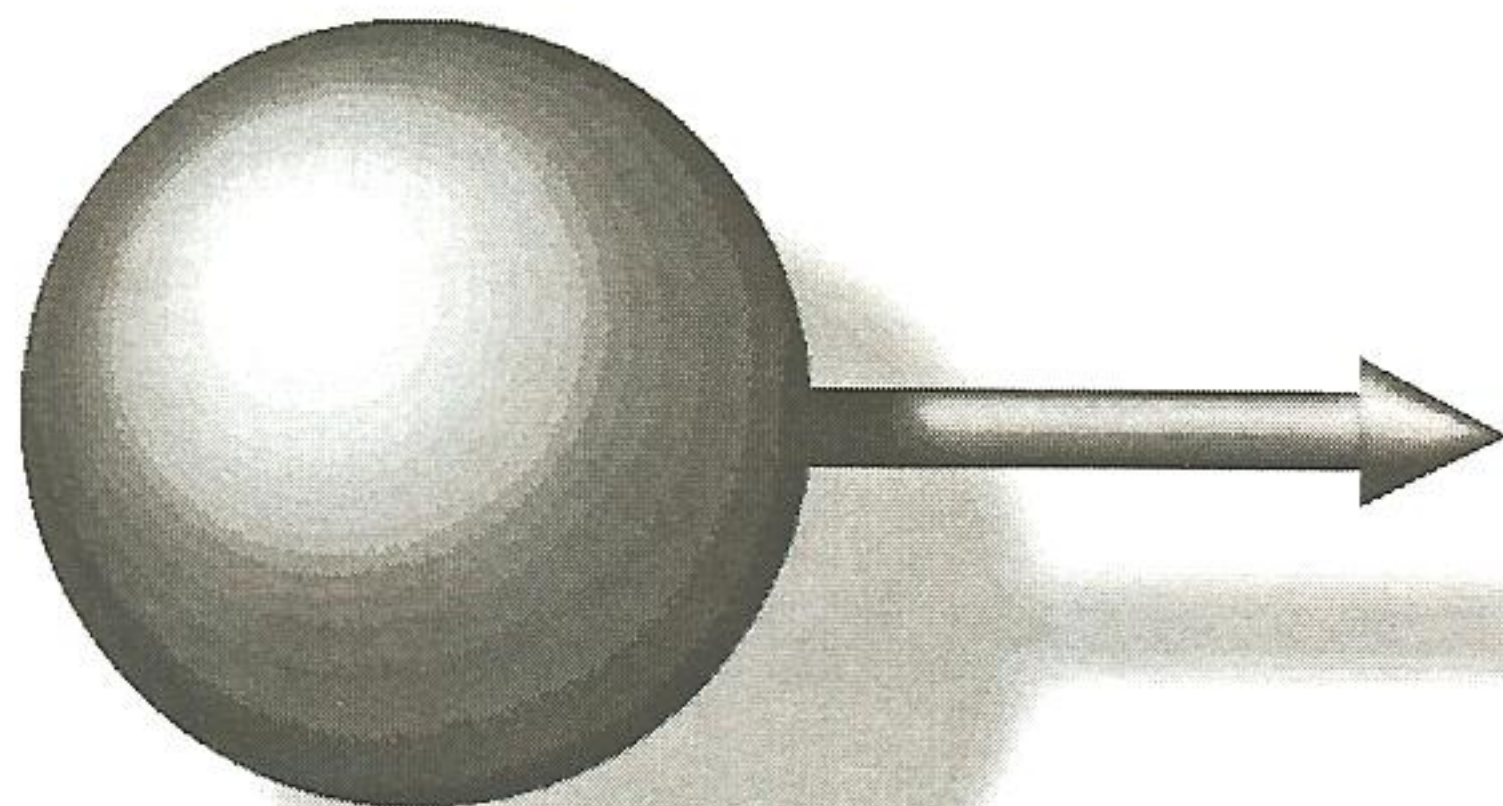


# P o i n t



## I n s i d e

"WITHOUT IT WE'D BE POINTLESS" - GARY SCOTT SMITH

Volume VI, Number 6, August 9, 1996

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The evil squid lays in wait as the Nautilus prepares to ram the military ship and split it in half. Yes, all three rafts you see in this picture are ours! More pics page 3.

## Origin Brings Home the Gold Again

You know the story by now. Every year the creative geniuses at ORIGIN and Custom Creation come up with a raft design for the KHFI Raft Race, spend several weeks constructing the craft, and then blow away the competition on race day and go home with all the hardware. Three weekends ago, it was the same song, 5th verse. The masterpiece that ORIGIN and CC launched won three awards: Best of Show (5th straight year), Judge's Favorite and Most Original Raft.

"We win, we rule," Cap'n Mike McShaffry told The Point. "In all we had about 35 people who worked on the raft over a six to seven week period. Several ORIGINites and friends showed up on race day to help us shove off. They were a big help. It was a true team effort."

The theme of this year's raft was 20,000 Leagues Under Town Lake. There was a scale model of the Nautilus, the submarine in Jules Vernes' book, a paddlewheel boat that was rammed and broken in half by the Nautilus, and a squid that attacked the Nautilus.

No one else was even close. For the second year in a row, Apple attempted to dethrone the champs. Their yellow submarine raft was showy and loud. But any chances they had were washed away when one of the female partiers on board lowered her bikini top. The judges weren't impressed and disqualified the raft.

Congrats to everyone who worked on the ORIGIN/Custom Creation raft. Job well done.

GOTO 3



# P o i n t M a n



Dear Point Man,

Whose idea was the ORIGIN music piped into the restrooms? Is this what we want people to associate our game music with? I love the music, it's fine for the games, but the restroom seems an inappropriate place. What's the scoop and poop?

Signed:  
In the Crapper

*Dear Patron of the Arts,*

*The original request was made by Billy Cain and quickly approved by Mike Grajeda. This is the same music that is played for customers on hold for customer service.*

*Just for grins, The Point Man sent a cub reporter armed with a cordless phone into one of the restrooms, had him call Stacy Roberts, then was put on hold. The result was a most remarkable stereo effect.*

*Jeff said folks are working to get an updated ORIGIN CD that will include music from our newest releases.*

*In an exclusive interview with the Point Man, Billy said he "passed" along the suggestion to Jeff from someone else. But Billy was no fan of the sounds emanating from the room either.*

*Billy adds, ORIGIN used to have music in the bathrooms at the old office by Wild Basin.*

Dear Point Man,

Just why is it that the 5th floor has their own "Culligan" water dispenser, when the rest of the building has to drink the gross tap water. You think it might be some sort of aqua conspiracy?

Signed,  
"Thirsty for the good stuff"

*Dear H<sub>2</sub>O Connoisseur,*

*Would you believe it's because the 5th floor is the only floor to have ever requested one? All requests for such things go through Jeff Hillhouse and Ross Plummer, so before you start hollering "Hey, Culligan Man!" you might want to check with them. The cost of the system – both to install it and to pay the monthly fee – would be billed to your department, not Facilities. The cost to install is about \$100 and the monthly fee is around \$40. FYI – the Culligan water goes to the 5th floor's icemaker, coffeemaker and water dispenser.*



## Kat's Korner of Phun Pfone Pfacts

According to a local Bell provider, the month with the fewest number of calls is February.

If you're going to be out of the office for an extended period of time, you can create a temporary greeting by entering voice mail, keying in your password, pressing 4, 3, then 2. When you return, dial in to your voice mail and you'll be notified of your extended absence greeting—at that point you can choose to delete it.

According to a local Bell provider, the busiest time of the day for business calls is between 10 and 11 a.m. CT. Are you at your desk during that time?

Did you know there's a Pfun Pfone Pfacts board outside Kathie's office on the first floor? It has reprints of all the previous pfone pfact columns and Octel help maps—feel free to take one. (Wallet size Octel maps are available on request.)

Did you know that you can set the date and time of the message in your voice mail to be played prior to the play of the message? The default allows you to press 5 while your voice mail message is playing back, and it will tell you when the call was left and if it was an internal or external number.

If you're having a problem with voice mail paging or message waiting notification, check your notification schedule by pressing 4, then 1. Outcall notification should be on, and message waiting indicator should also be on.

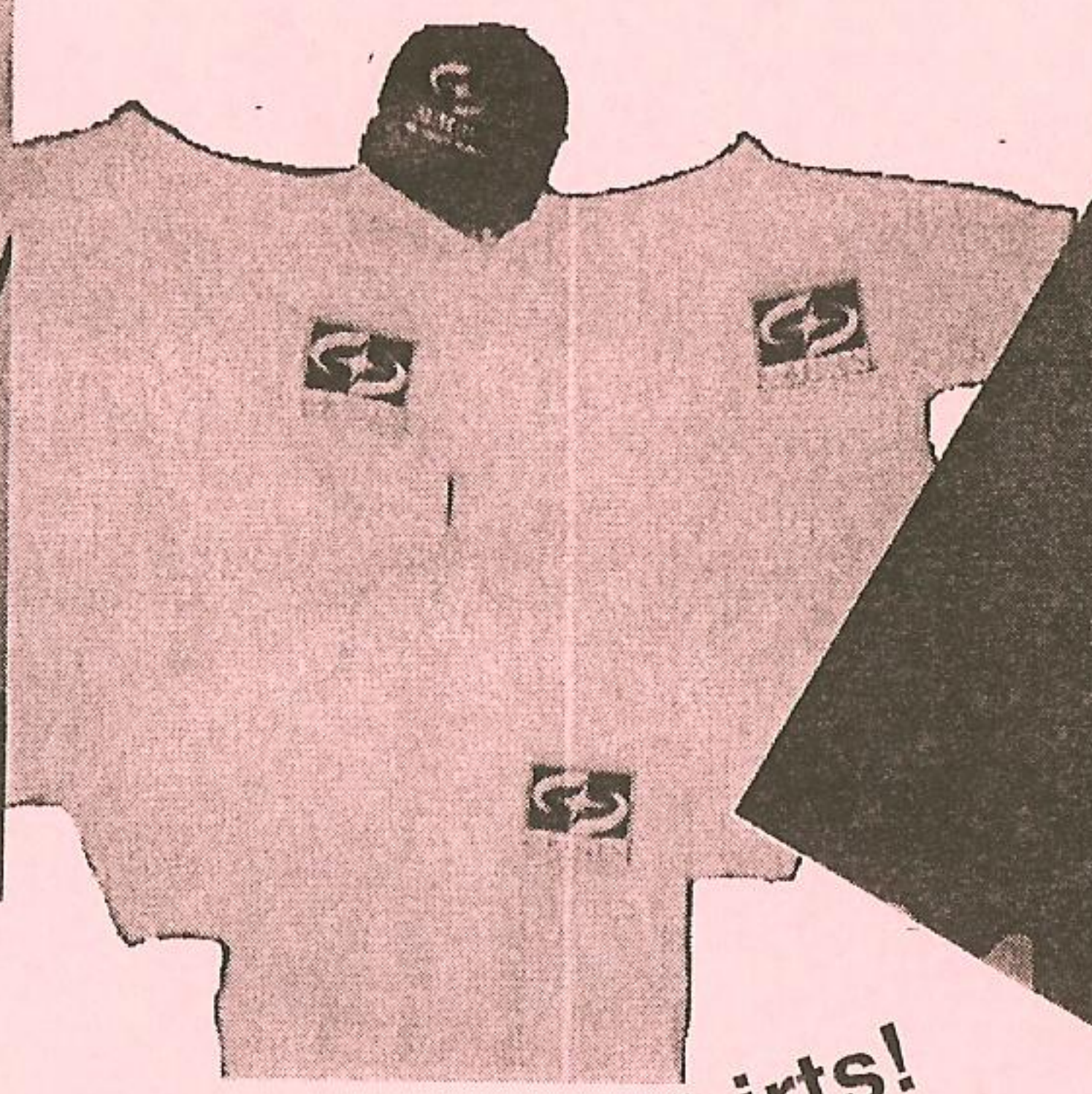
FYI, the phone list of ORIGIN staff is no longer generated by hand. The list comes straight off the PBX phone system. An update of the list is released every two weeks. If your name is not spelled correctly or your extension is not listed properly, just mail Kathie.

For further information on any of these features, please contact Kathie Beagle.

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, September 16. Contact the editor for more details.**

Managing Editor: Richard Steinberg. Editor-in-Chief: David Swofford. Staff Writer and Photographer: Teresa Potts. Contributing Writer: Kathie Beagle. Layout and Production: Robin McShaffry. T-Ball Champion: Brian Allen





Hats

Shirts!



VISIT THE  
COMPANY STORE!



Games

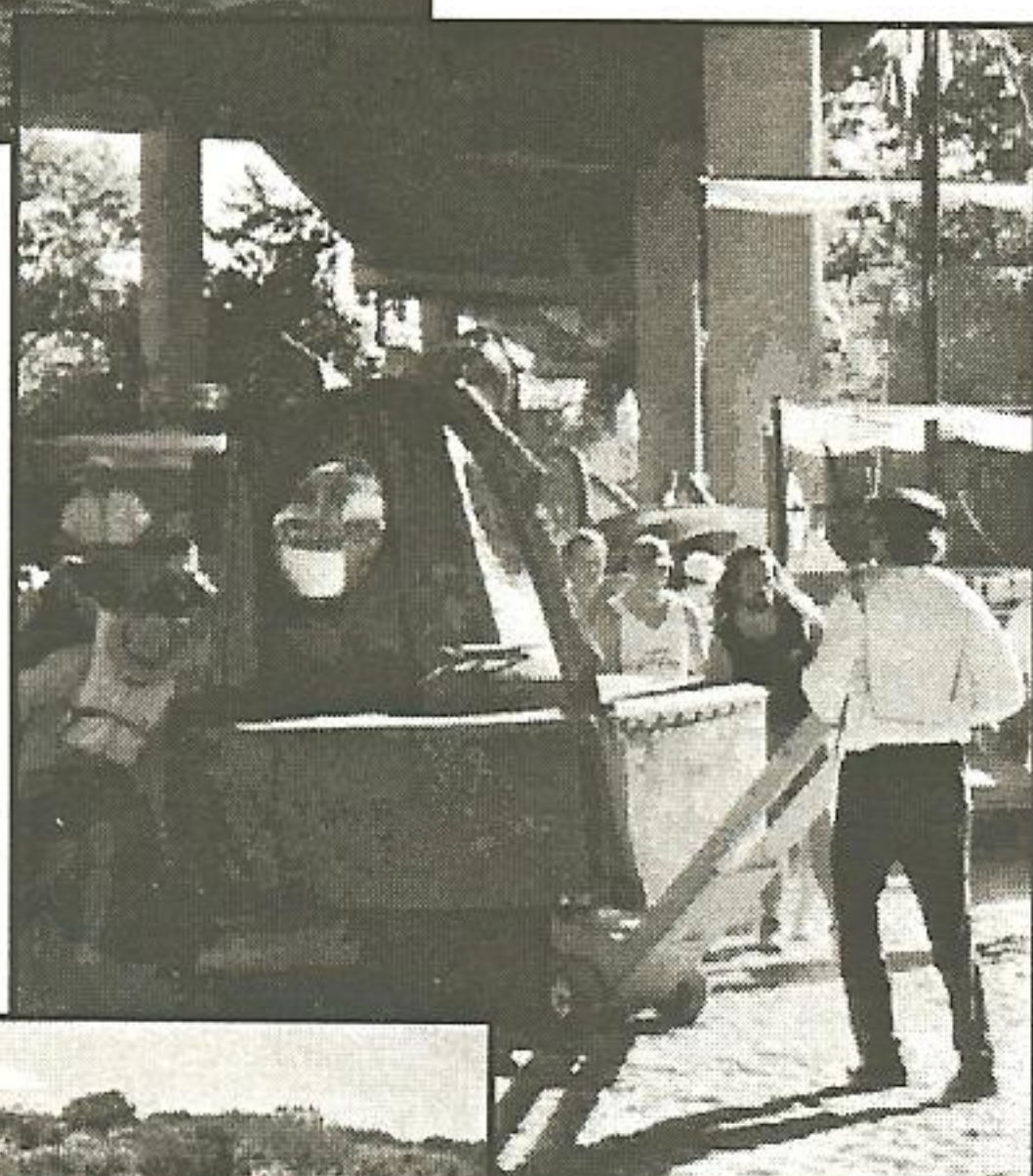






Apple's topless Yellow Submarine. What a party! They even had Happy.

Loading the rafts in the water was the hardest part, but the crew had lots of good help.



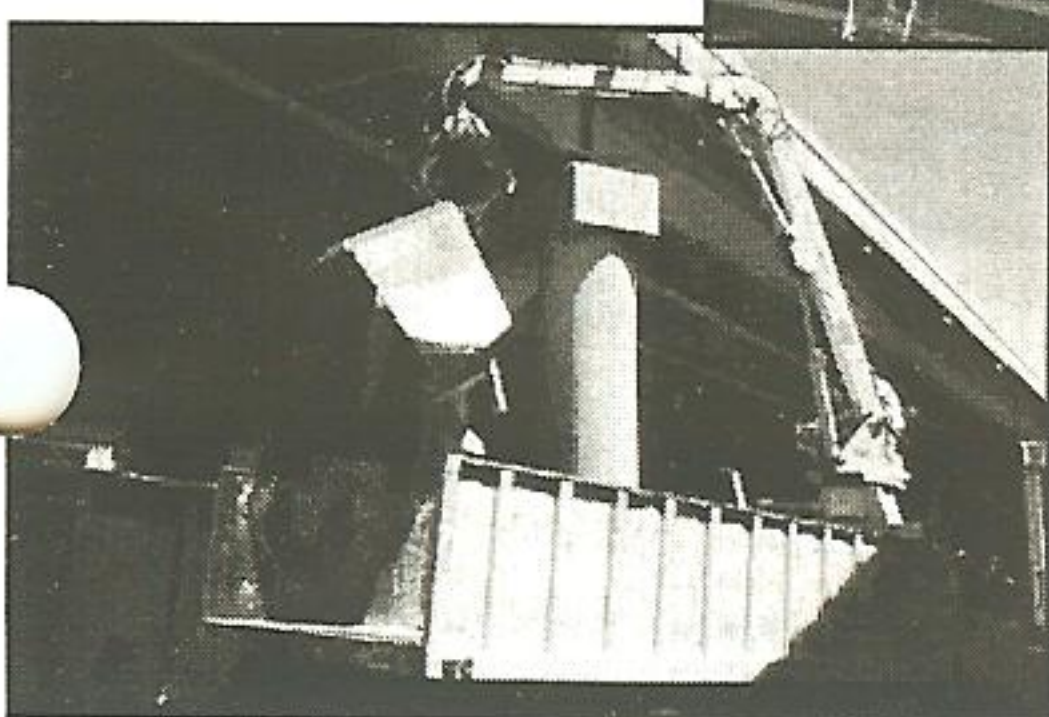
The rafts performed their skit about 10 times.

Yo, Chico. Isn't that the back half of your boat over there?

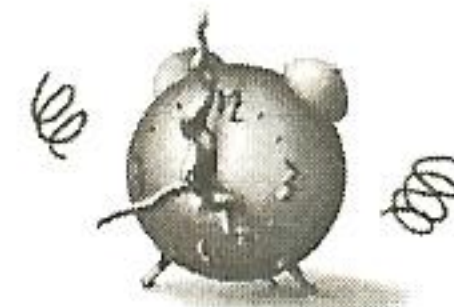


The Nautilus was over 40 feet long!

Say "buh bye" to the squid. If the crews so desired, the city kindly destroyed and carted off their rafts.



A piece of ORIGIN goes to the city dump. Until next year!



Monday morning. 9:05 a.m.

"Hey, could you come over to my office?" **Starr Long** said, poking his head into **Richard Garriott's** office. "I've got something I need you to sign."

Richard started to walk toward the door, but stopped to grab his gun off his desk. "Almost forgot," he said walking down the hall.

Slowly, systematically, Starr reached into his pocket and removed his .45 caliber with teflon coated bullets, shooting Richard twice in the chest. "It was like leading a lamb to the slaughter," Starr was later to lament.

## Master Assassin Eric Anderson

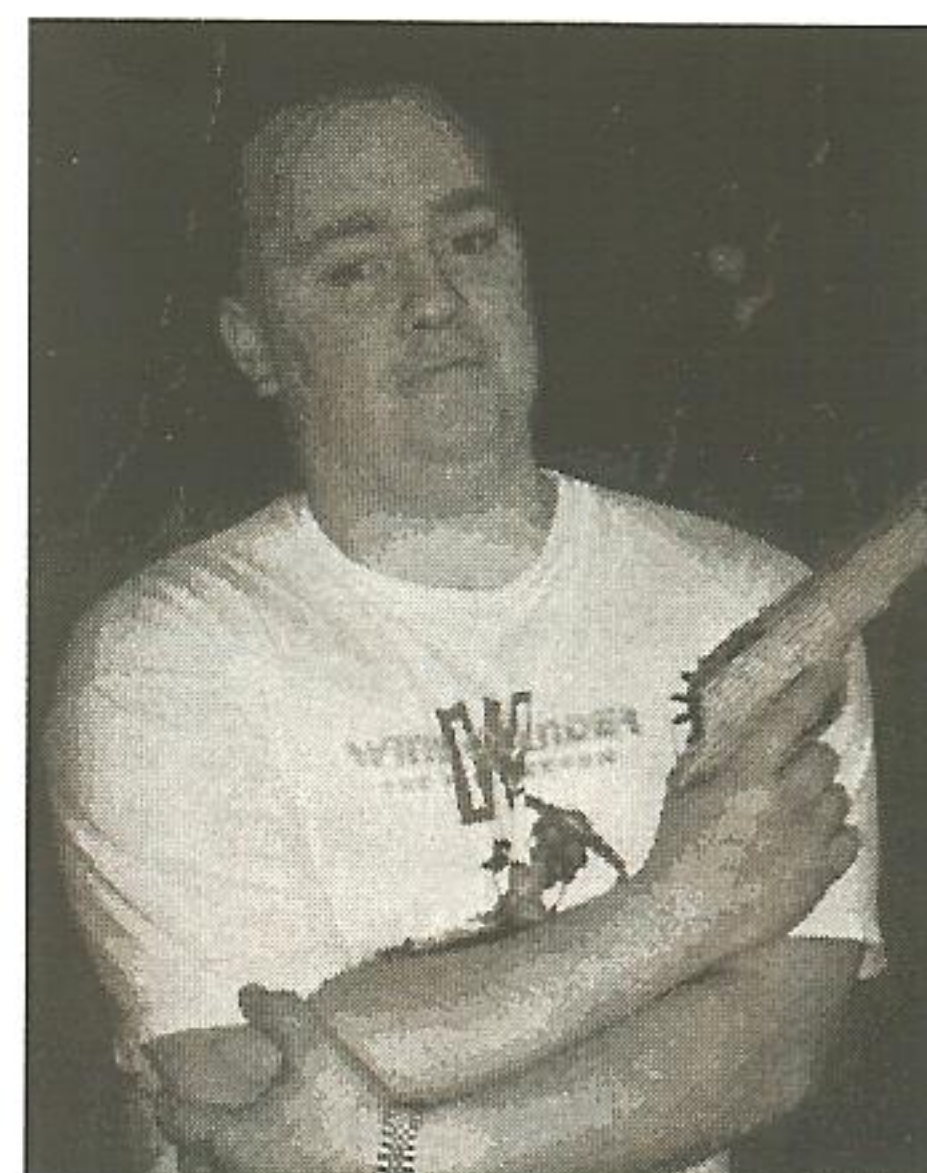
So began The Assassination Game (TAG), with Richard being one the first victims.

**Sean Kelly** functioned as the game coordinator, handing out 'assignments' and sometimes ruling on whether the killings were fair. He also possessed the power of reincarnation, giving victims like Richard a second chance. It wasn't so much of a pity gesture, Sean just wanted to make sure everyone had a chance to enjoy the game.

Over 50 people participated in the annihilation spree, and at times the hallways and lobby were scenes of chaos and mayhem. The rules of the game changed on occasion, noted Sean, mainly to either speed up or slow down the pace of the game. Once an assassin completed his assignment, he would check in with Sean for the name of his next victim. Weapons ranged from guns and daggers to poison darts and flame torches. One of the most imaginative was the "delayed action virtual bomb" which **Albert Mayer** delivered to his unsuspecting casualty. Since Albert didn't personally know **Anthony Castoro**, he cleverly enticed him to the lobby with the assistance of **Stacy Robarts**. Albert then introduced himself, handing over a small box when he shook Anthony's hand. The box read, "This is a bomb with a two second delay. Boom!"

**Chris Errett** ended up with the "most kills." His most elaborate slaying involved a set up of calculated design. He had **Tammy Johnson** call the innocent prey, **Jeff Wofford**, with the excuse that she needed to see him about his stock options. Once Jeff entered the Human Resource area, he simply became a sitting duck.

The winner of the "Last Man Standing Award" went to **Eric Anderson**, and his weapon of choice, a Desert Eagle .50 caliber weapon with hollow tip armor piercing bullets. Although Eric said he had a good time, he probably wouldn't participate again. "I just got way too paranoid. You really can't trust anyone."



Chris Errett, The Man with the Wooden Gun.



## What the hell is up with . . . Product Support?!

What's got more than 200 arms and legs, is very knowledgeable about ORIGIN and EA games, and helps hundreds of customers every week?

Give up?

Well, it's not the raft race squid—it only had eight arms – or was it eight legs?

No, what we're talking about here is that little corner of heaven on the third floor known as Product Support (PS).

For those of you who didn't know, PS actually consists of the following areas:

- QA (Quality Assurance), who tests the games;
- Customer Service, who answers all the phone calls, letters, and faxes (Online Customer Support is a branch who answer all the online questions);
- The Hardware Lab, PS's own MIS department

and more, they also fix the department's computers, test all games on all available hardware and do research on new technology.

- Disk Exchange, who (guess what?) exchange bad disks for good ones and also sell upgrades, such as floppy to CD-ROM.

In a nutshell, what all this means is PS is responsible for testing and supporting all

games after they leave product development.

If you're looking for a who's who in PS, **Kay Gilmore** is the director of Studio Services, which includes Product Support and Translations; **Marie Williams** is Customer Service supervisor; **Brian Wachhaus** and **Evan Brandt** are QA co-supervisors and Brian is also Hardware Lab supervisor; and **Michelle Lindner** is the Online and Disk Exchange supervisor.

According to Evan, each game has its own QA team, which can vary from 5-20 people. "All teams have a project leader, an assistant project leader, a translator liaison, a hardware lab technician, and testers," said Evan, "and the average testing period for a game is 4-6 months, depending on the size and scope of the game."

"Once we find a bug, we write it down and try to duplicate it," said Evan. "We enter the bug descriptions into a database, which is accessible by a product development team. In this way, bugs gradually get eliminated. The worst game bugs actually are probably those that can fry your hard drive or zap your CMOS.

Around here, you get used to the possibility of losing all your files and starting over, that is why we've become careful about backing up our really important files."

According to Evan, the funniest bug recently was in Wing Commander III as part of Wing Commander: The Kilrathi Saga at this point in the game:

Gameflow K003

Gunnery : Movie 117

The movie where Blair talks to Eisen about shaving is full of bad acting. The only way to bypass it is to press [ESC].

Right now, PS is working on Crusader: No Regret, Gene Wars, Longbow Mission Disk, NATO Fighters Mission Disk for ATF, Privateer 2: The Darkening, Syndicate Wars, and Wing Commander: The Kilrathi Saga, as well as EA Classics titles BioForge, CyberMage, and Ultima VIII. They soon will be working on Crusader: No Remorse Playstation and Saturn, Dungeon Keeper, U.S. Navy Fighters Platinum, Wing Commander 4 Playstation and are doing ongoing support for Ultima Online and Ultima IX.

Of course, because they're on ORIGIN's front line every day, Customer Service gets to hear plenty of feedback from our customers—the good, the bad, and the ugly. Fortunately, they hear a lot of good, such as this following letter:

Dear Mr. Garriott:

As a long time customer of ORIGIN and an avid fan of your games, I felt I needed to write you directly concerning a recent incident I had with ORIGIN technical support. A couple of weeks ago, I purchased Wing Commander IV: The Price of Freedom, and must say I was having a great time playing it when at one crucial mission, the game crashed. Being an experienced gamer and a professionally employed systems analyst, I went about the standard system checking and configuration tweaking that often solved the majority of errors. To my chagrin, I still had no luck.

I decided to call ORIGIN Technical Support. I believe it was February 19th (I could be wrong), in hopes ORIGIN's staff could help me. Not only did I receive excellent technical support at a short wait time, I am specifically writing to commend the help of one **Jay Allen**, the tech who helped me out. I realize it is the job of tech support reps to deal with users' problems, but Jay did much more than this. I gather from our discussion about my system and its configuration he realized I was somewhat experienced as a user. Rather than treating me as, quite frankly, an imbecile, as many game companies' reps do, he treated me with respect and intelligence, humor and a friendly manner.

I understand, again, that it is the duty of a tech support representative to help solve my game problems. It is not, however, his obligation to be friendly to me, to comment on my cool Windows sound files (playing in the background), or to treat my technical problem as a cooperative effort that made me feel more a part of the process. In short, Mr. Allen was the nicest and most helpful person I have ever spoken to in over four years of dealing with computer industry vendors, and I felt he was owed recognition for such conduct.

Sincerely,  
Robert G.  
Wantagh, N.Y.

(Look for more letters and bugs of the month in future issues of the Point.) ●







The ink has barely dried on all the articles about The Electronic Entertainment Expo (E3) in May. But it's clear from the scribes out there that ORIGIN was one of the big winners at the show. Here's what the trade publications and others were saying about some of the ORIGIN games on display at E3.

#### Ultima Online

PC Today: "Ultima Online may be the biggest news in multiplayer gaming ever since the advent of Internet Gaming.

New York Times Cybertimes: "Unlike games that have been transplanted from the desktop, Ultima Online was written from scratch as an Internet game and exploits one of the great advantages of the Net—its ability to store vast amounts of information."

Strategy Plus: "Once Ultima fans get a taste of this, they may never want to leave Britannia. The online event of 1996, bar none."

Computer Entertainment News: "ORIGIN has taken its 'We Create Worlds' motto even more literally this time."

Gamespot: "A phenomenal undertaking. The title that role-playing fans have been waiting for since the beginning." Ultima Online may represent the future of computer role-playing."

PC Gamer: "It's Ultima, and with true human interaction, it'll be a vast difference from the typical RPG experience. Among RPG fans, it can't help but succeed."

#### Crusader: No Regret

Gamespot: "One of the most innovative action universes around. A must-watch for fans of puzzle games and shoot-'em-ups alike."

Strategy Plus: "Let the carnage begin."

Computer Gaming World: "No Regret is a mouth-watering morsel to hold us over until the true sequel."

#### Privateer 2: The Darkening

Strategy Plus: "The interface is wonderfully stylish, with menus which grow and shrink, and animation on nearly every screen. Here it is in all its multimedia splendor."

Computer Gaming World: "The SVGA space combat engine was one of the most impressive we saw at the recent E3 show."

PC Gamer: "With a new space flight engine and big-budget style, ORIGIN's foothold in the space combat market is sure to remain firm with this baby."

Meanwhile Longbow, which also was shown at E3, continues to get rants and raves from the press. The latest coming from Entertainment Weekly this week, which highlighted the game in its monthly rundown of the top CD-ROM games. "It's no Independence Day, but ORIGIN Systems' latest 3-D battle-flight simulator, AH-64D Longbow invades the charts with its own close encounter with enemy fighters."

More Longbow reviews are coming in from the trade press. Strategy Plus graded Longbow at 5 out of 5 stars and a Strategy Plus "Stamp of Approval." "Longbow has

the best helicopter flight model ever seen on a PC," exclaimed Ben Chiu. "The graphics are spectacular (good enough for general sightseeing)."

Tom Chick with C/Net Online had nothing but great things to say about Longbow. "It doesn't deserve a review so much as it does a consecration. If you're a serious sim enthusiast like I am, then why are you still reading this? Get off your butt and get to the nearest software store. Pronto!"

And from Roy Bassave, who writes for the Miami Herald and whose column is syndicated by Knight-Ridder and picked up by newspapers all over the country, "Every inch you fly over looks real. This is as close as you'll get to being a test pilot without having a security clearance."

Longbow's getting excellent reviews in Europe, also. It got a 9 out of 10 from Score magazine in Czechoslovakia (Sorry no quotes. Can anyone translate Czech?). It got a 4 out of 5 rating from Germany's PC Spiel. "The experts at

Jane's Combat Simulations have created a top class sim." And it got a 4 out of 5 score and a Gold Player designation from PC Player in Germany.

There are more reviews cropping up for Wing Commander IV for the Macintosh.

Joel Enos at Mac Home Journal called WCIV Mac, "An amazing blend of adventure, arcade and flight sim action."

Michael Dixon writes for the Mac Gamer's Ledge, an online magazine for Macintosh gamers. He graded WCIV Mac at 9.5 out of 10. "I praise ORIGIN Systems for getting this well-polished

game to the Macintosh platform as quickly as it did. One of the best space combat simulators I've played."

The reviews are still coming in for Abuse. Jon Payne from the Washington Post wrote, "Like Super Mario Brothers in a bad mood—and armed to the molars. Enough weaponry, explosions and half-human enemies to make Doom look like a romance novel."

Jason D'Aprile from Computer Player graded Abuse at 8 out of 10. "A frenetic, side-scrolling kill-fest. An extremely challenging game with enough shoot-em-up action to satisfy a whole platoon of colonial marines."

Finally, a couple of things to look forward to. The October issue of Strategy Plus will feature Privateer 2 on its cover with a preview of the game scheduled for inside. And the October cover of PC Gamer will focus on ORIGIN. Inside, editors are planning a 12 page feature on the company with interviews and pictures from Ultima IX, Ultima Online, Privateer 2 and Crusader: No Regret.

Stay tuned.

AH-64D LONGBOW	
Výrobce:	Origin/Jane's
Distributor:	Electronic Arts
System:	PC-CD
Počítač:	486/66
RAM:	8MB
Harddisk:	32MB
VERDIKT: I když jsem ochoten o pojmu "nejlepší" diskutovat, AH-64D Longbow JE nejlepším simulátorem ke dnešnímu dni. Fantastická grafika, uchvatná atmosféra a především naprosto jedinečný tutorial jsou důvody pro mé hodnocení. Nebýt podprůměrných komparsistů a být možnost hry po kabelu / síti dostala by ode mne tato hra plných 10/10. Uf.	
score 9/10	





It's hot. It's summer. Although the following folks are happy with their new jobs at ORIGIN, we also took a few minutes to reflect on our favorite vacations, or where else we might like to be right now.



**Welcome New Hires! Left to right, Ruben Garza, Scott Loyd, Brent Oster, Kathy Fisher, Peter Jarvis, and Bren Wilson.**

The new Financial Analyst in the building is **Kathy Fisher**. Kathy most recently worked at Bank One, and boy is she glad she doesn't have to wear heels and pantyhose to work everyday anymore! Kathy went on a Cruise to the Caribbean a while back, and that sounds like a good place to be right now. Glad you're here, Kathy!

**Bren Wilson** is a new Advanced Graphic Specialist on Ultima Online. Besides his graphical side, Bren also dabbles

in the audio world, having worked on musical scores for documentaries. What he'd really like to do though, is go scuba diving in the Cayman Islands. Wouldn't we all? Welcome, Bren!

Up in Skunkworks, **Brent Oster** joins as a 3-D Programmer. Being from Canada, Brent's had a little trouble getting used to the heat, but enjoys going out and getting burnt to a crisp nonetheless. Although he's very happy to be at ORIGIN, he'd also be pretty happy to go scuba diving in Cancun. Welcome to Austin, Brent!

Loose Cannon has a new Graphic Specialist, **Ruben Garza**. Ruben says his hero is his mom, and you know she'll be so proud when she reads this! Apparently, being 15 was an especially good time for Ruben. That was the year he and his best friend went to Disneyworld on their own. You know there's got to be some good stories out of that adventure. Good luck, Ruben!

**Scott Loyd** is the newest member to Product Support. Scott once played F trombone for the Waco Symphony, which is a very cool thing. He also graduated from A&M, with a degree in Management Information Systems, and got to take an incredible vacation (we're talking six weeks) in Europe. Glad you're at ORIGIN, Scott!

Although he's the newest member to the "Network" gang, **Peter Jarvis** is know to his friends and family as the one to call if there's a computer that needs to be put together. Peter most recently worked for the State, and is happy now that he's the network administrator here at ORIGIN. For his vacation, he'd like to sail off to the Caribbean. Well, in the meantime, we're glad you're here, Peter!

## Promotions.... Promotions....Promotions.....

Amy Adams  
Brian Allen  
Jarrett Brack  
Al Carnley  
Dustin Cryer  
Hugh David  
Rick Delashmit  
Adam Foshko  
Michael Francis  
Lemuel Francis  
Andy Hollis  
Kristen Koster  
Raphael Koster  
Vincent Lin  
Scott Loyd  
Jeremy Mappus  
Will McBurnett  
Dwight McMillan  
Victor Meinert  
Jeffrey Morris  
Jorg Newmann  
Jerrilyn Oates  
Stephen Powers  
Bryan Pritchard  
Monique Quirk  
Kent Raffray  
David Reese  
John Rendsland  
Carol Roberts  
Alison Rogers  
Sergio Rosas  
Pauline Saab  
Paul Sage  
Ragnar Scheuermann  
James Sheffield  
Rhea Shelley  
Mike Songy  
Paul Stankie  
David Taylor  
Mark Vearrier  
Jeff Wand  
Phil Wattenbarger  
Carlus Wesley  
Bob White  
Eric Willmar  
Gregory Wilson  
Tony Zurovec

Adv. Graphic Specialist  
Product Manager I  
Product Support Tech III  
Advertising Manager  
Product Support Tech II  
Adv. Software Engineer  
Adv. Software Engineer  
Associate Producer II  
Associate Designer III  
Playtester  
Executive Producer  
Associate Designer III  
Associate Designer III  
Associate Designer III  
Product Support Tech I  
Associate Designer IV  
Project Director II  
Product Support Tech II  
Adv. Graphic Specialist  
Product Support Tech II  
Associate Producer II  
Product Support Tech II  
Designer I  
Graphic Designer  
Translator II  
Product Support Tech II  
Software Engineer  
Product Support Tech II  
Graphic Designer  
Admin. Assistant II  
Graphic Designer  
Graphic Designer  
Product Support Tech II  
Adv. Software Engineer  
Adv. Graphic Specialist  
Product Support Tech II  
Adv. Software Engineer  
Sr. Graphic Designer II  
Graphic Designer  
Sr. Graphic Designer II  
Adv. Graphic Designer  
Designer II  
Product Support Tech II  
Designer I  
Associate Designer IV  
Product Support Tech II  
Senior Producer

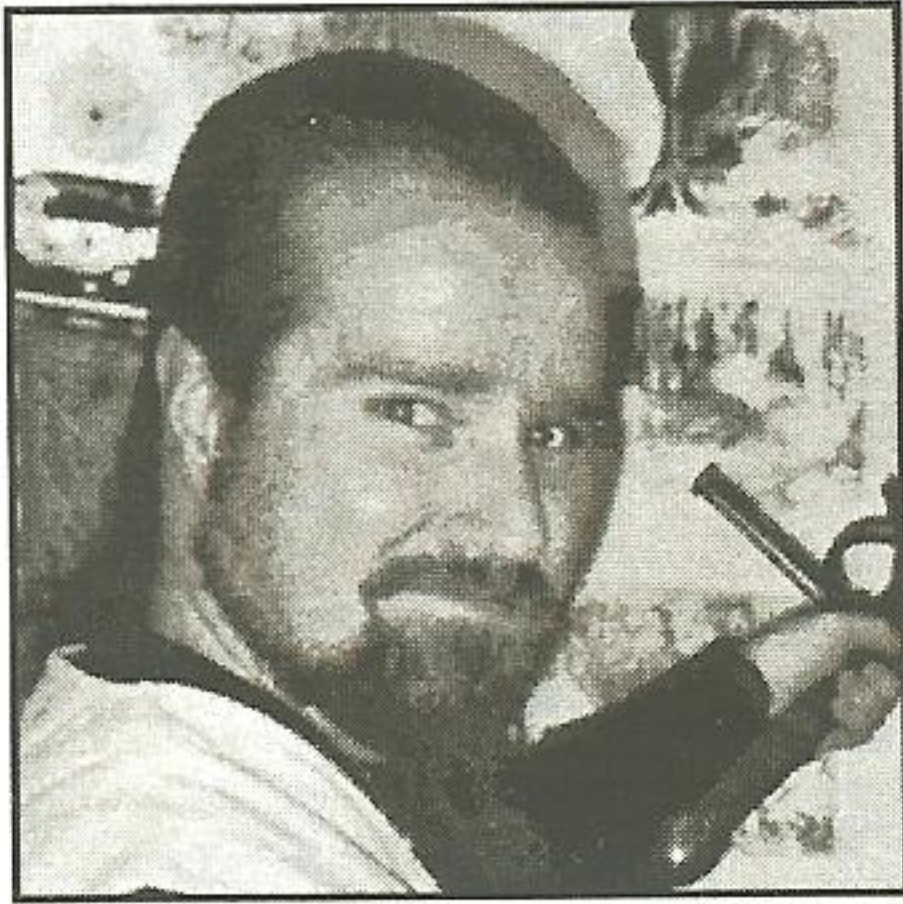
Whew! Great work everybody!!





It gives me great pleasure, and I'm most happy when people find pleasure in something I've created," so says July's employee of the month, **Scott Jones**. Scott should be one happy guy considering the steady stream of visitors that are blown away by the artwork in his office.

From conceptual sketches to final art, Scott has literally shaped the world of Ultima IX. "What had been vague ideas in the minds of designers and programmers suddenly became a world full of life and excitement," says one colleague.



Another said, "His artist's perspective also leads him to educate and inspire the technology team to make changes to the render engine that make the art look even better." Another added, "A finer visual and concept artist I have never met."

It was Mom Phyllis who recognized his ability to draw and sculpt, and who also introduced him to the worlds of fantasy and mythology. Since the Joneses lived and traveled in such exotic lands as Thailand, Japan and Egypt, Scott developed a true appreciation of the diversities of different cultures, an influence that is still evident in his artwork today.

Scott has done more than just the traditional painting however, including sculpting works of ice for parties and weddings. (The toughest sculpture was King Kong holding a Barbie doll and the strangest was a bottle rocket with shooting flames that melted into a rather embarrassing shape.) For a time he also created works of edible art in the form of cakes for Simon David, as well as many other artistic endeavors. But for Scott, it is his job here at ORIGIN that is his real "dream job."

Although he began drawing at age four, it wasn't until he joined ORIGIN as an intern that he had any training on computers, so all of this praise comes as somewhat of a surprise to "humble to a fault" Scott. He's found technology the most challenging aspect of his work here, especially since it was an area where he had no expertise. He's since tackled that hurdle and is now creating art in the pseudo reality of cyberspace. (A long way from Lite Brite, right Scott?)

Besides being a talented artist, Scott is also loved by his teammates for his positive attitude and enthusiasm. Said one, "He is one of the most self motivated, well-organized, incredibly responsible and multi-talented people I know."

We are so lucky to have you, Scott. Congratulations on a job always well done! ●



Who do you get to do a job not yet defined, to essentially be the "test run" pilot, the dedicated resource to answer questions on a daily basis? Bonds. That's who.

Congratulations to August's Employee of the month, **Steven Bonds**. Ask anyone who deals with the onlines on a regular basis and they'll tell you that it can get pretty rough. Not only did Steven do an incredible job keeping up with Longbow on EA's Janes chat area, he even made some new friends along the way. Really. Check out some of this praise from his online contacts:



"Steven has been providing we dweebs a lot of very useful help and information with the Longbow platform since it's inception. I bet that if Steve were my wingman, he'd never tell me 'Can't attack that target, sir'." - Waterbug

"Woohoo! Go Steve! Thank you for all your help! We all appreciate it!" - Moondawg

"Pat on the back, Steven." - Scott Braeder

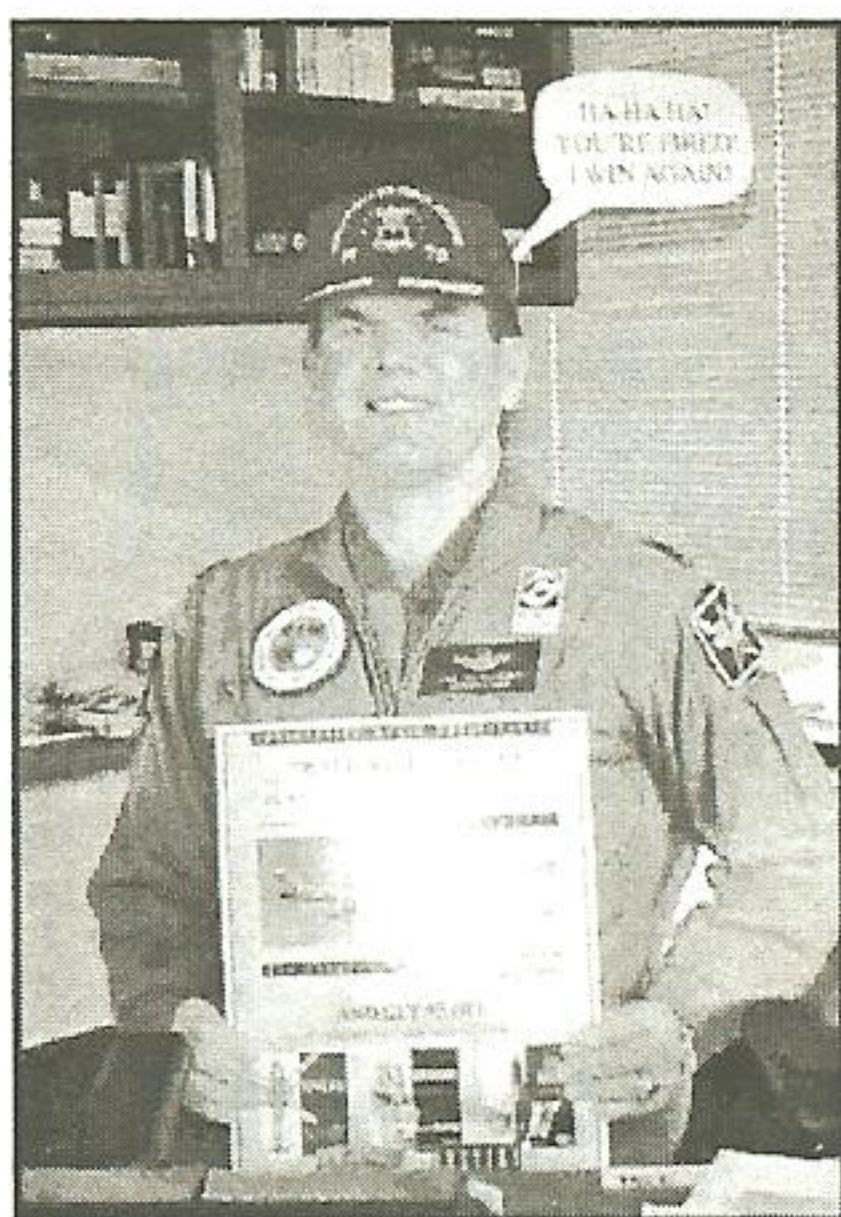
"A key factor in my own personal decisions to purchase software is the competence of customer support, especially with technically complex programs. I decided to purchase Longbow last week. ORIGIN's excellent support and obvious commitment to the product directly influenced my decision." - John Lewis

Steven joined ORIGIN a year ago, initially as a tester on Shockwave and then later on Longbow. It was after he moved to phones that he was approached to head up the "Chat Zone." "Steven had no real guide lines, but has now set the standard," said Kay Gilmore. "He really did go out of his current job description to perform these duties."

"It was important to answer everything correctly, and in a timely manner" said Steven about his duties. That would often entail inquiring from someone on the team or in QA. The image of the company was also important to Steven, so he's been pleased with the overwhelming positive feedback. "It's great to know that someone would buy one of our games because they're confident in our customer support," he said.

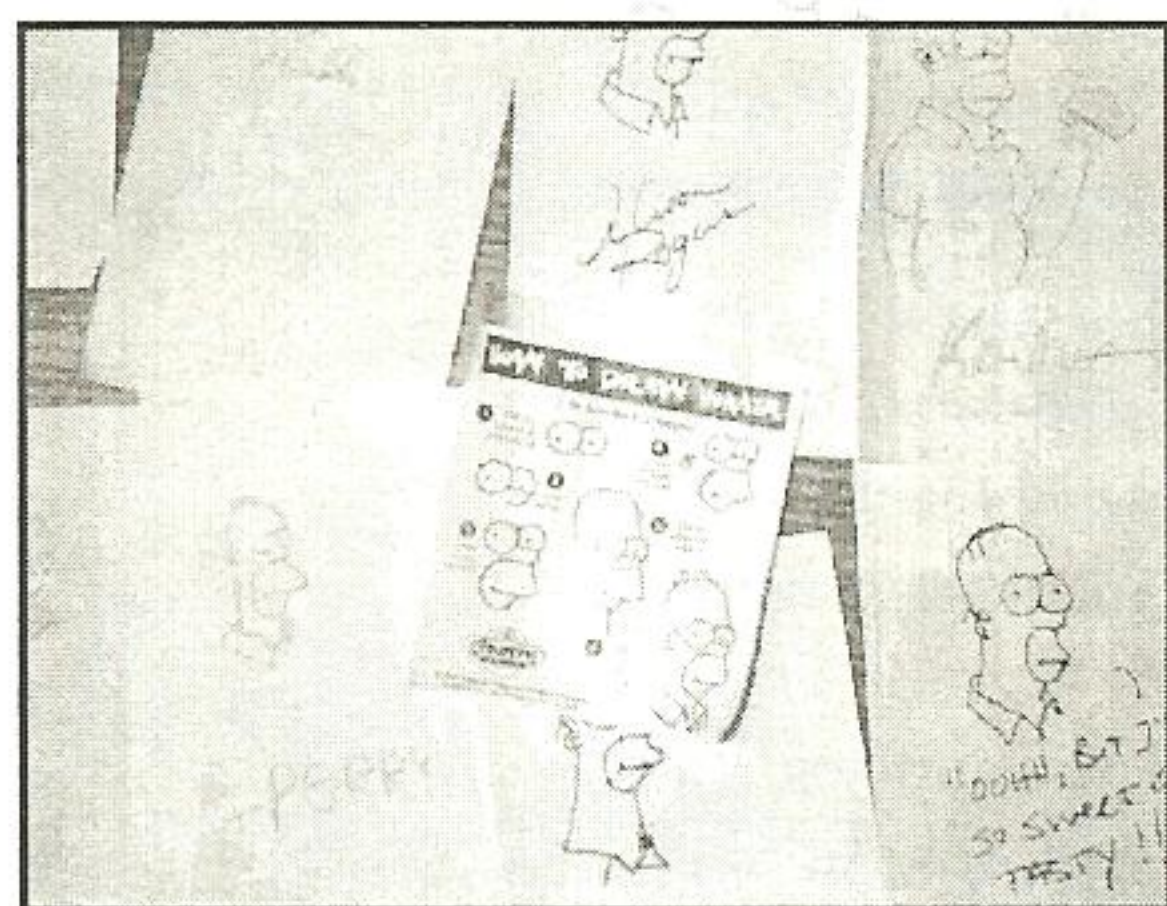
Although he's grown as fond of the people in the "Chat Zone" as they have of him, Steven's moved on to be a tester on the Longbow Mission Disk. He also has another big challenge ahead of him when he gets married next month. Congratulation, Steven and best of luck to you and Teresa! Keep up the great work! ●





**Andy! Watch Out for Wild Bill!**

Was that a skeleton in the closet? Or was it just a smiling standee of a certain ex-employer. Either way, Andy Hollis got quite a surprise after recently returning from vacation.



**Doh!**  
Ted O'Brien had this crazy idea a couple of weeks ago to find out how artistic his co-workers were when it came to Homer Simpson. The rest is history. If you're wanting to view his gallery of post-it note submissions or partake yourself, just stop by his desk and ask.

### Educational Assistance

Regular-full time ORIGIN employees are eligible for 100 percent reimbursement for tuition, educational fees and books up to \$5,000 per year. Reimbursement is made upon completing the course with a grade of "B" or better. Reimbursement forms are available from Human Resources and need to be completed prior to enrolling in the course. If you would like additional information, please see Tammy Johnson for more details.

### August

- ? Own-Your-Own-Home seminar [update coming by email]
- 14 Product Review
- 14 Blood Drive [in case you didn't give enough in Review]
- 19 Last day to enroll, ESPP [Employee Stock Purchase Plan]
- 21 Fireside Chat

### September

- 2 Labor Day [Company holiday]
- 4 Show and Tell
- 8-10 ECTS [Big European Computer Game Trade Show]
- 11 Product Review
- 20 Happy Hour

### October

- 9-12 EA Sales Meeting at ORIGIN
- 11 Special Happy Hour - Oktoberfest!

The Center for Battered Women and AIDS Services of Austin both wrote in to let us know how grateful they were for our recent donations!

## Ticker

The latest from Wall Street at 9:22 am, 8.9.96.

	LAST	CHANGE
ERTS (Electronic Arts)	30.750	+ 0.375
THDO (3DO)	8.000	- 0.250
MSFT (Microsoft)	125.125	- 0.125
BROD (Broderbund)	36.250	+ 0.000
NSCP (Netscape)	46.750	+ 0.500

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

### Congrats Frank

The Chronicle of Higher Education listed Frank Dietz's American Science Fiction site as "Site of the Day" for June 28. If you haven't seen it yet, check it out at [www.utexas.edu/depts/eimc/Web/scifi/Sci-Fi2.html](http://www.utexas.edu/depts/eimc/Web/scifi/Sci-Fi2.html)