

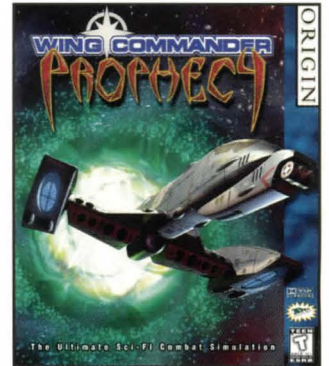


We create **worlds**<sup>TM</sup>

We celebrate our successes.

ORIGIN™ is an international corporation co-founded in 1983 by Richard and Robert Garriott in their parents' garage. After growing rapidly to become a leader in its field, ORIGIN merged with Electronic Arts in 1992. ORIGIN operates independently as a wholly owned subsidiary of Electronic Arts and is headquartered in Austin, Texas. More than 200 dedicated full-time employees including producers, programmers, artists, designers, testers and marketers design, develop and publish incredible electronic games.

ORIGIN creates worlds of immersive simulation and technological innovation. We create worlds with unparalleled attention to detail, setting new standards in interactive entertainment. But most of all, we create worlds of fun.



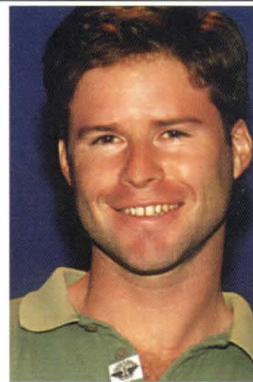
We take our dogs to work.

We create worlds every single day.

This is our management team.

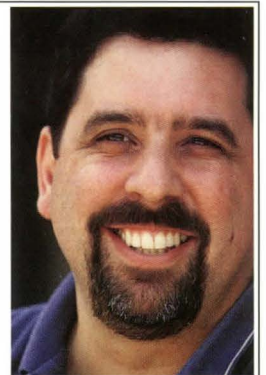
## CHRIS MCKIBBIN

Chief Operating Officer



**Chris** joined ORIGIN as the chief operating officer in June 1998. Before relocating to Austin, he was the chief financial officer and director of digital production for Electronic Arts Canada. Prior to EA, Chris served as chief financial officer and vice president of new media for Digital Domain, a Hollywood special effects company, where he was an original member of the senior executive team. At ORIGIN, Chris oversees the day-to-day functioning of studio operations, and administration.

**Mike** joined Electronic Arts in 1989 and held various finance positions until he transferred to ORIGIN in 1993 to serve as director of finance. Since then, he has served as chief operating officer of ORIGIN as well as chief operating officer of the entertainment division of Electronic Arts. His responsibilities at ORIGIN include managing the finance, human resources, facilities, network and technical services departments.



**MIKE GRAJEDA**  
Chief Financial and  
Administration Officer

## NEIL YOUNG

General Manager



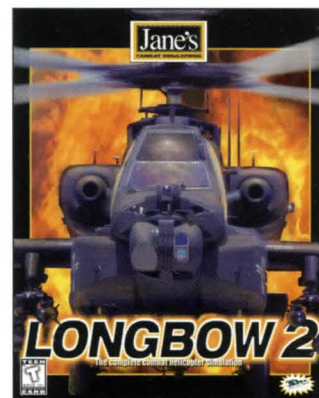
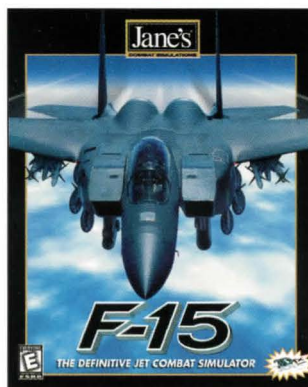
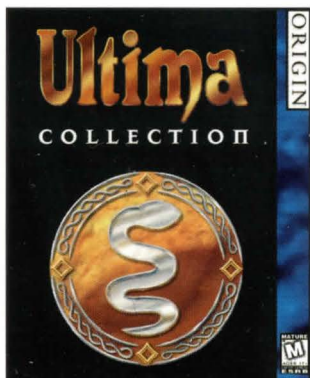
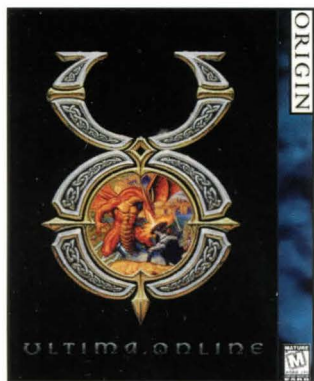
**Neil** started in 1989 as a programmer and producer with Imagitec. He joined Probe Software in 1990 as a senior producer and worked on titles for Acclaim, Sega, Hudson, Virgin Interactive and US Gold. Neil joined Virgin in 1992 and later became vice president product development. Neil took on his current role at ORIGIN in June, 1997 and provides business and production leadership in internal and external title development.



**CHRISTOPHER YATES**  
Chief Technology Officer

**Chris** started as a programmer at Westwood Studios in 1988 and rose to VP, research & development. Virgin acquired Westwood in 1992, and in 1994, Chris joined the parent company as vice president technology & operations. Most recently he ran Virgin's online business unit. Chris became vice president and chief technical officer of ORIGIN in June, 1997 and with Neil Young, co-manages the ORIGIN Studio. He provides technological leadership for ORIGIN's internal development efforts.





• We play volleyball on the lawn.

• We drop pumpkins off the roof.

## RICHARD GARRIOTT

Executive Designer



**Richard** (a.k.a. "Lord British") pioneered computer gaming with his 1979 release of *Akalabeth*, the predecessor to the award-winning *Ultima*™ series. *Ultima* remains one of the highest-grossing single product lines in the history of entertainment software. In 1997 the series broke new ground on the Internet with the release of *Ultima Online*. Throughout his career, Richard has received extensive praise and numerous awards, including Computer Gaming World's 15 Most Influential Industry Players and Next Generation's America's Elite.

## ROD NAKAMOTO

Executive Producer



**Rod** designed the MockingBoard for the Apple II in 1981. From 1984 to 1992, Rod was president and owner of Interactive Designs, which was acquired by Sega in 1993. His successes range from the 1984 release *Ikari Warriors*, one of the first games to utilize EGA graphics technology, to Sega's 1993 release, *Eternal Champions*, the division's first million-unit seller. At ORIGIN, Rod serves as the executive producer of the Maverick development team, which creates the *Wing Commander* series.

**Andy** is a true pioneer in entertainment software. As a founding member of MicroProse Software®, he designed and programmed many top flight simulations. In 1993 Andy joined ORIGIN to launch Jane's® Combat Simulations with the *Longbow* line of helicopter sims. His latest product, *Jane's F-15* is known as the definitive jet combat simulator. Additionally, Andy heads a remote development group in Baltimore, Maryland, and is responsible for the company's development relationship with Sid Meier and Firaxis Games™.



## ANDY HOLLIS

Executive Producer

**Jeff** joined ORIGIN as the executive producer of Lord British Productions in March, 1998 bringing with him an extensive background in the software industry. Most recently he was the executive director of interactive at Paramount Pictures/Viacom Consumer Products where he managed its software business, including the *Star Trek* properties. Prior to his work with Paramount, Jeff served as the vice president of operations at Mission Studios, and he has practiced law as a litigation attorney.



## JEFFREY K. ANDERSON

Executive Producer



And by the way, we made a few award-winning games last year. Probably do some more this year.

#### ULTIMA ONLINE

"Blazing the path of online gaming's future."

"No other online game does it better than Ultima Online."

— CNET Gamecenter

"This incarnation of Britannia is its most ambitious yet." · "I personally became totally absorbed with the possibilities. I'll be back, time and time again, to see what I can contribute to the experience." · "Utterly absorbing and ambitious ..."

— PC Games

"Not once in gaming history has a game done so much so well."

— The Blank Gaming Newsletter

"The best on-line gaming experience we've ever had." · "Amazing, simply amazing!" · "A definite winner."

— Happy Puppy

"The depth, complexity and graphic detail of this role-playing game are astonishing." · "The detail in graphics defies description."

— The Boston Globe

"Ambitious?...ambitious is an understatement!"

— GamePower

"Ultima Online attempts to live up to Origin's motto of 'creating new worlds,' and it's succeeded."

— Boot

"In the end, Ultima Online practically defies critical analysis because everyone's experience will be different." · "Britannia is what you make of it. Have fun."

— Next Generation

"This is the game that will 'start it all.' You owe it to yourself to see what all the fuss is about."

— Time Out New York

"... Ultima Online is one of the most significant computer game releases ever." · "Best of '97: Online-Only Game"

— Online Gaming Review

"The game's potential is what keeps people coming back." · "It's a wonder to look at."

— Wired

#### Longbow 2

"Not since Gunship 2000 has a rotary-wing simulation been as ambitious ... and as much fun."

— Computer Games Strategy Plus

"It simply doesn't get any better than Longbow 2."

— Online Gaming Review

"Authentic, exciting, immersive and graphically dazzling, this is a sim that transcends its genre." · "A textbook example of how to make a successful sequel." · "A benchmark sim far beyond its award-winning predecessor." · "Oozes realism: gorgeous graphics; immersive environment." · "This helicopter sim is even better the second time around."

— Computer Gaming World

"Combat sims don't get any better than this."

"Longbow 2 is pushed into a rarefied stratosphere exceeding the service ceiling of any other combat flight sim I've flown." · "The most visually appealing, realistic, and immersive flight experience outside of a bona fide military simulator."

— PC Games

"As real as it gets." · "As close to a perfect product as you're likely to see."

— Boot

"You won't find more convincing or impressive graphics anywhere else."

— PC Gamer

"The hardware-accelerated visuals are truly breathtaking to behold."

— GameSpot

"Longbow 2 is the best simulation available, bar none."

— CNET Gamecenter

#### Wing Commander: Prophecy

"Space Sim Game of the Year" · "The 3D engine beats anything on the market." · "Completely reinvents the space simulator genre."

— Computer Gaming World

"... the new high-water mark for space combat sims."

— Next Generation Online

"... downright awe-inspiring."

— GameSpot

"... shimmers with an almost magical playability."

— CNET Gamecenter

"Sci-fi Sim of the Year"

— Computer Games Strategy Plus

"This looks set to blow all other space games away."

— PC Gamer

"Best Action/Simulation"

— GameSpot Reader's Choice Awards 1997

#### ORIGIN: An Electronic Arts Company

Electronic Arts, headquartered in San Mateo, California, is the world's leading interactive entertainment software company. Founded in 1982, Electronic Arts posted revenues of \$860 million for calendar 1997. The company develops, publishes and distributes software worldwide for personal computers and advanced entertainment systems such as the PlayStation® and Nintendo® 64. Electronic Arts markets its products under six brand names: Electronic Arts, EA SPORTS™, Maxis™, ORIGIN

Systems™ Inc., Bullfrog™ Productions Ltd. and Jane's® Combat Simulations. EA has international subsidiaries and distribution in more than 75 countries worldwide. The company has North American development operations in San Mateo and Walnut Creek, California; Baltimore, Maryland; Austin, Texas; Maitland, Florida; Seattle, Washington; and Vancouver, British Columbia. More information about EA's products and full text of press releases can be found on the Internet at <http://www.ea.com>.

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