ORIGIN: Creator of Software Worlds

Origin is a developer and publisher of state-of-the-art computer entertainment software. ORIGIN'S motto, "*We create worlds,*" symbolizes the company's consistent goal of providing a large-scale entertainment experience for the end-user. Releasing on average six new computer titles each year, plus other associated products including a popular series of computer game hint books, ORIGIN maintains a staff of more than 200 in its two main areas of Product Development and Publishing.

ORIGIN: An International Corporation

ORIGIN was founded in 1983 as an entrepreneurial startup by a team of four: Robert and Richard Garriott; their father, an ex-NASA astronaut, Owen Garriott; and their friend and software author, Charles Bueche. On September 25, 1992, ORIGIN merged with entertainment software industry leader, Electronic Arts, Inc. (NASDAQ: ERTS) of San Mateo, Calif. The combined strengths of ORIGIN's product development talents and Electronic Arts' worldwide marketing power have expanded ORIGIN's influence into every corner of the globe. ORIGIN remains in Austin, Texas and operates independently as a wholly owned subsidiary of Electronic Arts. Housed in 54,000 square feet of modern ergonomically-engineered office space, ORIGIN carries out its mission to design, develop and publish top-of-the-line entertainment software for both home computing and electronic game systems. The company has also developed German, French and Japanese translations of many of its most popular, recent titles.

ORIGIN: A Product Developer and Publisher

Home Computing Products (diskette-based)

During the last 10 years, ORIGIN has produced more than 40 quality titles on all of the major home computer platforms, including IBM, Commodore 64, Apple II, Macintosh, Amiga and Atari ST. Today, it develops solely for high-end IBM and compatible 386/486 personal computers, and for emerging CD-ROM multimedia platforms.

Electronic Game Products (cartridge-based)

Through association with Nintendo developers and publishers, ORIGIN has been involved in the creation of the popular NES products which enjoy widespread success in both Japan and the U.S. Many other titles are also currently under development for Nintendo platforms. ORIGIN is actively engaged in the development of CD-enhanced, Super NES, Nintendo GAME BOY, Fujitsu FM-TOWNS and SEGA products as well as innovative development for the new 3DO CD system.

ORIGIN: The Executive Management Group

Richard Garriott	Sr. Vice President	Creative Director
Marten Davies	Vice President	Sales
Chris Roberts	Vice President	Executive Producer
Jennie Evans	Director	Marketing
Warren Spector	Senior Producer	Product Development

Richard Garriott, Senior Vice President/Director of Development

Richard Garriott (a.k.a. "Lord British") pioneered computer gaming with his release of *Akalabeth* in 1979. That led to the highly acclaimed and award-winning *ULTIMA* series, one of the highest-grossing single product lines in the history of entertainment software. In addition to Garriott's great domestic success, the *ULTIMA* software series has become a genuine sensation internationally. Record sales levels have been achieved in Japan, where the *ULTIMA* world and characters have spawned many other products, including children's cartoons, comic books, novels and popular songs. The *ULTIMA* line is also being developed for U.S. distribution on Super NES, GAME BOY and Sega systems. Garriott also serves as an Executive Producer for the Electronic Arts organization.

Marten Davies, Vice President/Sales

Marten Davies brings to ORIGIN more than 20 years of diversified international sales, marketing and management experience, with half of those years spent in the entertainment software industry. Prior to joining ORIGIN, Davies served as VP of Sales for Intracorp, Inc., where he managed sales operations

to all major distributors, mass merchants, major retailers and dealers in the U.S. and Canada. Previously, he was the founder and president of Firebird Licensees, Inc., the U.S. entertainment software subsidiary of the diversified U.K. giant British Telecommunications Ltd. Davies has also held senior management positions in Europe with Softek International, Computer Games Ltd., Pentax and British *Ever Ready.* Davies' combined marketing and sales experience serves as a great asset to ORIGIN's mission of achieving "top sales" honors for each of its quality entertainment titles. He also leads the company's marketing and sales expansion into the booming European market.

Chris Roberts, Vice President/Executive Producer

Chris Roberts' success started in the British computer gaming industry, where he had three #1 hits before joining forces with ORIGIN in 1987. He pioneered the move to projects with specialized teams of programmers, artists, writers and musicians. Roberts' first project with ORIGIN, *Times of Lore,* hit #1 on Ingram's Best-Seller list in 1988. He followed that achievement with *Bad Blood* the next Spring, then *Wing Commander* in the fall. Roberts' game design ideas and advances in PC technology (386/486 processors, VGA graphics and sound cards) combined to make *Wing Commander* the new standard in PC games. It created a new genre of entertainment software - interactive cinema - and simultaneously created a second flagship product line for ORIGIN. The *Wing Commander* series and its associated products have garnered a host of awards and sold more than 1,500,000 units worldwide. As Executive Producer, Roberts blends his vision and technical expertise to keep ORIGIN on the cutting edge of computer entertainment. He continues to produce/direct one to two major titles each year.

Jennie Evans, Director of Marketing

Jennie Evans' career spans the spectrum of marketing, sales and public relations, beginning with her position in the publishing industry in 1986, working as office manager with South Western Newspapers Ltd. in England. From there, Evans, an English native, moved to Future Publishing, first as an advertising sales executive and later as advertising Manager. In 1991, she became ORIGIN's sole European employee, directing sales and marketing through the company's overseas distributor. As European Brand Manager in London, she built the ORIGIN brand into a leader in the United Kingdom, France and Germany. In 1992, she joined Electronic Arts after the California company acquired ORIGIN, rising from Product Manager to Product Marketing Manager. In April of 1994 she moved into her current position at ORIGIN headquarters in Austin where she oversees and directs ORIGIN's worldwide brand and product marketing.

Warren Spector, Senior Producer

When he joined ORIGIN in 1989, Warren Spector brought six years of experience in pencil-and-paper games. He worked as Editor-in-Chief of Steve Jackson Games and Supervisor of the game division of industry leader TSR, publishers of the *Dungeons & Dragons* roleplaying game. He was best-known as the editor/developer of award-winning and best-selling roleplaying and boardgames like *TOON: The Cartoon Roleplaying Game*, the *Top Secret/S.I.* game, the *Bullwinkle & Rocky Party Roleplaying Game* and the *Advanced Dungeons & Dragons 2nd Edition Dungeon Masters Guide.* His electronic gaming credits have been equally impressive. He started as an Associate Producer with Richard Garriott on *Ultima VI*, and with Chris Roberts on *Wing Commander* and *Bad Blood.* As Producer (and later, Senior Producer), he struck out on his own with such innovative titles as the Victorian science fiction adventure *Martian Dreams,* the award-winning *Ultima Underworld* games, the critically acclaimed *Ultima VII Part 2: Serpent Isle,* and *Wings of Glory,* a cinematic flight game set in the closing years of World War I.

Andy Hollis, Senior Producer

Andy Hollis is another true pioneer in entertainment software. As a founding member of MicroProse Software, he designed and programmed many of that company's top flight simulations, including *Mig Alley, Kennedy Approach, Gunship, F19 Stealth Fighter, F15 Strike Eagle II* and *F15 Strike Eagle III*, as well as the science fiction titles *Lightspeed* and *Hyperspeed.* His programming expertise covers multiple computer platforms. Hollis joined ORIGIN in 1993 to launch a new line of military simulations.

PUBLISHING

Publishing consists of more than 40 individuals in the areas of Accounting, MIS, Administrative Assistance, Warehouse & Shipping, Production and Manufacturing, Purchasing, Marketing, Sales, Creative Services, Publications and Media Relations.

PRODUCT DEVELOPMENT

Product Development comprises more than 190 individuals in the areas of Management, Producing/Directing, Design, Software Engineering, Computer Graphics, Music and Sound, Writing, and Product Support.