ORIGIN'S TWO TOP VISIONARIES: A Study in Contrast

Richard Garriott and Chris Roberts. Born in the other's homeland. Each maintaining very different lifestyles. Having contrary and passionate views on just about everything. Their common bond: a life-long commitment to creating the best possible games that computer technology will allow. Approaching game design from opposite perspectives, they listen to, learn from, and influence each other continuously. The result is a steady stream of top quality ORIGIN games, certain to deliver the best that these two powerhouse talents have to offer.

RICHARD GARRIOTT

Cambridge (U.K.)-born and Houston-raised, *Ultima* creator Richard Garriott began designing and programming computer games in his early teens, working on the mainframe terminal in his high school math department. He developed dozens of fantasy roleplaying games on the mainframe before starting work on his first Apple II home computer. Not long thereafter, he completed *Akalabeth*, precursor to the *Ultima* series. Its disks were duplicated one at a time and packaged in zip-lock baggies with a photocopied cover-and-instructions sheet.

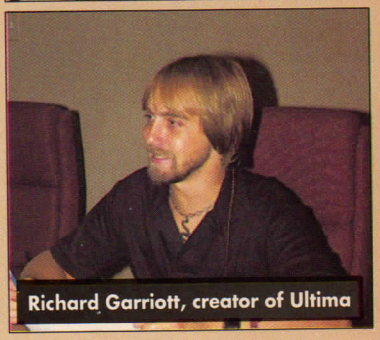
> "A great game should have a profound storyline and be richly detailed."
>
> ***Richard Garriott***

Today in *Ultima* development-team meetings, Garriott sounds more like a football coach giving a half-time talk than a programmer discussing code. Though the coordination of such a large team places a heavy demand on his time, he works directly with each member of his team to ensure that every *Ultima* game remains true to his personal vision.

Outside the office, Garriott is an avid amateur astronomer and collector of antique scientific equipment. On weekends, he can often be found participating in one of his favorite action sports, which include sky-diving, dirt-biking, spelunking and paint-gun wargames. He's recently begun lessons as a glider-plane pilot. And to break up the long hours that come at the end of every software project, Garriott often leads his team through the halls of ORIGIN in a rousing game of laser tag! ■

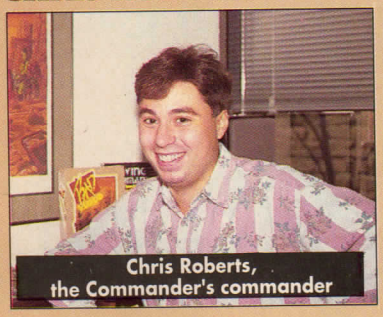


Lord British, king of Britannia



Richard Garriott, creator of Ultima

CHRIS ROBERTS



Chris Roberts, the Commander's commander

Although Chris Roberts was born in California, he grew up in Manchester, England. He began working on the BBC Microcomputer, a British-made machine, at the age of thirteen, and was soon hooked. Within a year, he had sold his first computer game, programmed in BASIC, to the British magazine, *Micro User*. In 1983, Roberts switched to Assembly language, and wrote three games, each of which were released separately. Of these, both *Wizador* and *Stryker's Run* reached number one on the British charts.

> "A great game should be an interactive audio-visual feast that draws you into another world."
>
> ***Chris Roberts***

Roberts debuted for ORIGIN and the American market with the medieval fantasy *Times of Lore*, in 1988, and *Bad Blood*, a post-holocaust roleplaying game, in 1990. Roberts' next project, *Wing Commander*, skyrocketed to the top of the charts in late 1990, and has stayed there for a full year. *Wing Commander, Secret Missions* and *Secret Missions 2: Crusade* continue to hold three places in Software Publishers Association's "Top 25 MS-DOS Games" hit list. With *Wing Commander II* recently released and *Strike Commander* debuting this winter, we can look forward to Roberts' continued domination of the action/simulator field.

Often, Chris and his team work into the early hours of the morning, head home for a quick shower and a few hours' sleep, then come straight back to work. When the time comes for Roberts and his team to blow off some steam, they can often be found at the lake, ripping up the water on jet skis, or standing in line for the latest blockbuster motion picture. Roberts derives much of his inspiration from movies, and pays close attention to film industry trends to guide his own work. ■