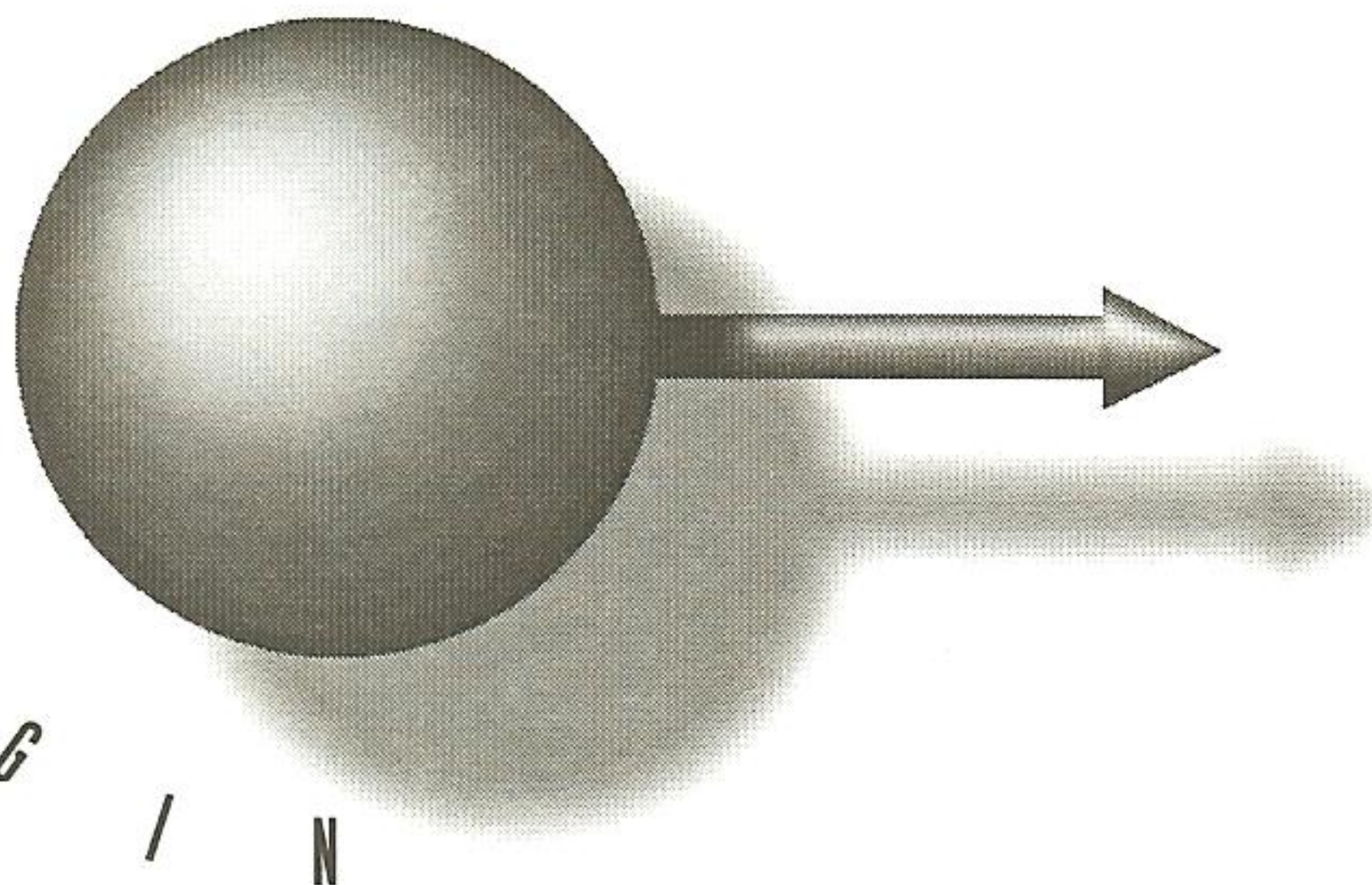


P o i n t



I n s i d e

ACTION-PACKED FOR FRESHNESS

Volume VI, Number 7, September 20, 1996

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Here's Looking at You, Loose Cannon



Crusader: No Regret Ships!

It's new. It's action-packed. It's out the door.

Ladies and gentleman: Put your hands together for yet another explosive mayhem masterpiece from the folks in Loose Cannon Productions — *Crusader: No Regret*.

No Regret, which is the much anticipated sequel to 1996's Action Game of the Year, was out the door and into the hands of adoring fans by September 12. People far and wide were happy to see it hit the shelves — and at a reduced cost compared to most new games on the market.

Among the comments...

"This game rocks!" "Hot!" "Awesome!" "Really cool!"

"The programmers have a sick, but kick-butt sense of humor."

"I installed it at about 6 p.m. last night. I just stopped playing at 5 a.m. this morning. Boy, am I glad I don't have to work tomorrow."

One letter summed it up real nicely:

"Hello ORIGIN,

"I just wanted to say THANK YOU for delivering a sequel to "Crusader: No Remorse." Yes, there is a God after all!! I'd have to say, it just doesn't get much better than this. I can hardly wait for the Ultima games to arrive as well. Keep up the great work ORIGIN. I've been a loyal fan for many years past, and from the looks of things, will continue to be so for endless years to come!!

Thanks for your time,
Anthony

New Hires



Just Who Are These New Folks?

There are two new people in the Translations Department. Joining the German ranks is **Monika**



Left to Right: Monika Lettner-Rose, Cari Oberstar and Sandra Molinari.

Lettner-Rose, who is also the reigning "Bratwurst-Queen" (you'll have to ask her). When she's not working, Monika enjoys soccer and ice-skating. On the French side is **Sandra Molinari**. Prior to joining

ORIGIN, Sandra was busy getting her graduate degree in Geneva. And,

though she loves to travel, Sandra is happy to be able to enjoy the great live music Austin has to offer. "Wilkommen" and "Bon Jour," Monika and Sandra!

Greetings to **Chris Martin**, an associate designer and newest member of the Jane's gang in Baltimore. Chris is an avid fan of flight sims, and in fact, co-founded the "Flying Pigs," which is the top online squadron within Warbirds. Welcome

aboard, Chris!



Chris Martin

There's also a new, and not so new couple of faces in Lord British Productions. **Cari Oberstar** is the newest graphic specialist to join Ultima IX, though she sometimes moonlights on Ultima Online as the "sign lady." Cari is a recent transplant from Minneapolis and is also an fervent bowler. And finally, special belated greetings go to **Chuck Crist**, who somehow accidentally got left out of the last POINT. Chuck is currently working as a graphic specialist

Ultima Online, creating all sorts of cool furniture. In his spare time he collects comic books and is a huge fan of "Mystery Science Theatre." Glad you're both here!

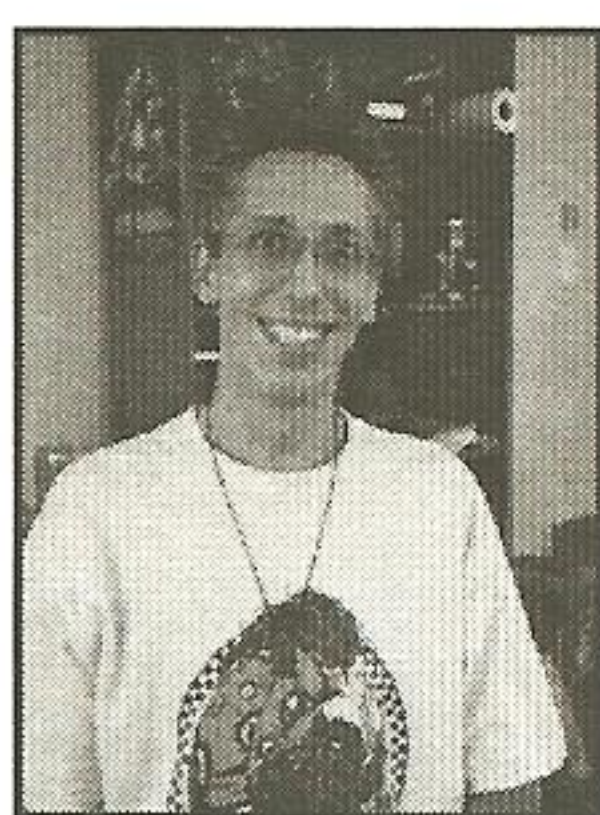
People who got promotions and their new titles.....

Eric Anderson - Product Support Tech II

Kai Lebert - Translator I

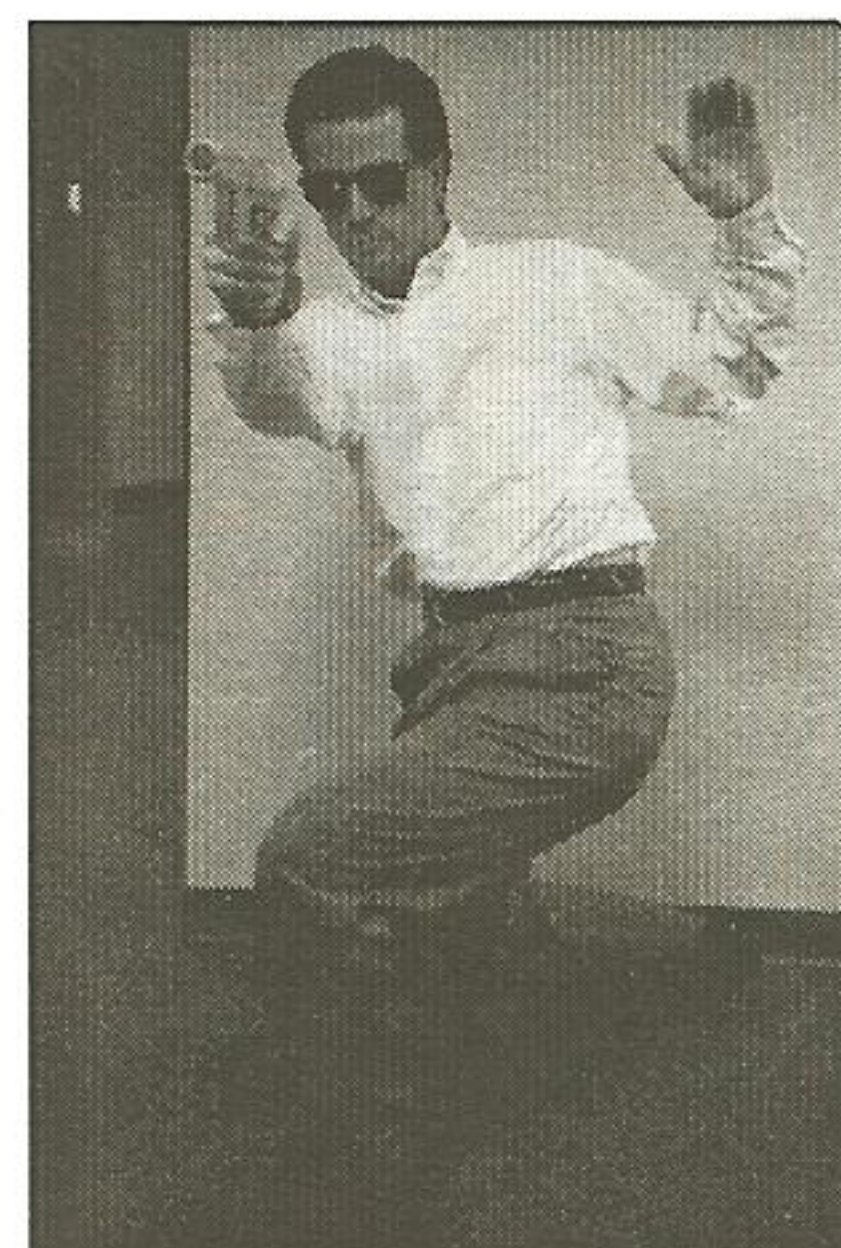
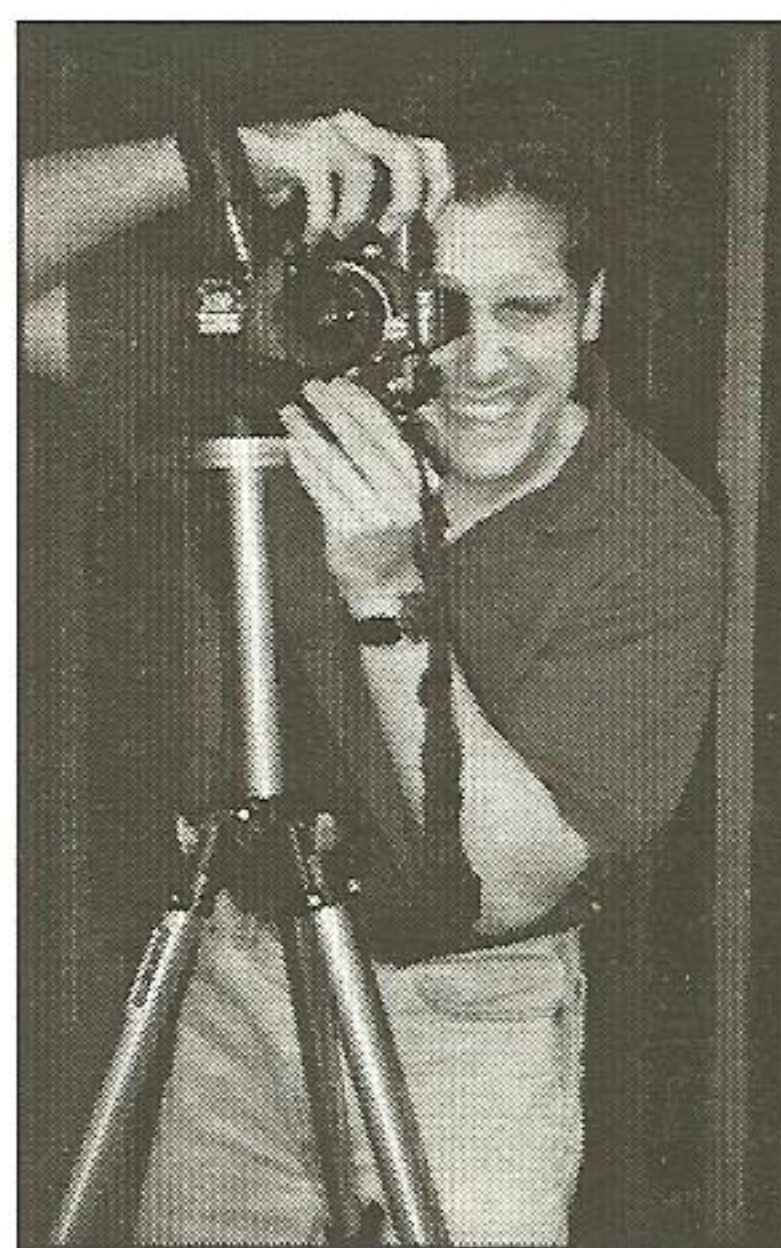
Stephan Lips - Translator I

Congratulations everybody! ●



Chuck Crist

From the "Uh, whatever" files



We're not entirely sure what Clay Hoffman (with the camera) and Michael Morlan (with the pop gun) were doing out in the hall. Whatever it was we're sure it was interesting.



Donna Mehnert has the most bodacious PEZ® collection in the building. Any challengers?

Five Years Ago in the POINT:

U7/Strike Clash on Field of Honor

ZILKER PARK — A relentless sun was beating down on the trapezoid-shaped field where the U7 and Strike teams faced off for the ultimate flag football showdown.

Afternoon athletes tanked up on the fundamentals: fried chicken and "assorted beverages" while the **Herman Miller** Marching Band whipped the small but enthusiastic crowd into a frenzy.

Richard set hard and fast rules by declaring, "Honor system, dudes."

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, October 28. Contact the editor for more details.**

Managing Editor: Richard Steinberg. Editor-in-Chief: David Swofford. Staff Writer, Photographer and Clip Art Queen: Teresa Potts. Contributing Writers: Brian Allen, Marie Williams. Contributing Photographers: Marsha Pettit, Brian Allen, Robert Pandya, Michael Morlan. Layout and Production: Robin McShaffry.



Dear Point Man,

What is the current system for selecting an Employee of the Month?

It seems to me that if I think someone deserves the honor of Employee of the Month, I have to rally 50 people together to bombard Human Resources with email. If that's the case, I don't like the current system. Is Human Resources thinking of a different system?

Signed,

Dazed and Confused

Dear Dazed and Confused,

According to **Linda Powers** — who ought to know — **Norma Vargas** is responsible for the Employee of the Month program. Here's how it currently works An email is sent out company wide asking for nominations. Once an employee has been nominated, a follow up email is sent to that person's department asking for comments on the nomination. The idea being that the people who work closest with the nominees are usually in the best position to determine whether or not the award is deserved. The number of responses is just one of the factors used in reaching a decision. Other considerations include the reasons behind the nomination and what type of impact the nominee's actions have had on the group/company. If there is not a clear cut winner, Norma will discuss the candidates with Linda and **Mike Grajeda** to determine who will receive the award.

Linda said we also have an annual awards program that is open to nominations from all employees with final decisions being approved by management representatives. ORIGIN will be asking for nominations for these awards in October and they will be presented at our Awards Presentation in December.

Linda said she's happy to hear suggestions anyone may have for improving the selection process for Employee of the Month or the annual awards—please send her an email or stop by.

Dear Point Man,

I heard a rumor that the lease for Control-Alt-Deli is coming up soon. What's their status? Have there been complaints? Is the taco man that's been coming here in the mornings going to replace them?

Signed,

Hungry For Information

Dear Hungry;

The Point Man turned to **Jeff Hillhouse** for an answer to that one...

He said the Deli's lease expires at the end of October and ORIGIN is in the process of renegotiating a new lease with them as well as entertaining offers from several other deli operators. The new arrangement will likely be effective starting 11/1/96.

Ultima goes Hollywood

Recording sessions for Ultima IX recently took place in the famed Magnolia Sound Studios—the same place

where many a Don Bluth ("An

American Tail") movie has

been engineered. (Even

some of The Simpsons

episodes have been record-

ed there—

D'oh!)



Keith Sjarabajka

The Ultima IX cast includes Kay

Kuter as Lord British, Keith

Sjarabajka

as The

Avatar,

Clive

Revell as Iolo, Scott

Cleverton as



Scott Cleverton

Blackthorn, Cree Summer as

Raven, Scott Bullock as

Samhayne, and Maurice

LaMarche as

Shamino.

Oh yeah—

one more person, Michael

Dorn, was the voice of The

Guardian.



Maurice LaMarche

"All in

all,

the session went very well,"

said Joye McBurnett. "Stu

Rosen —

the direc-

tor —

was amazing. We all had a

blast." ●



Kay Kuter



Scott Bullock



Clive Revell



Cree Summer



October is ORIGIN month on the magazine rack. The October issues are hitting the stands now and the gaming press is agog with what's on the horizon from ORIGIN.

Let's start with the most obvious. Two months ago, PC Gamer editors made their way to Austin to see what was cooking. The result was 12 pages of pictures and articles in the latest issue featuring all of our upcoming products from Privateer 2 to Ultima IX to the Wing Commander Academy animated series. It's capped off by a cover (check out the accompanying picture) starring LB himself, Richard Garriott. Inside you'll find a four-page Q & A with Richard about the state of the gaming industry.

As for products, Gary Whitta and Michael Wolf were obviously impressed with what they saw. Wolf wrote about Ultima Online, "Everything we saw at ORIGIN spoke of an online roleplaying game that far overshadows anything we've seen before." And regarding Ultima IX, Wolf exclaims, "It could very well be the best thing to happen to CRPGs since the very origin of Ultima I."

Whitta, Gamer's Editor-In-Chief, was given a full demo of Privateer 2 during the visit, and he too came away with plenty of positive impressions. "Fans of Privateer are in for a treat," Whitta wrote. "The British design team based in Manchester, England, and led by Erin Roberts has pulled out all the stops to make The Darkening ORIGIN's most impressive space opera yet."

There's even some interesting support articles regarding Wing Commander: The Kilrathi Saga, Wing Commander Academy (the animated series which kicks off tomorrow on the USA cable network) and former ORIGINite Chris Roberts, who had some eyebrow-raising quotes about his departure from EA/ORIGIN.

After you've read PC Gamer, you can check out the October issue of Computer Games Strategy Plus, which features Privateer 2 on its cover. Editor Steve Bauman also flew into Austin two months ago to do the research on his cover story (check out the other picture with this article). "It (Privateer 2) looks like it has the depth, beauty and gameplay to win over a new generation of gamers, one which has grown accustomed to being blown away with each ORIGIN release. Once you enter battle, you get a superb 3D engine, faster than Wing Commander's, with high-resolution graphics and a series of little details setting it apart from the pack."

Steve also took a gander at Ultima Online and Ultima IX. "Ultima is back with a vengeance," Bauman wrote. "After spending a day with the producers and directors (of both games), it's clear that ORIGIN may be able to resurrect the moribund CRPG genre."

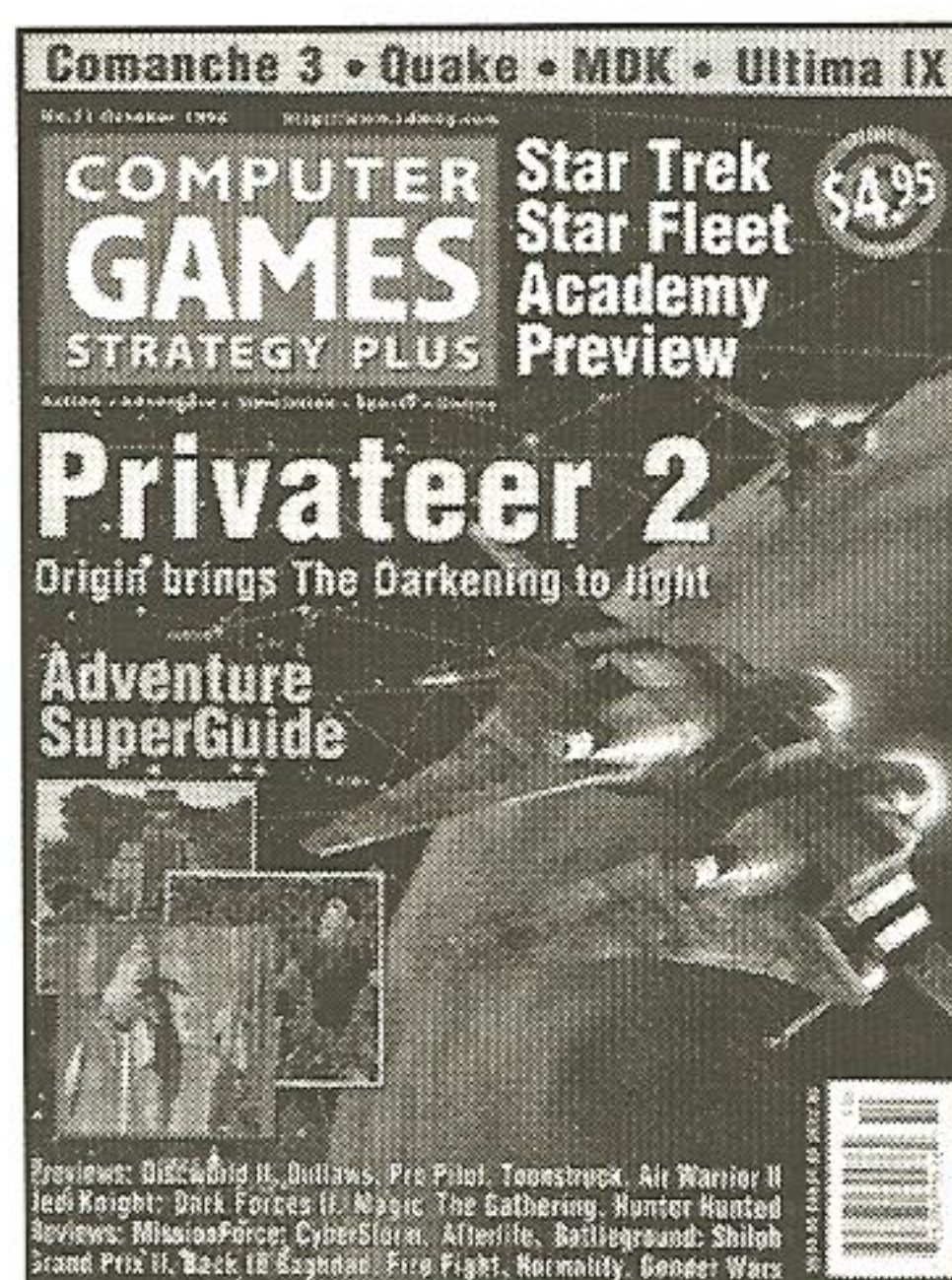
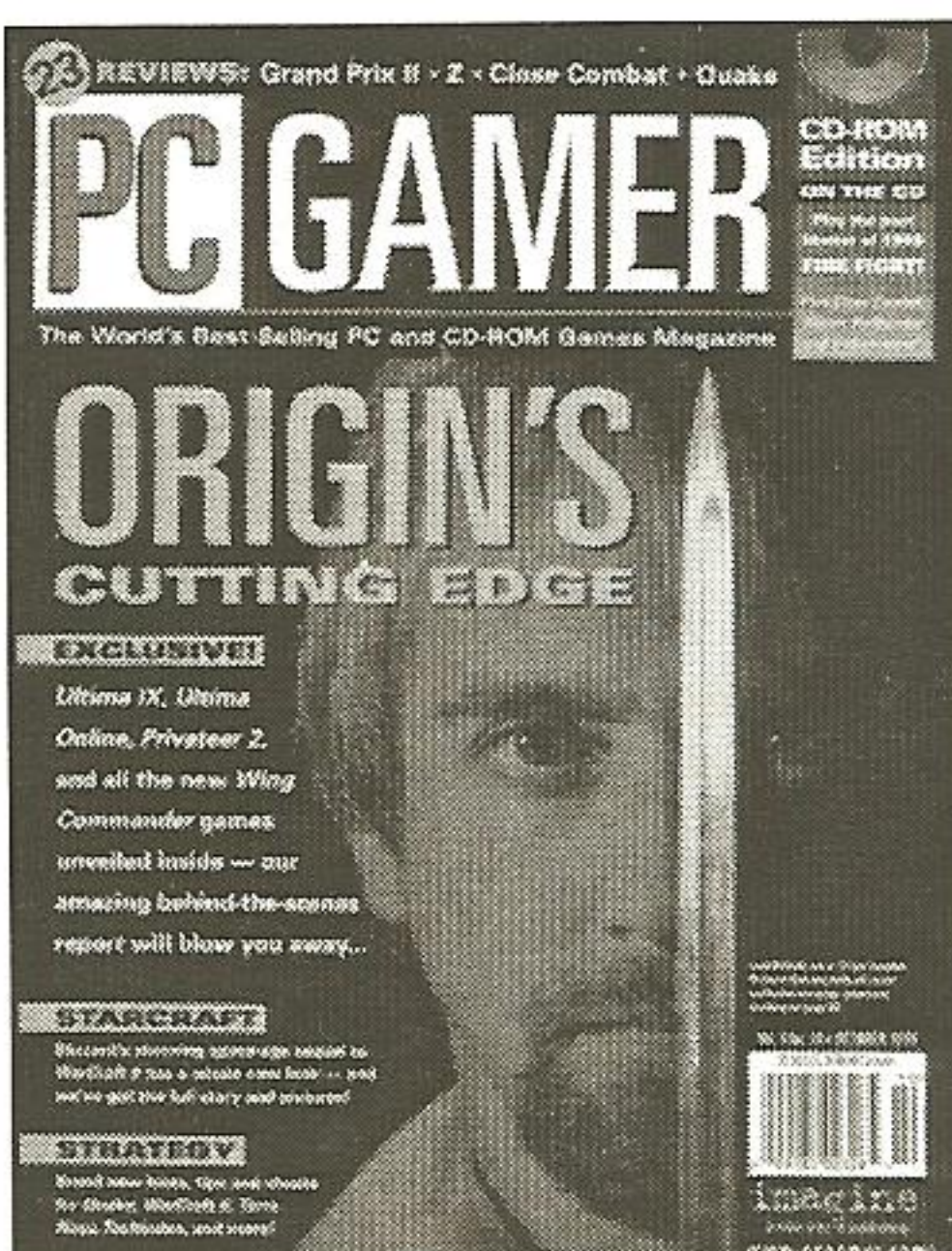
Look for more feature stories on Privateer 2 in October's PC Games, Computer Gaming World and Computer Player.

Meanwhile, writers are starting to gush over the just released Crusader: No Regret. In the September's Computer Gaming World, Peter Olafson spent his entire action column writing about the game. After playing a beta version of the game, Olafson certainly seemed to enjoy blowing things up in the new Crusader. "In No Regret, it's blown deeper into hell—everything must go—and you'll write your path across the moon in handsome, burned-out transformers, equipment, lockers and crates. I hope the Consortium is insured."

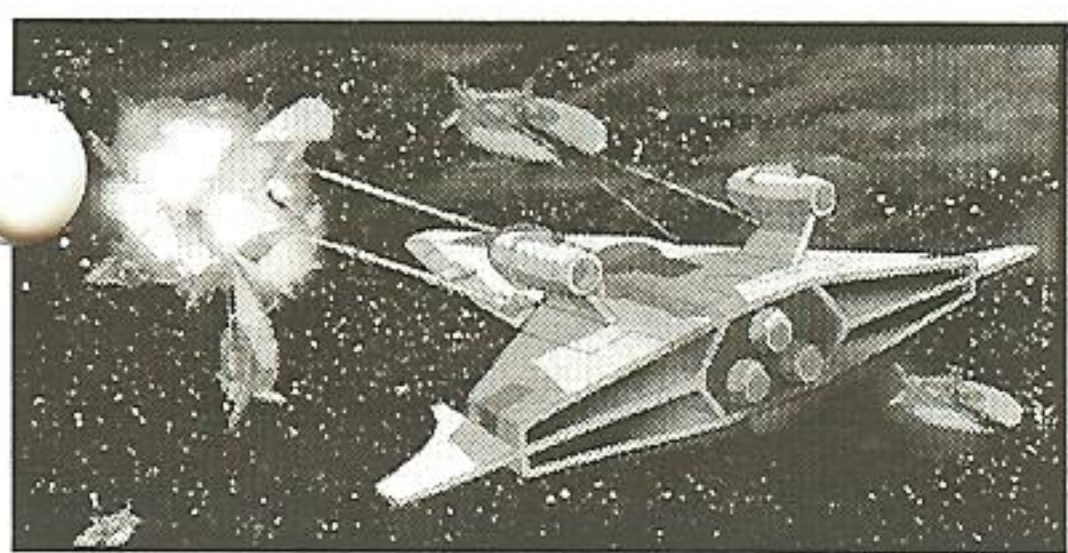
Check out Gamespot on the web and you'll see an early review of Crusader: No Regret (Man, those online mags have a quick turnaround). Joe Hutsko graded No Regret at 89 (a good score under Gamespot's typically strict grading scale). "There's no point in opening here with a witty anecdote or high-brow setup: Crusader: No Regret is simply the best action/adventure game in its class. Without a doubt, Crusader: No Regret's savage last hurrahs are the most horrific and drawn-out demises ever to unfold on a computer screen."

Meanwhile, Longbow continues to draw rants and raves. The latest come from Next Generation, which gave Longbow the magazine's highest possible score of five stars. "One of Longbow's strengths is its utter realism—the AH-64D's cockpit is as close to the real thing as it could be. If you ever had a mild urge to be an attack chopper fighter pilot, you owe it to yourself to buy this game."

Finally, kudos are in order for those of you who worked on Ultima IV. C|Net's Gamecenter has chosen UIV as one of its Top Ten Games of All Time. Coming in at number 8 on the honor roll, editors said the novel idea of having players answer a series of moral questions at the beginning of the game as a method of character generation, "set the tone for what remains one of the most unique role-playing games ever." By the way, the top three games selected by C|Net's staff were Civilization, Doom and Warcraft II.



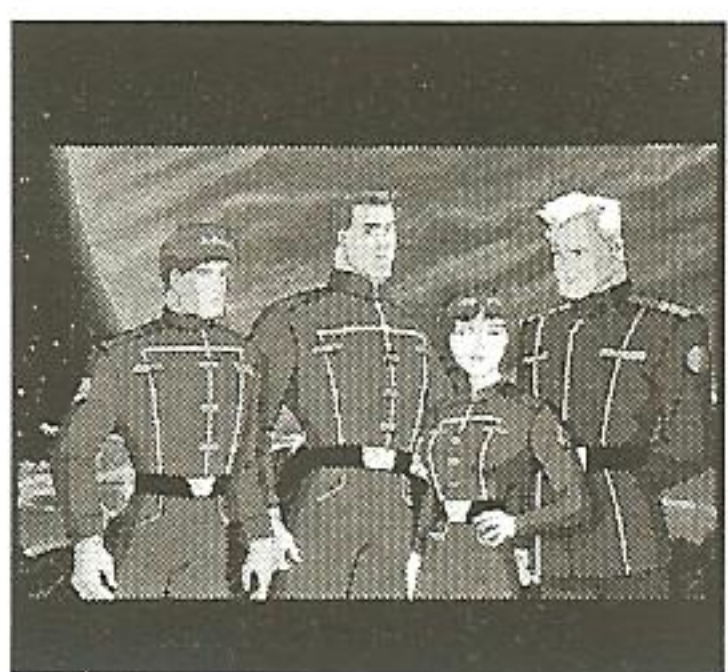
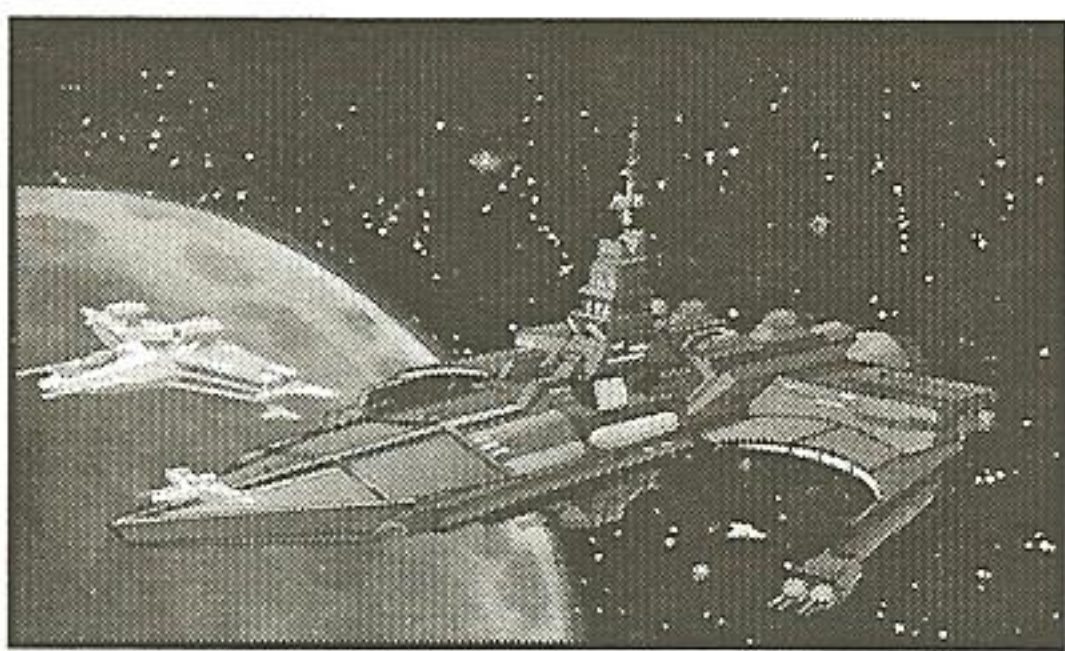
News in Briefsx



Wing Commander Academy: The Animated Series

Inspired by the wildly successful

line of award-winning, top-selling "Wing Commander" interactive CD-ROM computer games, the new action adventure animated series WING COMMANDER ACADEMY soars into a cartoon stratosphere starting tomorrow (Saturday, Sept. 21) at 10:30 a.m. on The USA Network (the show repeats at 9 a.m. Sundays).



Only 85 Days Left Til Christmas Party!

The Historic Driskill Hotel has always been known for its ghostly visitors. As the year draws to a close, one day each December it is home to a special spectre, the Ghost of Christmas Past, and dozens of the Ghost's closest friends from many times past, both real and imaginary.

Mark your calendars and join us at this annual year-end convocation. You're encouraged to come as a traveler from one of these realms, or simply in your best (formal?) wear. You'll find great food, dancing into the night, plenty of door prizes, and even a chance to venture into alternative pasts. But beware, for who knows where or why the Ghost of Christmas Past will choose to manifest itself?

**Saturday, December 14,
7 p.m., the Driskill (on 6th Street)**



Congratulations!

The Origin Creative Services Department has once again been honored by Graphic Design:USA. This year, we received American Graphic Design Awards for the following items:

Wing Commander IV Poster: Artwork by **Sam Yeates** and the Wing IV Team, Art Direction by **Jennifer Davis**.

Crack Dot Com: Abuse Poster: Artwork by Sam Yeates and Crack Dot Com, Art Direction by **John Bowie**.

Crusader: No Remorse Box: Artwork by Beverly Garland and Jennifer Davis, Art Direction by Jennifer Davis.

Crusader: No Remorse Materials: (this is everything that went into the box, includes Newsletter, Resistance Manual, WEC Manual, Playguide, CD Label, Install Guide and Ref Card) Designers include: John Bowie, **Catherine Cantieri**, **Al Carnley**, Jennifer Davis, **Trey Hermann**, **Robin McShaffry**. Overall Art Direction by Jennifer Davis.

Crusader: No Remorse Point of Purchase Screenie: Designer, John Bowie.

Go ORIGIN!

It's another action-packed season of basketball and ORIGIN is gonna be there. Liven up your Tuesday nights this fall by cheering on the home team. Or, if you dare, you can even join them.

All the action takes place at the House Park Gym, 1214 West Ave. (near 12th and Lamar).

The season opener is just four days away and ORIGIN is ready to hit the hoops against rival powerhouse, Sammy's Shoe Repair. Come watch **Craig Miller** make a three-pointer!

9/24	8 PM	vs.	Sammy's Shoe Repair
10/1	7 PM	vs.	Cobras
10/8	8 PM	vs.	Armadillos
10/15	9 PM	vs.	Covenant Presbyterian
10/22	9 PM	vs.	Crusaders
10/29	9 PM	vs.	SCW
11/19	9 PM	vs.	Cobras
11/26	7 PM	vs.	Sammy's Shoe Repair

For more information about joining in the action, contact **Chris "Slam Dunk" Primozech**.

The London Report

Our man in the field, **Brian Allen**, was recently in London and filed this story about ECTS:

About one third the size of E3, this year's ECTS brought all major game developers together for three days of showing off and fondling products, evaluating the next six months of the gaming industry. And experiencing the European culture (i.e., the option of walking the show floor with a beer in your paw and a cigarette hanging off your lower lip). More than 200 game companies and a handful of hardware companies presented their latest and, hopefully, greatest products in a barn shaped atrium.

Within a 2 tiered, 3000 square foot, hardwood floor booth, EA featured key titles such as Privateer 2, Longbow, Soviet Strike, Dungeon Keeper, Die Hard and Andretti Racing. EA's booth highlights included Darklight's technology, which seemed to impress other companies as well as the press. Die Hard, a hybrid driving, 1st and 3rd person shooter, presents a fully destructible 3D world — the most impressive being the 1st person perspective with an analog gun.

On the Bullfrog front, Dungeon Keeper was the main attraction and was still impressing people. The software did give a good showing, but still has some work to be done. Better weapons effects, multiplayer capabilities, and a destructible world still all need to be implemented yet. Theme Hospital was a pleasant surprise. Also shown were Syndicate Wars and Gene Wars.

BA's quick picks:

WORST OF SHOW — A game called The Perfect Assassin (PC-CD). This third person perspective shooter from a chase camera offered sound effects no better than a cap gun, music as distorted as an AM radio in the Lincoln Tunnel and graphics that were out done by most Atari 2600 games. Don't look for this one at your local retailer.

BEST OF SHOW — Turok: The Dinosaur Hunter (N64) from Iguana. Imagine the Mario 64 world in first per-

son with a whole lot of weapons (missile launchers, chain guns, bow & arrows and more) laying devastation to dinosaurs and human enemies. The graphics are the most impressive at first, but after sending a few enemies into back-flipping deaths with the chain gun and watching dinosaurs flop around like a fish out of water struggling for their life, the game play took precedence. This game and Mario will be well worth owning the hardware.

LEAST PREPARED — Virgin Interactive looked like they had their shit together with an Ultima-like castle booth. But once inside, kiosks had computers with no software running — Screamer 2; titles promoted but no software — Heart of Darkness; and hardware problems — Lands of Lore II (changing out incompatible video cards during the middle of the show.) Although Red Alert was there and is scheduled for this November.

ON THE SKIDS? — Sega had a shack no larger than our weight room. Literally.

SONY PLAYSTATION — Everywhere. F1 racing. Destruction Derby 2. Tekken 2. NHL 97. Crash Bandicoot.

BTW. Nintendo was not at the show.

P.S. Two words. *Beautiful women.*



ECTS attendees flocked to the EA booth.



The exterior of the huge EA booth at ECTS



The view from on high — or at least from atop EA's booth



More sights from on top — the crowded ECTS show floor



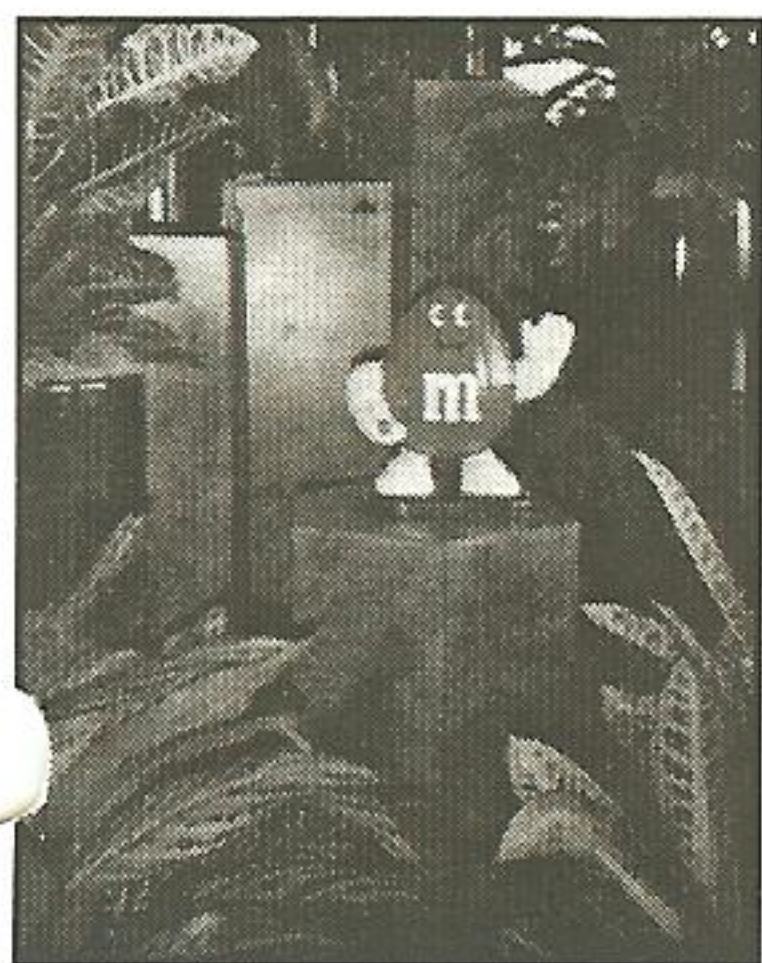
PRODUCT SUPPORT SPOTLIGHT LETTER

I would like to recognize one of your tele-support technicians, **Anthony Salter**, for the outstanding support provided with a problem encountered with the installation of Wing Commander IV. As a former employee of a large computer manufacturer selling and supporting systems over the telephone, I am familiar with the heavy requirements placed on these members of any organization supporting hardware or software in today's market.

The support provided was outstanding through the entire process, including the front-end phone system. I smoothly worked through the menus and was quickly greeted by Anthony moments after being placed in the queue. It was apparent to me from my experience that the system provided to Anthony was well designed to support me as well as capture the relevant data to support me on future calls. Anthony guided me precisely to a solution and waited to assure that the solution worked. It is not always the case that the consumer receives such prompt and accurate support, but it was a pleasure to receive this for the purposes of loading a game and not a business application for once.

I take the time to write this letter as I hear my son blasting away at oncoming intruders on another planet, or something like that. I commend Anthony and your organization for exceeding my expectations from a software vendor. You can count on our continued business.

Robert, Matt, and Brian W.
Georgetown, Texas



Well, the plants all got moved back before Mike Grajeda got back to his office, but I am sure Mr. M&M enjoyed them while they were there.

E O M



If you need a new chair, or the plant in your office dies, or the copier just devoured your report, you'll most likely get in touch with September's employee of the month, **Kathy Dorsett**. Kathy joined the ORIGIN team six years ago, originally as the receptionist. She later moved to direct sales, finance and finally into her current role as Operations and Facilities Coordinator. "It keeps me very busy," said Kathy, "but it's fun."

Jeff Hillhouse thinks she's pretty terrific as well. "Besides all of her other accomplishments, Kathy has patiently and efficiently evaluated all of our Facilities-related vendors and service contracts to cut costs and improve performance."



While her day to day duties are important, it's perhaps the fact that she single handily "turned our company closet into a company store" that endears her to most ORIGINites. Now you can buy all sorts of cool things with the ORIGIN logo, including T-shirts, caps, denim shirts, and jackets. You can also use your "points" to purchase ORIGIN and EA products. Be sure to go by and check out the company store if you haven't been there lately. It's located on the fourth floor, across the hall from her office.

When she's not working, Kathy enjoys spending time going to the basketball and volleyball games that her four teenage kids play, as well as rummaging through the hill country for antiques. "It's great to find those hidden treasures," she said. And you're a real treasure to us, Kathy.



(Kathy's bears.)

Keep up the great work!

Have you checked out the ORIGIN Web Site recently? The external one? Okay, have you looked at any of the other games besides the one you work on? Go now! www.ea.com/origin

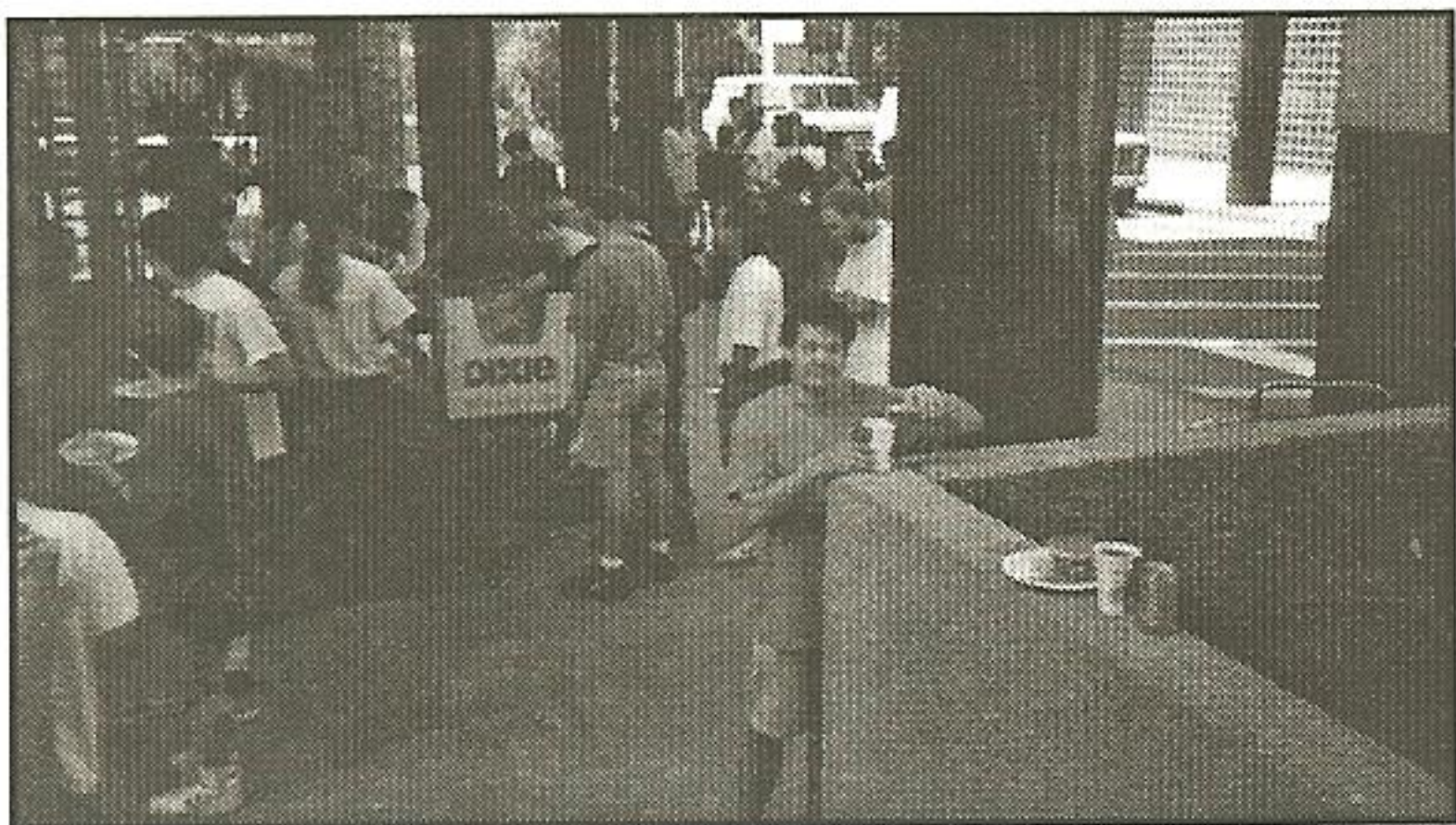
... and a fun cookout was had by all ...



Mark Leon partakes of cookoutage. Don't eat too much before soccer practice, Mark.



Steve Muchow (griller on the left) and Gary McElhaney (griller on the right) brave the heat to bring gourmet burgers, dogs and veggie burgers to hungry ORIGINites.



Chico Marvici (center) got Cookouts started again. Thanks, Chico!

The Future



October

2	Fireside Chat	Mosh Pit
9	Review	
9-11	EA Sales Meeting at ORIGIN	
16	Show and Tell [last of the year]	Mosh Pit
30	Happy Hour [maybe Nov.1]	TBA

November

13	Review	
13	Fireside Chat	Mosh Pit

December

14	ORIGIN Holiday Party 7pm	Driskill Hotel
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Ticker



The latest from Wall Street at 9:54 am, 9.20.96.

	LAST	CHANGE
ERTS (Electronic Arts)	35.625	-0.438
THDO (3DO)	6.500	+0.438
MSFT (Microsoft)	136.000	-1.750
BROD (Bröderbund)	27.125	+0.875
NSCP (Netscape)	49.000	+3.500
SIER (Sierra Online)	41.750	+0.000

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

