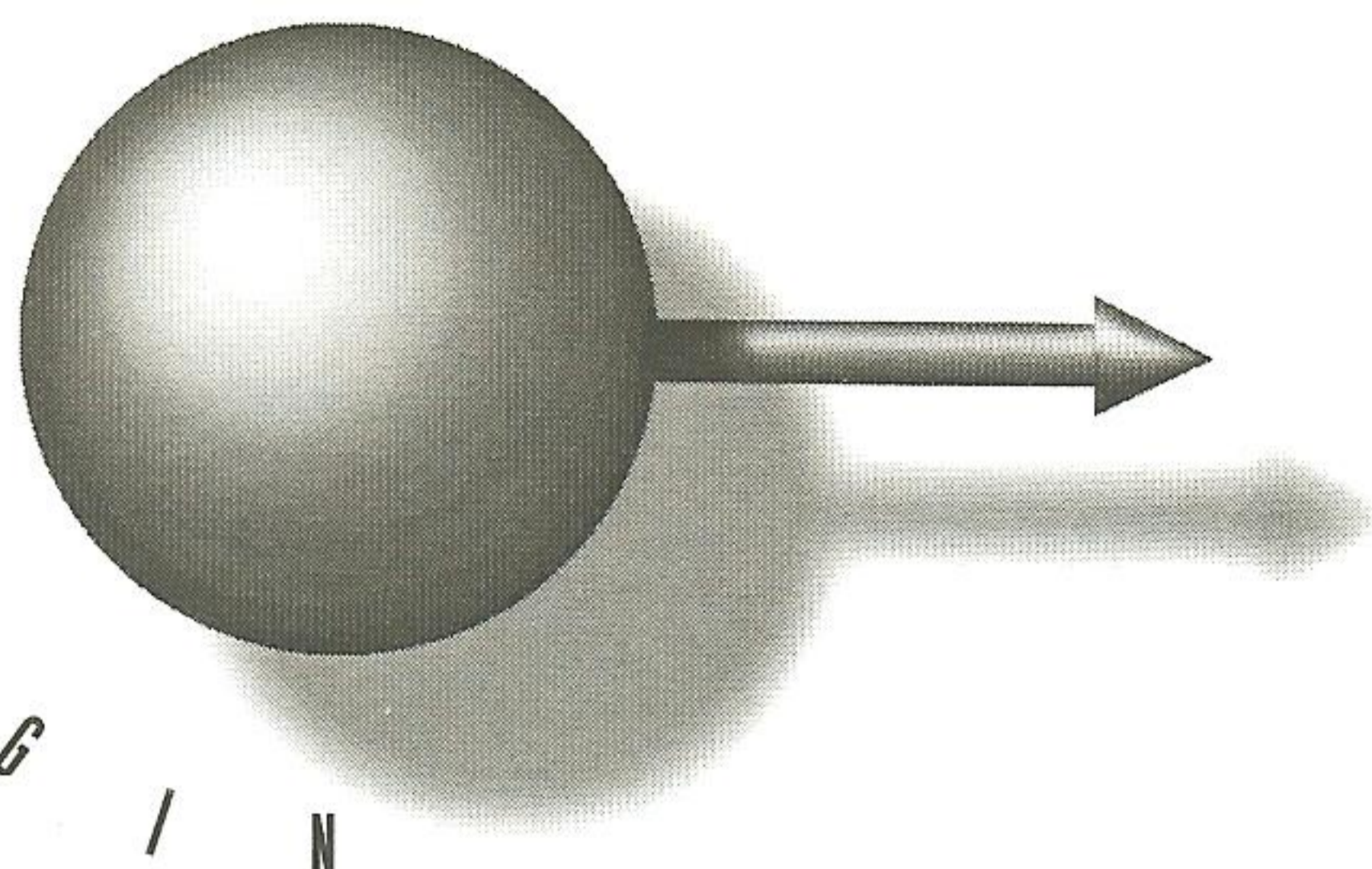


# Point



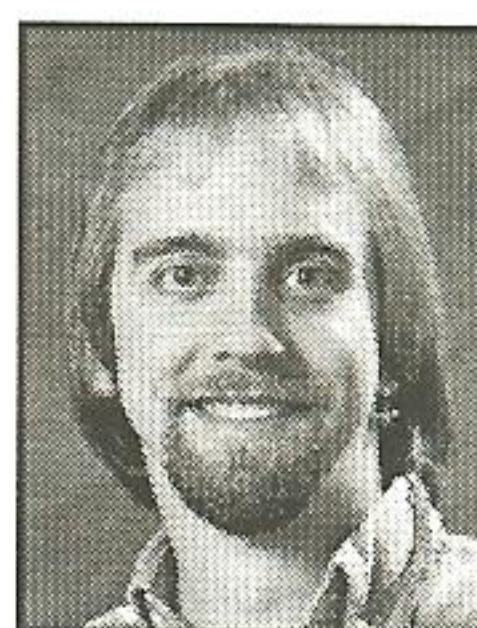
## Inside

NOOGIES FOR EVERYONE

Volume VI, Number 5, June 28, 1996

Spotlight .....	1
Point Man .....	2
Vision Benefits .....	3
What's Up with .....	4
In Ink .....	5
New Hires .....	5
Project Brainstorm .....	6
EOM .....	7
Raft Race Update .....	8
The Future .....	8
Ticker .....	8

## Spotlight



### What's Up?



#### A Chat with Richard Garriott and Mike Grajeda

**Q: So...where is ORIGIN at these days?**

**Mike:** I think ORIGIN is in a transition era. Of course, Chris and Warren have left, but we have new people stepping in who are creating new properties and finding new audiences for us.

**Richard:** Actually, I wouldn't call it a transition era. I'd call it a "new" era. I actually have more faith in the teams we've built and in the products we just released or now have in the works than I have had in many, many years. Historically, as ORIGIN has grown, we had teams — including teams under me — who were taxed from a talent standpoint and didn't have all the skill sets they needed to accomplish some of the tasks they were trying to take on. Because of that, they didn't have a clear, sharp focus from a market standpoint about what they were aiming at. For example, that caused us trouble one to three years ago, but since then we've turned that around a great deal.

**Mike:** We've made a conscious effort to upgrade staff during the last 18 months. We've let staff go where they needed to go, began paying more competitive salaries, and gone out and found better people. Every group — product development, marketing, Product Support, and other areas — is committed to putting out the best products we can. I'd like to emphasize that there has been a lot of growth in all areas, not just product development. We have a bunch of gamers on all levels who feel that if we put out the best game, we'll find a way to make money. Then, everybody benefits, the stock will go up, and EA will have properties that will fit in with their strategy. There are still a few pieces we need to find, but we're going to be in great shape for the next few years.

**Richard:** Even Mr. Grajeda plays games.

**Q: What's been going on recently and what's in the future?**

**Mike:** We've got a product from Skunkworks Productions that just came out called Jane's AH-64D Longbow. It looks like it's going to be a big hit, the beginning of a new property. The second Crusader SKU from Loose Cannon Productions is about to come out. So, we've got some new guys who are contributing. This is the kind of company where if

GOTO 3

# P o i n t M a n



Dear Point Man,

I think the recent HR poll was boring, non-creative, and didn't address any questions that relate to the creative staff here at ORIGIN. Because I work for a creative company, I would like staff to answer the following questions.

- 1) Has ORIGIN Executive Management expressed a clear creative vision for the company's future?
- 2) Has EA Executive Management expressed a clear creative vision for ORIGIN's future?
- 3) If you and/or your colleagues come up with new, original game ideas on your own, do you think ORIGIN is the best place to pursue approval and development of that idea?
- 4) How responsive is ORIGIN to new, original ideas for computer games?
- 5) Do you expect to be at ORIGIN a year from now?
- 6) Do you expect to be at ORIGIN three years from now?
- 7) Do you expect to be at ORIGIN five years from now?
- 8) Do you trust ORIGIN's Executive Management to communicate openly and honestly to you on significant issues that could impact yours and/or the company's future?
- 9) Do you trust your Manager to communicate openly and honestly on significant issues that could impact yours and/or the company's future?
- 10) Are the Fireside Chat and Show & Tell worthwhile endeavors?
- 11) Would you rather attend a Fireside Chat/Show & Tell or spend that time doing something else?
- 12) Is ORIGIN pretty much the funnest job you've ever had?
- 13) If you have ideas on ways to make ORIGIN a more enjoyable and/or productive place to work, do you think Management would consider your ideas?
- 14) Who do you predict will win the next Super Bowl?  
(Change to "What is your favorite ORIGIN game?")
- 15) Would you recommend working at ORIGIN to others?
- 16) Do you think other computer game companies are better or worse run than ORIGIN?
- 17) Do you think other computer game companies are less or more fun to work at than ORIGIN?
- 18) Are you satisfied with your current level of compensation?
- 19) Are you satisfied with your current level of responsibility?

20) Do you enjoy playing ORIGIN games?

Signed,  
Poll Wannabe

Dear Wannabe,

The Point Man has kindly passed this issue on to GM Mike Grajeda who has this reponse:

*In the last few months, ORIGIN execs and managers have been trying to get some feedback regarding how we all communicate ideas and issues within the company. We've instigated some things to try and gauge this. Fireside Chats and Show and Tell are two of these changes. The poll that HR has recently sent out is another way we can measure our effectiveness in trying to improve communication within ORIGIN. These polls are now going to be sent out quarterly rather than annually in hopes of staying better tuned to the ORIGIN culture.*

*The issues raised in this poll submitted to the Point Man are important, but they stray from the focus of the recent HR poll. The HR poll is just that, a poll that focuses on issues that have been raised at Fireside Chats and Monday managers' meetings. I don't feel there's a need at this time for yet another poll. I will offer an alternative. I guarantee that all of the items listed in the above poll will be addressed at the next Fireside Chat, which is now scheduled for July 12. If you feel these items or any others need to be addressed to ORIGIN management, please pass it along to your supervisor to bring up at the next Monday managers' meeting. Better yet, show up on July 12 in the Company Meeting Room (Mosh Pit) and we'll discuss it then.*

And from Richard Garriott:

*There are a lot of good questions raised in this poll. For instance questions 5-7 are very appropriate. But the central organization of this poll has a very negative spin to it. It seems inappropriate for gathering information and is designed from a naysayer's perspective. I do think that any poll that is not done company-wide through Human Resources is bound to be biased because typically there's a lack of making sure that everyone across the company responds and usually there are questions that might not be designed for objective responses.*

*The Point Man Sayeth: This is a classic example of how the Point Man column can be your voice regarding hot topics and other problems/issues at ORIGIN. Remember, the identity of those who seek the Point Man's wisdom is always kept confidential. So keep those questions coming. You can find the Man of Point's address in MS Mail under Point of ORIGIN.*

The Point of ORIGIN is published every six weeks, coinciding with the Company Happy Hour. **Deadline for Submissions is the Monday before publication, or for next time, August 5. Contact the editor for more details.**

Managing Editor: Richard Steinberg. Editor-in-Chief: David Swofford. Staff Writer and Clip Art Queen: Teresa Potts. Contributing Writer: Tammy Johnson. Layout and Production: Robin McShaffry. Our Hero: Orville M. Arbuckle.



FROM 1

someone has a vision and is committed to it and earns the respect of their peers, they'll get the opportunity. **Tony Zurovec** is one example, but it's also true in the case of Ninth Life Productions and Technosaur, a group of folks who were originally in QA. They thought they had an idea that was really cool, worked on it for about a year after hours, and had such enthusiasm they were able to convince us it was something ORIGIN had to do. Then they enlisted **Harvey Smith** who pitched the idea up the ladder, and really started designing a game.

**Richard:** At first I thought, "Here are these 'youngsters' who are aspiring to be software engineers, but can they really produce a first-class game." Then, the group started producing evidence that they really knew what they were doing. Much to their credit, everything they turned out, from the early days to the present, has been top flight. They've also rounded out the team with some senior staff.

**Mike:** Ninth Life also went out and got the right tools for what they wanted to do. They weren't bound to the same kind of tools everyone else had, and began using LightWave. Other groups picked up on LightWave, too. They've got this vision and are going towards it.

**Q:** *Sounds like ORIGIN has a lot of new stuff going on. Also sounds like there's a lot of cooperation, too.*

**Richard:** Some of our previous leadership was less into sharing. I feel really comfortable with the fact that all our departmental leadership is very much into helping out. For example, toward the end of Wing Commander IV's completion, my artists and artists from all over the building helped out. Now, in return, Ultima IX is at a point where we need some flic help and we've got folks from Wing Commander and Crusader helping us to fix that problem. People have also been sharing tools and technology very fluidly — everything from LightWave to a debugger. It's hard to make sharing happen, but I'm really seeing it now around ORIGIN more than I've ever seen it in the industry before.

**Q:** *Getting back to Jane's and Longbow, what about the team in Baltimore?*

**Mike:** Richard and I just came back from Baltimore. I saw Richard when we got there and how excited he was when he saw the ORIGIN logo on the building. I was actually surprised to see how much like ORIGIN they really are. They seemed very glad to be part of the company. You could move that team here and they wouldn't miss a beat. Everybody here would accept them and vice versa. It wasn't like just a bunch of guys we were contracting with.

**Richard:** They very much fit in with other ORIGINites. In fact, the way they tell if their email links are up is

when they get notices about the massage therapist who comes to ORIGIN on Wednesdays or the daily specials at Control-Alt-Deli. I think we'll send a massage therapist to their building on Wednesdays or we'll coordinate a donut day there when we

have one in Austin. We want them to feel like they're part of the "total cultural experience." In fact, we ought to tell them when we go to see a movie, they should take off and see the same movie on the same day.

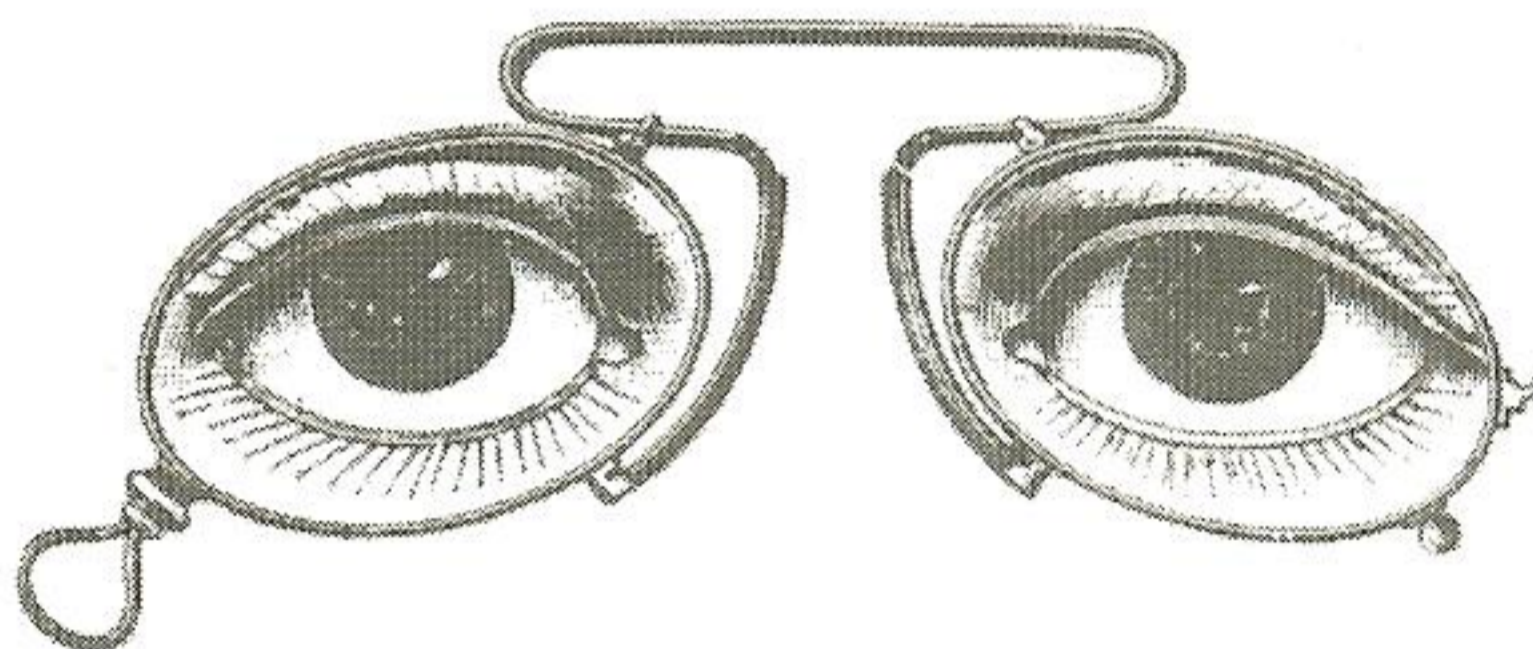
**Mike:** There is a big difference between this situation and, say,

when ORIGIN had an office in New Hampshire and in Austin, which didn't work out. This is going to prove that we can have a remote office that is self-contained. We'll have video conference capabilities with them soon, too.

**Q:** *And what about the "old guard?"*

**Mike:** We've got the ninth chapter of Ultima in progress, which means the old guard is still in there. And they're going in some new directions with Ultima Online. "Old guys" like Richard have younger people managing things on a day-by-day basis with a new kind of enthusiasm and look.

**Richard:** Oh, I'm such an old man. ●



## Vision Benefits

Is it time for your annual eye exam? If so, it's as easy as 1, 2, 3 if you follow the below procedures when utilizing ORIGIN's Vision Benefit program.

**Step 1** - Contact Vision Service Plan (VSP) and request a benefit form. (1-800-622-7444)

**Step 2** - VSP will mail you a benefit form along with a list of vision care providers within a week.

**Step 3** - Once you receive the benefit form, make your eye appointment with one of the VSP Doctors.

To obtain more specific information regarding the vision service program (i.e. who's eligible, what's covered, how does the plan work) please contact

**Tammy Johnson** in Benefits at x746.

# What the hell is up with . . . Translations ?!

Parlez-vous francais?

Sprechen Sie Deutsch?

There was probably a time when millions French and German speaking gaming fans across the world were asking those very questions when it came to ORIGIN.



The Translations team, clockwise from lower left: Didier Jumeau, Nina Vollmer, Stephan Lips, Dominique Iyer, Dan Taillefer, Jean-Luc Chabrier, Kai Lebert, Monique Quirk, Frank Dietz, Isabelle Rice and Lemuel Haham.

But thanks to our Translation Department, ORIGIN is more international than ever. And we're selling thousands of copies of our software in countries where we once didn't have a market share.

"They're kick-ass," says **Dominique Iyer**, who manages the Translation Department. "They do a fantastic job of helping represent ORIGIN to foreign countries.

And in the case of

recent translations such as for Jane's ATF and AH-64D Longbow, they did ground-breaking work, creating new terms and expressions from scratch."

ORIGIN's Translation Department has a variety of responsibilities such as translating games and documentation, dubbing and lip-synching, and staying in contact with foreign recording studios. In the case of the internet, they've also translated and coded German and French web sites; in fact, last December, ORIGIN became the first game software company to launch a German web site.

Because of their nationalities and backgrounds, the Translations Department staff also bring a variety of cultures to the ORIGIN melting pot.

Dominique began at ORIGIN as a senior financial analyst. A teacher for two years, she prepared "different flavors of degrees," worked in New Jersey for a large pharmaceutical company, and has been married three times to the same guy. When she's not working, Dominique likes to dance (ballet, jazz, modern, tap, etc.) and read (but not at the same time).

**Frank Dietz** also has the background of an educator, having taught American literature at the University of Wurzburg, Austin Community College, and the University of Texas. In his real life, Frank reads voraciously, translates for fun, bakes bread, brews beer and plays with his children (though rarely all at the same time). Right now he is developing a web-based science fiction course for UT; check out his web site at

<http://www.utexas.edu/depts/eimc/Web/scifi/Sci-Fi2.html>

Speaking about the internet and education, **Dan**

**Taillefer** says he was hired right off the net. "I was looking for a demo of Crusader, saw the listing of employment opportunities, and submitted my resume." An avid tennis and baseball/softball player, Dan is currently completing his Ph.D. thesis in molecular Biology regarding the regulation of a gene involved in prostate cancer. When asked about his favorite color, he replied, "I am color blind so my favorite colors are those that I can distinguish."

When asked why he liked working for ORIGIN, **Kai Lebert** replied, "because I can work with fellow Europeans and we can make fun of Americans ... just kidding! No, seriously, we are a pretty good team and I like to work with professionals. And ORIGIN is certainly one of the best companies to work for in Texas." Outside of work, Kai interests include civil aviation, computers, reading, and.... upcoming baby in August. In a past career, Kai was a paramedic.

And speaking of little ones, **Didier Jumeau**, aka **Guy**, and his wife, Dominique, recently had a baby — Antoine was born at 9 pounds and 21 inches. "I ended up at ORIGIN because I had a 'closet passion' for computers, games and computer games." When he's not being a dad or gamer, Didier enjoys poetry and live music.

**Monique Quirk** also likes live music, but only recently got a chance to "rediscover" it because until a couple of weeks ago, ATF and Longbow were her only hobbies. She also enjoys reading, eating out, watching movies, and doing fun things with her children. Monique moved around in the last few years. Her stops include England, France, and the Bay Area. At ORIGIN as a permanent employee since April 1995, she says she loves Austin the best. "For the moment, I wouldn't relocate elsewhere even if I were offered a great job somewhere else."

**Stephan Lips** left Germany in 1993 right after graduating from college, and made his living playing music, selling musical instruments, and teaching guitar. He lived in Madison, Wisconsin for a while and started at ORIGIN in August 1995. In real life, he enjoys motorcycles, working out, and parrots. Stephan says jokingly he can't wait for the sequel to Cybermage, "Lebertmage: Son of Cybermage" and "Dietz Commander V". He also believes in the church of holy rock 'n roll.

The Translation Department also includes **Isabelle Rice**, **Jean Luc Chabrier**, and **Lemuel Haham**. We're sorry we weren't able to interview these folks before press time.



Score it a direct hit for AH-64D Longbow. To say that Longbow is kicking ass and taking names is probably understatement as we scan the reviews of the game from ORIGIN SkunkWorks that's now been on the shelf a little more than three weeks.

Let's start with Computer Gaming World, which pinned Longbow's uniform with 5 stars. That's an automatic CG Choice award. "Helicopter sims just got a lot more serious," wrote Denny Atkin. "Accurate, accessible, attractive, and action-packed. The benchmark by which future helicopter sims will be compared."



PC Gamer's Dan Bennett graded Longbow with a score of 94 and an Editor's Choice Award. "The latest from Jane's and EA is the most realistic and entertaining chopper sim yet. Gorgeous sights and sounds; incredible realism and detail, balanced by a great tutorial. AH-64D Longbow isn't just the best chopper sim ever—it's one of the best flight sims, period."



And this from Anthony Lukban at PC Games (formerly PC Entertainment and Electronic Entertainment), "A new standard in chopper sims. If you're a serious chopper-sim aficionado, you gotta get Longbow." Lukban scored Longbow at A- and slapped the "PC Games Recommended" seal on his review.

Meantime, the reviews for Wing Commander IV keep coming in. David Busch at Home PC gave WCIV a score of 3 1/2 out of 4. "This cutting-edge CD-ROM's sharp live-action sequences combine with arcade thrills that pin you to the edge of your seat, blurring the line between game and movie entertainment."

"Origin raises the stakes—again," exclaimed Mike Ryan at PC Magazine. Ryan gave WCIV a 4 out of 5 score. "A six-CD-ROM space epic that combines spectacular action with a movie-quality, interactive storyline to provide a memorable and thrilling gaming experience."

And from Next Generation, 4 out of 5 stars for WCIV. "The special effects are spectacular, the acting superb and the story gripping."

Computer Shopper's John Marrin wrote in his review of Wing Commander IV, "If you have a hit, stick with it. That's just what Origin Systems has done."

Congratulations are in order for the Loose Cannon team for hauling in some more hardware for Crusader: No Remorse. The latest award comes from Computer Gaming World, which gave Crusader its award for

GOTO 7



Congratulations to all the "official hires" in Product Support, **Rob Windisman, Michael Sanchez, Anthony Salter, Chris Errett, Lance Stites, Grant McDaniel** and **Kirk Watson**. Since they've

been around for a while, let's fill you in on what projects they've worked on and share their favorite piece of advice. Rob Windisman worked on CyberMage and Longbow and was once told to "walk softly and carry a big stick." Someone once said to Michael Sanchez, "Know when to

shut up," which probably came in handy when he was working as a phone tech and trainer. Mike also worked on QA for Shockwave (PC). Anthony Salter's best friend once told him, "Here, play this. You'll love it," handing him a copy of Ultima III. Anthony has never been the same, but is happy to be answering Ultima questions as a hint and tech rep on the phones. Chris Errett believes that "If it's too good to be true, then it probably is" (though having worked on WCIV, we couldn't necessarily agree). "Always keep an open mind," said a friend of Lance Stites, who worked on Shockwave, Longbow, and ATF before training as a tech rep in QA. Grant McDaniel worked on Wing III Playstation, Bioforge Mission Disk, ATF, and Longbow. Grant is currently a tech rep on the phones and lives by the "Buy low, sell high" motto. Kirk Watson worked on Bioforge MD, Longbow, ATF, and Wing III PlayStation in QA before training as a tech rep on the phones, and shares this advice, "You get what you pay for." Indeed.

The bright new face in the lobby belongs to our new receptionist, **Stacy Robarts**. Stacy joins us from her former life in insurance, and cites her mom as her hero. For advice she offers, "Don't worry about it. It will work itself out." As well as "Distinguish a difference between your wants & needs. (But, man I need those wants!)"

He's French. He's in translations. No, he's in Ninth Life. He's **Lemuel Haham**, who's working as a playtester on Technosaur. **Meg Curtis** is credited in giving him his most important advice, "Get your timecard to me on time if you want to get paid!"

Also new to translations is **Christina "Nina" Vollmer**. A native German, Nina is now busy testing our German translations, and very happy to have some co-workers to sprechen with. You'll have to get her to translate her favorite advice, "Wer lachelt statt zu toben is immer der starkere."

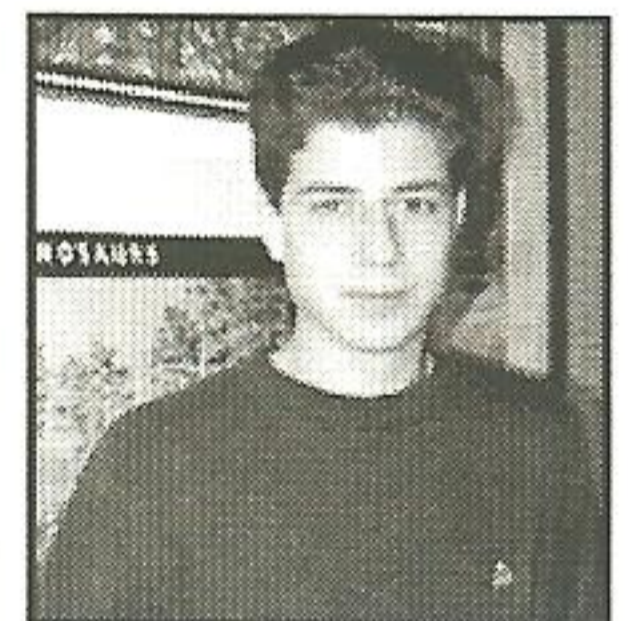
Congratulations, everybody. We're very glad that you're here!



The Newest ORIGINites, from left: Kirk Watson, Rob Windisman, Anthony Salter, Stacy Robarts, Christina (Nina) Vollmer, Chris Errett and Michael Sanchez.



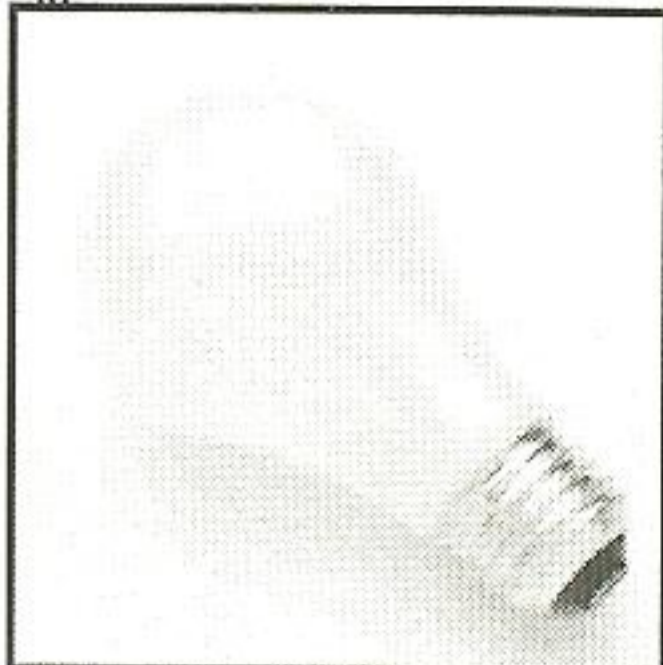
Hey, watch where you're stickin that thing. Here's Grant McDaniel (L) and Lance Stites.



Wait, we know this guy. It's Lemuel Haham.

# Project Brainstorm

One of the great things about working at ORIGIN has always been the abundance of creative energy and sense of teamwork to get things accomplished. While

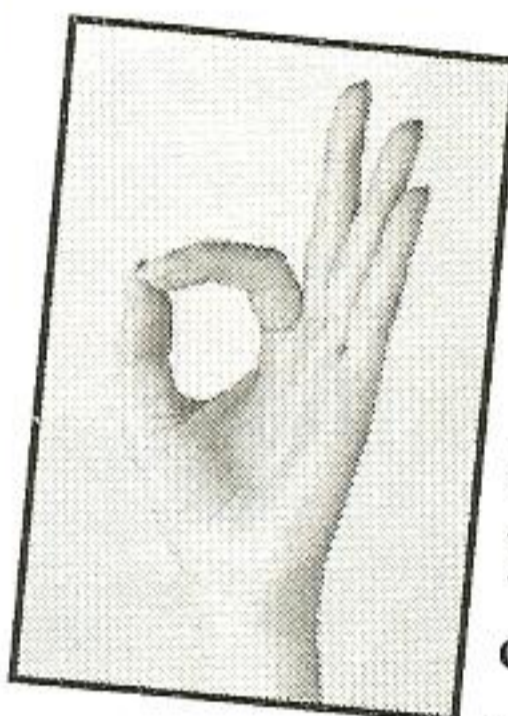


we've all been part of the common goal of "creating worlds," not many of us have had the opportunity to know what it's like to play the role of world creator.

A few weeks ago, **Mike McShaffry** decided to remedy the situation by sending out an e-mail to ORIGIN

staff under the heading of "Project Brainstorm." The goal of the project is to provide a supportive space that offers:

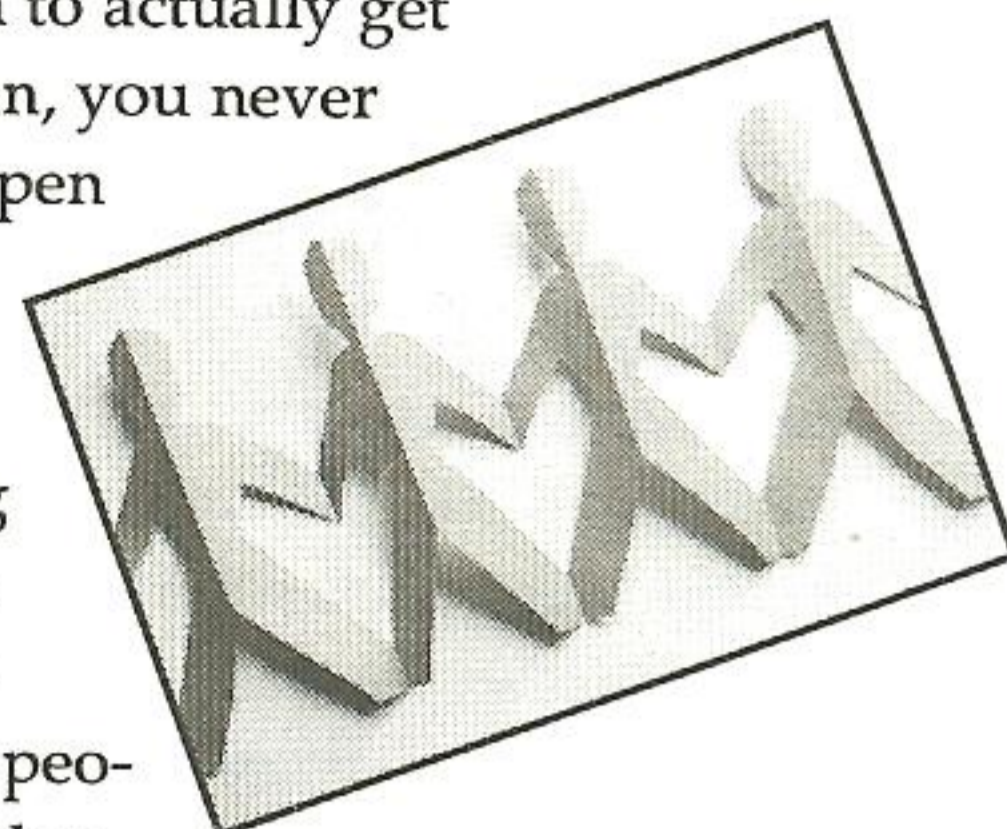
- \* a creative outlet,
- \* an opportunity to learn about different areas of the company and the process of getting a game from concept to ship,
- \* a place where staff can become educated about aspects of game design as a whole, and
- \* a way to hone skills in giving and receiving criticism.



According to Mike, initial response was fantastic — about 60 people expressed an interest in getting involved, which represents a sizable number of ORIGIN staff as a whole. Since then, roughly a dozen people have gotten together for meetings every other week to begin the creative brainstorming process.

"Participation has been from a good cross-section of staff including product development, Product Support and Marketing," says Mike. "People have found it to be very cathartic to voice their own ideas and get 'expert' opinions. Although the primary purpose of

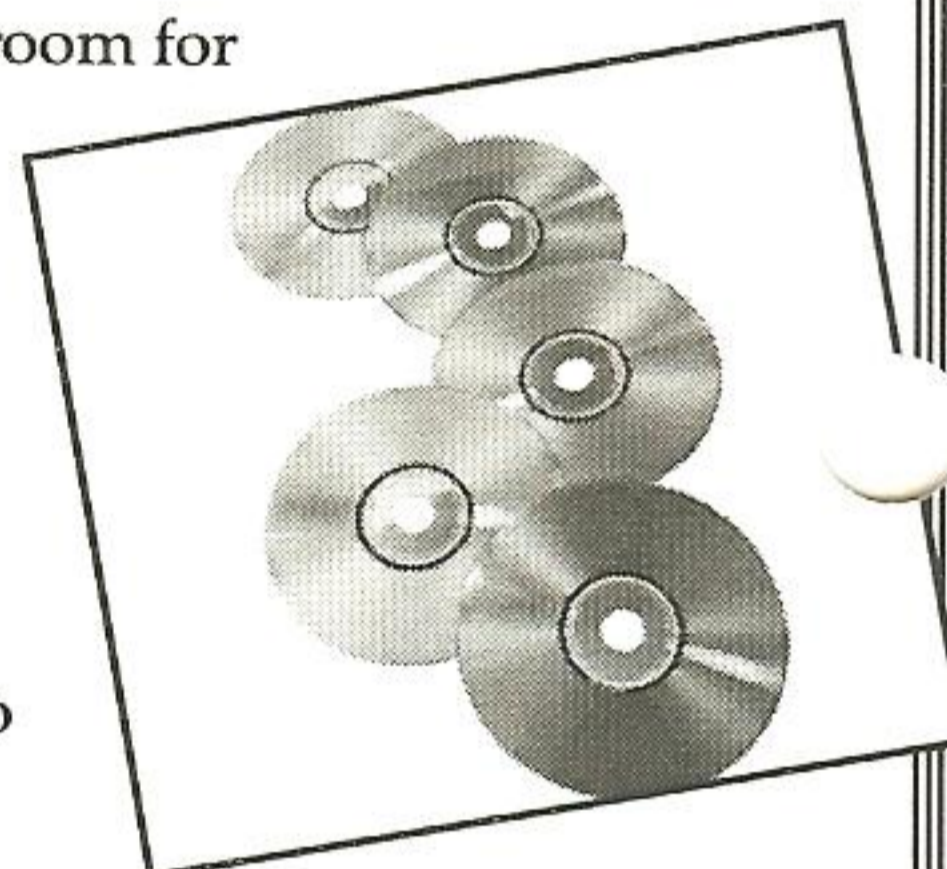
Project Brainstorm is to provide a fun, educational experience rather than to actually get games on the SKU plan, you never know what could happen down the line."



Mike says Project Brainstorm is bringing home the fact that the age of a single-person game is over and that people have to work together.

"Once a person comes up with a great game idea, the first thing he or she learns is 'I can't do this by myself. I need to exercise communication and persuasion skills, take constructive criticism, modify the idea, and make it a success.' If more people at ORIGIN exercise these types of skills, how could it not make our company better and stronger, even if none of the ideas get done?"

Of course, there is always room for Project Brainstorm to grow. "People shouldn't feel as if it's too late to get involved," says Mike. "There's always time for people to jump right in."

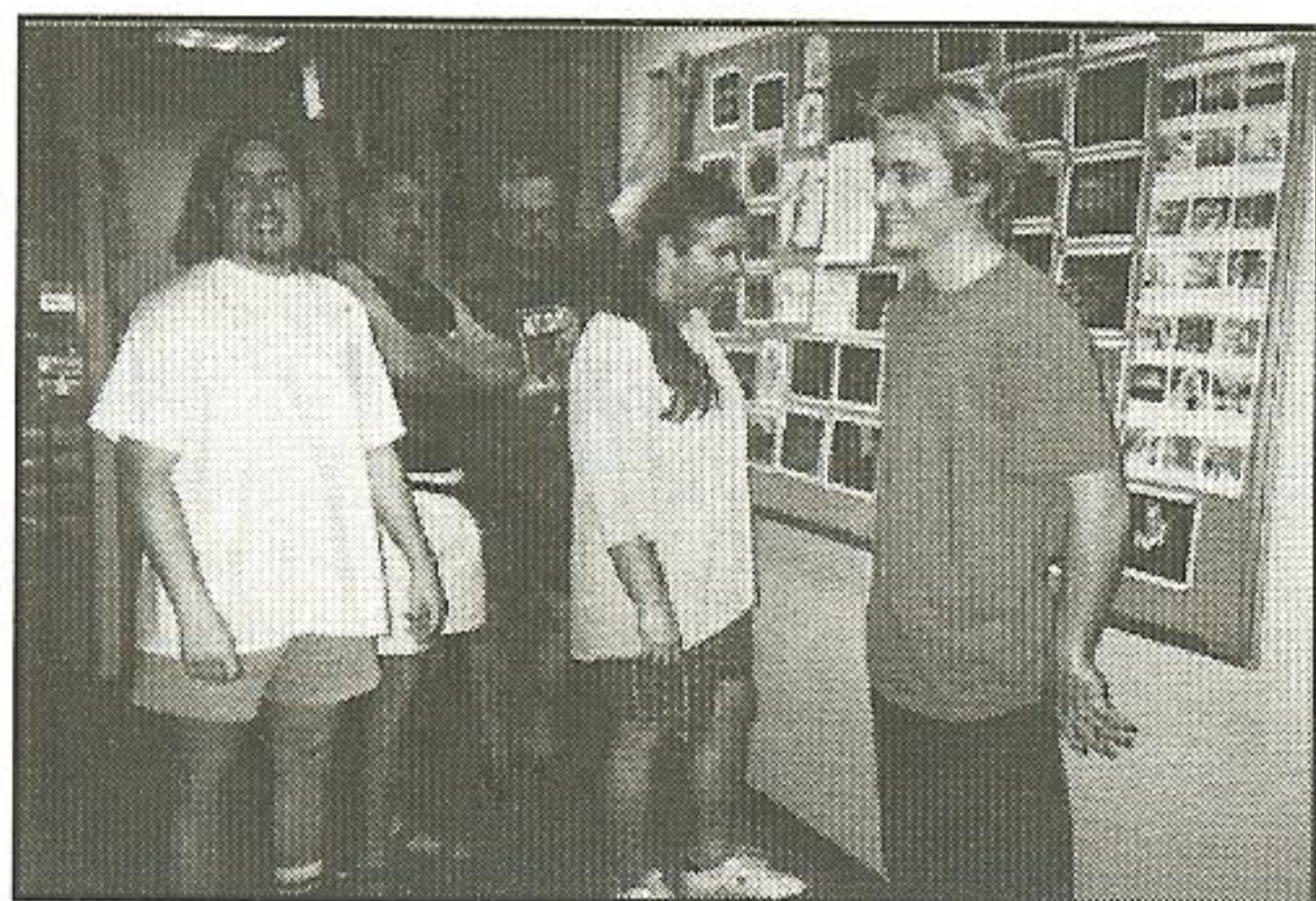


Meetings are held from 6 to 7:30 p.m. every other Thursday in the Mosh Pit.

Beer and soft drinks are provided. For more information, contact Mike or visit the Project Brainstorm web site at

<http://www-unix.origin.ea.com/~kkoster/brainstorm/home.htm>

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Next time you get a chance, check out Technosaur's board. It's cool. Harvey, Darrin, Ceige, Steve, Sergio and Victor think so, too. What is that in Steve's lap?





FROM 5

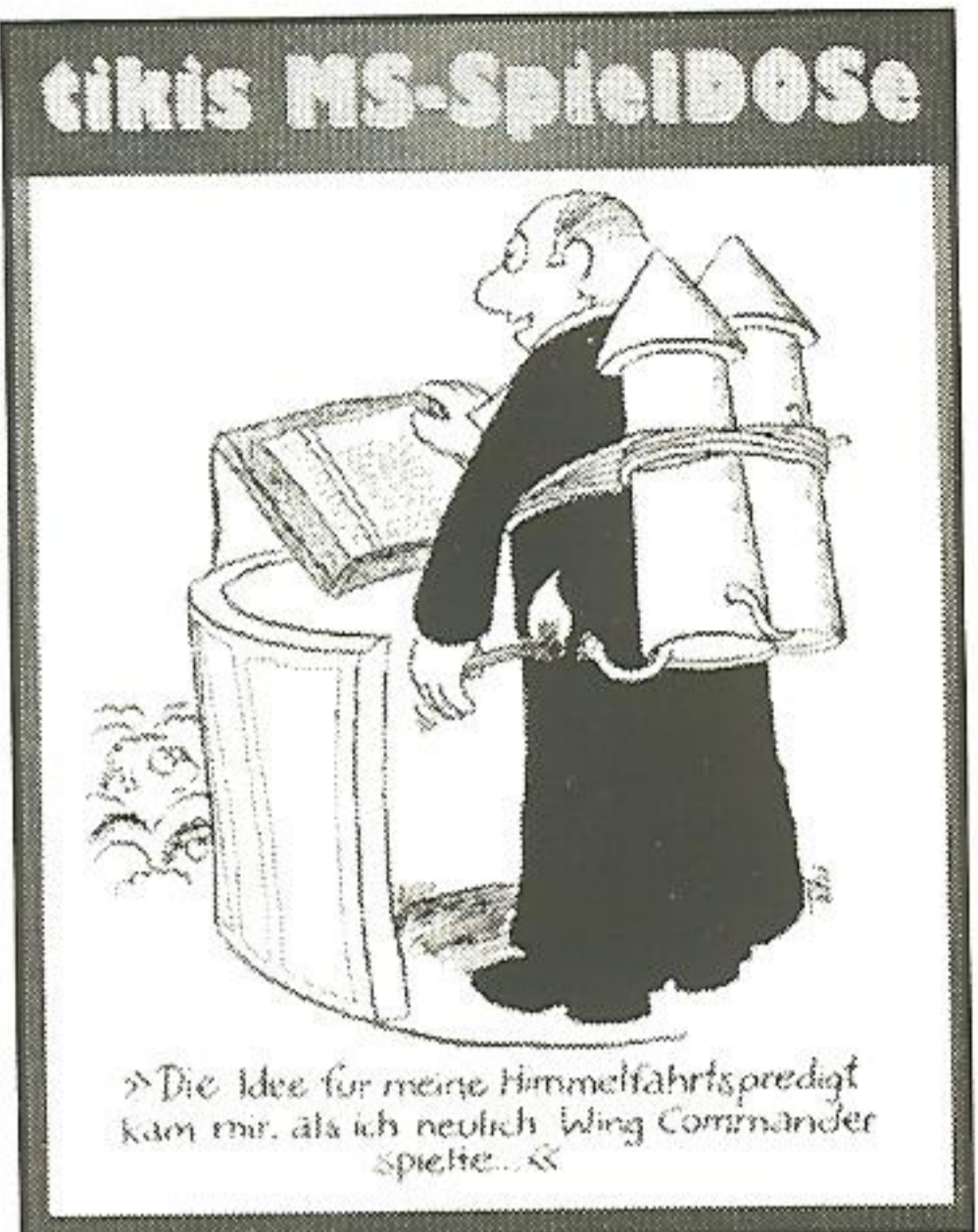
Action Game of the Year. This wasn't from just the editors of the magazine but the readers as well. Some of the games Crusader toppled in its shoot-out for Best Action Game: Dark Forces, Hexen and Need for Speed. Kudos for the Cru crew.

And something we'll be seeing more of in the next couple of months is anticipation and hype for the next Crusader—No Regret. PC Games is already on the bandwagon. Steve Klett previewed the game in June. "No Regret will go far beyond your average add-on disc—and that's welcome news for Silencers everywhere. More eye candy, character development and story than the original game."

Some of the early reflections on the E3 show are beginning to appear from writers who attended. Steve Kent already has given Privateer: The Darkening his accolades. In the E3 wrap-up inside the Seattle Times, Kent called Privateer "The Best Battle Simulation" at the show. "The best flight mechanics and gameplay graphics Origin Systems has ever made." Based on writers' comments at the show, expect more of the same in coming months.

Hey, how about that System Shock Mac. The reviews are starting to pop up. Peter Olafson gave that game an A- in PC Games magazine. "System Shock will challenge Marathon 2 for Mac supremacy. The level of texture and detail seems boundless." Not bad.

Last, but certainly not least, we have honors for three ORIGIN products. Check out the July issue of CD-ROM Today. (It's that pub's last issue. Imagine Publishing is closing it and launching Boot in August.) Inside you'll find an article on the 100 Best Discs Ever. Making the cut were Crusader: No Remorse ("Guiding your red-armored assassin from room to room and blowing just about everyone and everything away provides hours of enjoyment."), CyberMage ("Impressive game play, hot graphics and enough weapons to satisfy an arms dealer, CyberMage is one great game.") and the Wing Commander line ("This series combines the best elements of movies and games."). Congrats to everyone involved in making those games.

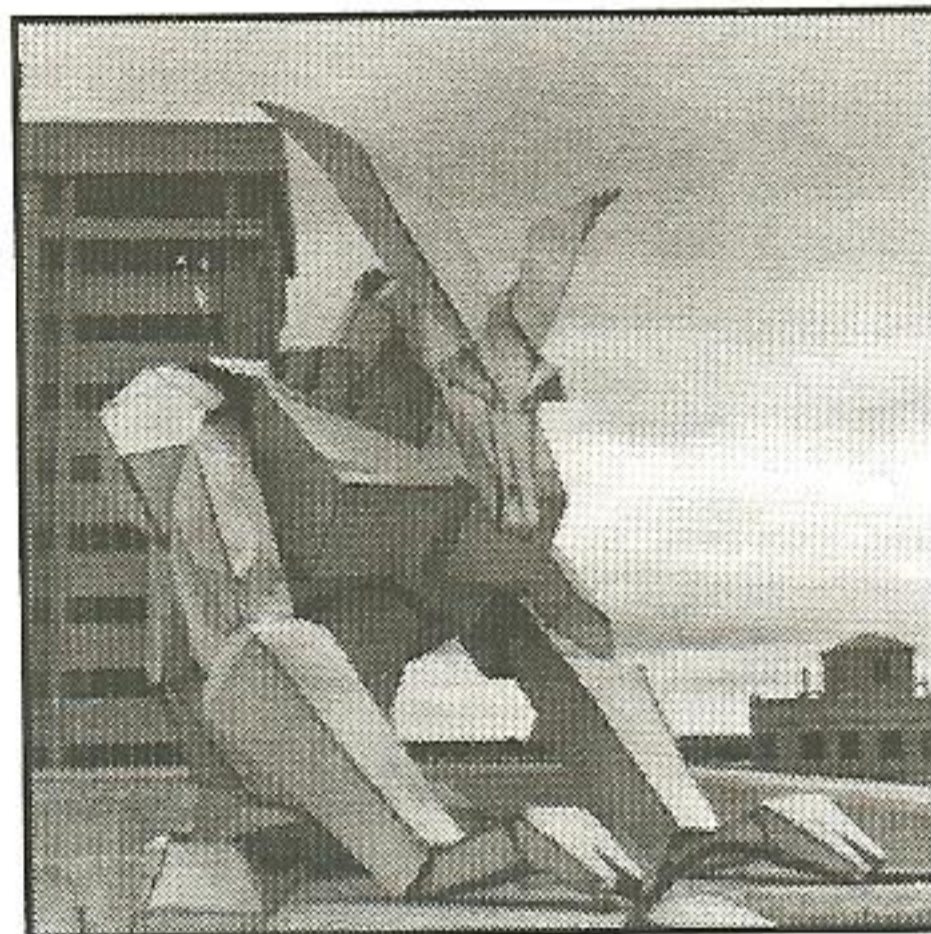


From the German Magazine PC PLAYER, June 96: "The idea for my Ascension Day sermon recently occurred to me while playing Wing Commander."



All right, let's begin by saying that his mom would probably be glad if he went back to A&M to get those last four hours of credits to actually receive that degree in Environmental Design. Fortunately for ORIGIN, however, the offer to work on a strategy game proved to be too tempting, and really, what's a piece of paper anyway?

We're speaking of course, of June's employee of the month, the fabulous **Sergio Rosas**. Although Sergio only began working at ORIGIN in November as a Graphic Specialist, he's proven to be a highly talented, extremely motivated and well loved member of the Ninth Life group. Indeed, every member of the Technosaur team had something incredibly wonderful to say about him. Such praise includes, "He has oodles of enthusiasm, and is the example we should all emulate." Says another coworker, "He puts a great deal of effort into everything he does, and makes sure that all his artwork is done correctly and to the highest quality." Adds another, "He's been kicking-ass ever since he came onto the Technosaur team."



Originally from Brownsville, Sergio bought his first computer so he could play Ultima III, and the rest, as they say, is history. Sergio admits that his life consists of "little projects" that consume him until he can complete them. Such was the case of "the gargoyle" while he was attending A&M. What initially began as a project for a photography class, lead to six-foot-tall gargoyle that was photographed all over the A&M campus.

Fortunately for us, Sergio now focuses his creative talents on the exciting and ambitious Technosaur project. Besides finishing his work ahead of schedule, and voluntarily assuming additional responsibilities, Sergio's also been known to stay after hours on his own time to help bring people up to speed. He's also been instrumental in teaching Lightwave tools company wide, in addition to his fellow teammates. Sergio says that he enjoys working at ORIGIN because it allows him the freedom to do something he enjoys. Still, he admits he'd like to one day have a life outside of work. Perhaps that day will come when he gets around to designing and building his house here in Austin.

Before that "little project" takes off, we're extremely lucky to have you, and as one coworker says, "Sergio for President!"

# Raft Race Update

First, some history for you. The first year ORIGIN entered the KHFI Raft Race, the raft was in the shape of a volcano with a band of natives on it chasing castaways. The second year we entered the HMS Britannia, a pirate ship. The third year it was a raft shaped like a castle under siege by a dragon that is eventually vanquished by a hero on a horse. Of course, ORIGIN won Best of Show all three years.

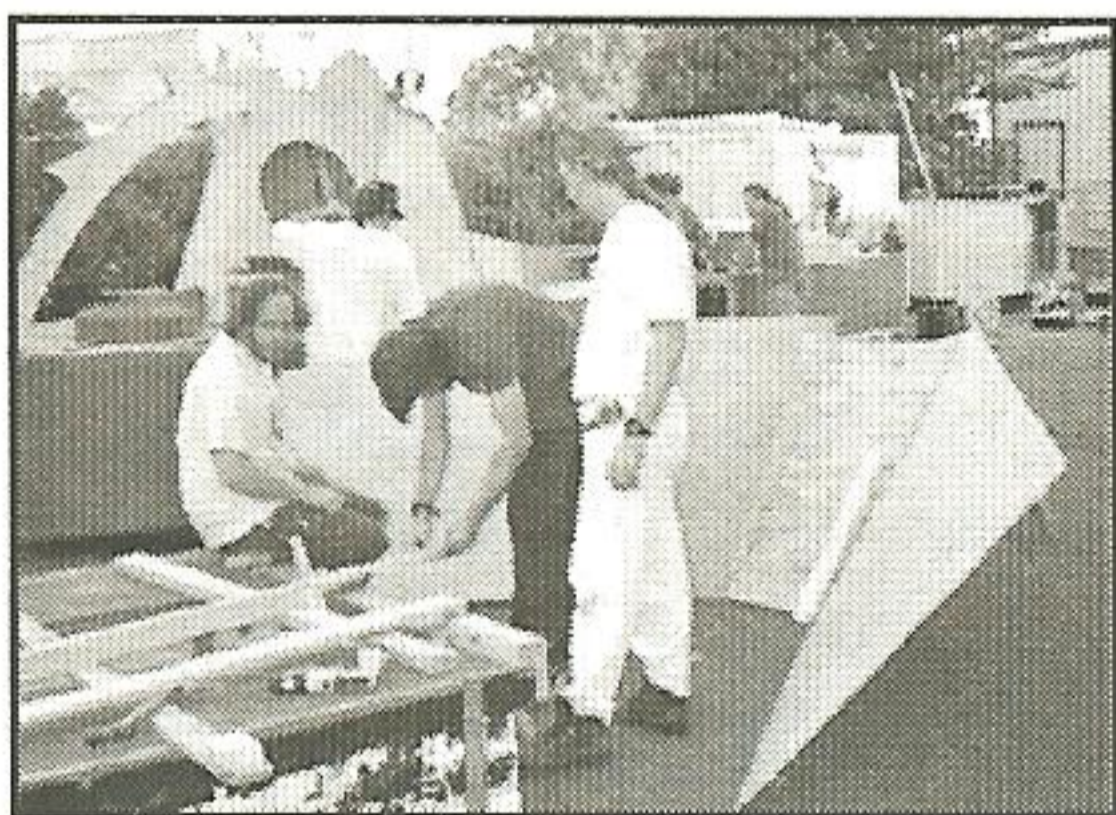


There's a lot of painting left to do!

Last year, ORIGIN's raft was a wild west train five cars long (an engine, coal car, flatbed, passenger car, and caboose). Each car was 16 feet long, making it 80 feet overall. Bandit characters attacked the train and shot real

guns loaded with blanks. We won Best of Show last year, too.

This year's contest, which will be held on July 20, could be ORIGIN's time again to take the top prize. But the folks who are organizing the event need your help.



Chico, Ragnar, Mr. Mike and others work with big manly power tools and lots of lumber.

The theme of the raft will be 20,000 Leagues Under Town Lake. It will involve building a scale model of the Nautilus, the submarine in Jules Vernes' book; a 19th century paddlewheel boat that will be rammed and broken in half by the Nautilus; and a squid that will attack the Nautilus. "This is one ORIGIN product that absolutely positively ships

on time. It's a lot of fun," says Cap'n **Mike McShaffry**.

The work schedule for completing the project is Sundays from noon to dinner time and Mondays and Tuesdays from 6pm to 9pm. Directions to the build site can be found on flyers posted around ORIGIN. Take one down and take it with you.

People who help with the construction will be among those who are chosen first to perform in the actual skit on the raft the day of the race.

For more information, contact Mike at extension 606. ●

Orville Arbuckle: Run all the red lights.

## The Future



### July

July 4 Richard Garriott's birthday (company holiday)  
Also Independence Day

July 5 Extra day off (whoopee!)

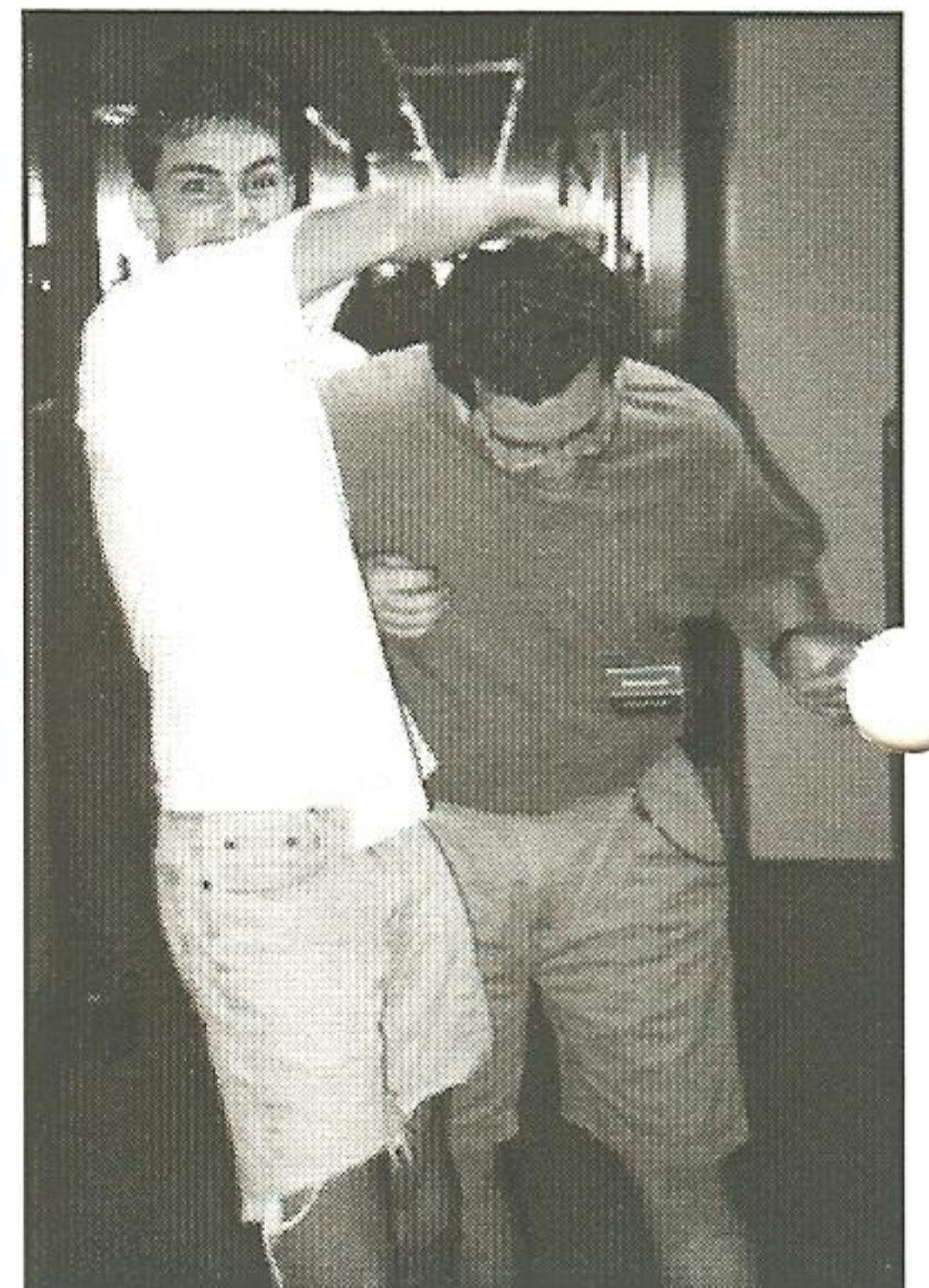
July 12 Fireside Chat

July 26 Show and Tell

### August

August 9 Happy Hour

August 23 Fireside Chat



Um, don't ask. Here's Chris Primozich showing Greg Wilson the best method for giving noogies, we think.

## Ticker



The latest from Wall Street at 9:56 am, 6.28.96.		
	LAST	CHANGE
ERTS (Electronic Arts)	27.250	-0.500
THDO (3DO)	9.500	+0.000
MSFT (Microsoft)	119.750	-0.188
BROD (Pixar)	35.500	+0.625
NSCP (Netscape)	61.875	+0.875
SIER (Sierra Online)	44.000	+0.006

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

