ERTS (Electronic Arts)	.25.000	- 0.000
THOO (3DO)	.10.250	+ 0.360
MSFT (Microsoft)	.99.500	- 0.625
PIXA (Pixar)	.25.250	+ 1.000
NSCP (Netscape)	.63.500	- 2.000
SIER (Sierra Online)	.27.000	+ 0.000

What stocks would you like to see listed here? Let us know! E-mail Richard Steinberg with your picks.

