

GX Internal Company Newsletter

“Where Gamers Extreme talks about itself.”

Joel presents:

Gamers.com Status:

The message boards are in beta phase now, and the search is almost complete. The editorial team is collecting information in text files that will be automatically entered into the database later. Matt is working on the interface that will allow editorial to enter data.

Dennis presents:

the Thresh Report:

Currently talking with: Sony Playstation and finalizing the messageboards contract; Frank Patterson and Tom from Tomshardware and trying to nail down the deal points to finalize the Tomshardware/GXNetwork deal; Kenny Pate at Excite@Home and trying to figure out exactly what we want to provide, and what they want; David Harrison from a game company about licensing the Qoole source code; Brett Schnepf from Microsoft about the content Firingsquad will be providing on the MSN mouse page; Daniel Verrico from Gamelet (just beginning discussions) about what Gamelet can provide us, and what GXNetwork can provide them; a reporter from a Swedish magazine; Brian Moriarty from Mpath and several other folks about communities, interaction, etc. (it's for a discussion panel).

Joel presents: Office Manager foo:

Uhh... tell people to clean up after themselves, stay out of meetings that don't involve them, and... uh... try to be productive!

Kenn presents: the Firing Squad report:

This last Sunday, our own James Yu ventured forth into the foreign and roiling lands of southern California to brave the annual Siggraph convention - the Special Interest Group for Graphics. His mission? Penetrate the secretive shroud surrounding Bitboy's mysterious 3D accelerator, the Glaze3D. In less than 24 hours, he came, he saw, he conquered, and FiringSquad had an exclusive update on the next generation of 3D video. - *Happy Birthday Kenn! August 20th*

Nat presents: the hamsters:

The hamsters are still alive and well, and project Little Furry Death Machines is progressing steadily. By feeding the hamsters with an occasional treat of meat, tormenting them by letting them taste freedom, and letting them taste blood, we will soon show the world what the true meaning of terror is.

Mid-August 1999

Editor's Note:

Welcome to what could be the first of many internal company newsletters. As the company grows, we gotta keep in touch with all the stuff we're doing and the wonderful wackos we work with and so this sheet intends to clue you in on what happened and what's happening now - hey hey hey. If you got something for the next issue, send it along to justin@gamers.com

Lyle presents: the Office Situation:

We have proposals out to 4 different places, all around 9-10k sq ft. Haven't heard back from any place yet, but our 1st choice is EmeryTech. We need someone to check out the place next to our Shattuck office and see if we could lease the place on a month-to-month basis till we move.

Nick presents: the Tech Update:

Work continues on gamers.com. The search interface is mostly complete — still missing is the user interface for manipulating the data. Data collection continues on schedule. Message boards are almost done. Notes interface is complete. User database routines are usable but still lacking specific features. Server machines have been ordered, and we are still investigating a load balancing solution.

Buff1 (GXNetwork hosting server) continues to grow. We are now exceeding 16 million hits per week on buff1 across a total of 60 sites (with 5 new sites to be added). Total traffic for gamers + firingsquad + hosted sites is now averaging 4.2 Mbits/sec with bursts to 8.0 Mbits/sec (bandwidth charts are available upon request). Reliability of buff1 continues to be excellent, with less than 20 minutes of downtime per week (99.2% reliability) (most downtime is scheduled downtime).

new @  GAMERS.COM.
name - dept - handle/icq

Hank Peng - Edit - Ever/46242601

Chris Johnson - Tech - ozy/410005

Tricia Gray - PR - thedish/46181932

Ying Chen - Marketing - Ying/45648319

Justin Hall - Edit - fusty/5246346

James Mecham - Edit - ThumP/421940

Kirk Yokomizo - Dev - NoComment/42940896

nemesis:

TEAM FORTRESS 4 L1F3

james:

Quake 3 test, what else is there?

jest/tim:

pc - quake 3 and brood war, i suck at both!

psx - street fighter alpha 3

kenn:

I get a couple of Q3A games in a week. Nothing else.

calbear/bob:

waiting for something better but I guess for review: NBA Inside Drive 2000

For kicks: Q3 and Starcraft

wish I had time to play: Mechwarrior 3

assassin/sam:

quake3, starseige tribes, half-life counterstrike, teamfortress classic, action quake2

binky/nat:

q3arena, RC pro-am, midtown madness, maniac mansion, in no particular order.

Ever/hank:

ahh... basically a bunch of sports games for psx, like Tiger Woods Golf and collegiate football, otherwise I spend a lot of my free time these days working on my live golf game :P

fusty/justin:

anything for the playstation, system shock 2 demo, abandonware

NoComment/Kirk:

q3

ThumP/James:

well, I'm an AOE (age of empires) guy, but I haven't played in quite a while really—even though it's what I'm best at. I used to play a considerable amount of Unreal, but have recently converted to Q3 because that's what everyone else is doing. I guess I just can't handle peer pressure :)

thedish/trish:

soul calibur for dreamcast

mikey:

quake 3

Joel/Wemmick:

Pocket Pool & 8-Ball

**gx - what
are you
playing?**

did you know that bob's recent FS article on NFL Fever 2k had over 80 screenshots?

Notes and Questions:

John asks that you send him your feedback on renaming the company: got anything cooler than Lithium? to john@gamers.com

hey trish name your top five CDs:

Elliott- US Songs

Texas is the Reason- DO You Know Who You Are?

Jets to Brazil- Orange Rhyming Dictionary

Souls of Mischief- '93 til Infinity

Knapsack- this Conversation is ending starting right now

hey Chris Johnson, what do you do?

I am the IT department (along with NICK) inside the dev department. I make sure anything network / server / workstation related is up and running and properly administered. I also build, maintain and make sure all gamers servers are operational and properly tuned and functional. I do hardware research, provisioning, and setup all new site related equipment.

Come see me if anything goes wrong dealing with your connectivity, desktop workstation, server performance, or downtime so that I can make you productive again!

hey james, what's with the urinal?

The urinal in the men's bathroom is still off limits because we don't have any blue cakes. Did we ever have blue cakes?

hey terence, what was the last movie you saw?
southpark. you don't eat or drink or mow the lawn.

local restaurant review deathmatch:

Cancun

(taqueria; to the right, around Eddie Bauer, past the construction)

Bob/CalBear:

Sure it's a smidge on the expensive side but Cancun has by far the best quality Mexican food in Berkeley. Service is instantaneous, the salsa bar has a wide selection, and their carnitas dishes can't be beat. Don't listen to ghetto assholes like Binky - just get a carnitas super burrito and a strawberry agua fresca. NOW. Dammit.

Nat/Binky:

Going to Cancun is like going to a bad hooker; it costs a lot, is unsatisfying, and might leave you with a nasty disease. actually, come to think of it, I only ate at Cancun once. then I decided it sucked. although they do have Horchata mmmmm, Horchata it wans't the best Horchata I ever had, tho. they have better Horchata in Cancun. [Editor's Note: "Cancun" means snake's nest in ancient Aztec]

> where are you from?

Dublin, CA (east bay area) Born in Walnut Creek, CA

> when is your birthday?

3/1/78

> when did you come to work at gx?

Beginning of July

> why did you come to work at gx?

I was going to be home in northern california for the summer and the fall working a co-op at sun microsystems in menlo park. Around the same time all that was getting set up, matt was also going to start a job in san mateo. we rented an apt together in foster city about 1 month before i was going to start at sun. the week matt started, he told me he was taking a job in berkeley. (gx) So we canceled the apt, and I moved in with a friend in santa clara. Two weeks into my co-op at sun, matt had me come in and talk to lyle about the company. I had heard about the company from matt, but I didn't know anything about what the company's goals were and where it was going. After the initial talk with lyle i was pretty convinced that gx was a kickass company. I started coming in after work for a week until I left sun completely 1 week later.



I came to work at gx because I liked where the company was going. The development goals seemed lofty, but the atmosphere of working for the good of the company as opposed to working for a manager in a huge company was something I preferred anyway. The projects sounded interesting, and the people were really cool.

> what is the best feature of the new gamers.com site?

search/messageboards4.0/g-notes/ecommerce/chats/GotD/everything..heh

> where is your favourite place to eat near the office?

cancun/great china (minus the tipping incident)

> what do you do at gx?

mostly backend web development asp/sql stuff - working on the message boards with mikey at the moment

> what do you do when you're not at the office?

sleep. shower. commute.

> if this company makes you a millionaire, what would you do next?

probably finish off my last few quarters at ucla. then study to be a sushi chef in japan.

> what was the last book you read?

Core Java 1.2 (haha)

> what's your all time favourite game and why?

probably doom2 because it was the first fps networked game that I played a ton of. (modem)

> if we spend over 10 hours a day with you, what should we know about you?

I work better at night, I eat a lot of candy, and I drink a lot of coffee. So if you need candy, kendama tips, s.e.s movies, lemmie know. (s.e.s is this korean pop band. I'd tell you to ask wayne, but he's over in korea chasing one of the members.)

Kirk Yokomizo

GX-NoComment

5'10" / 135 lbs

gx since july '99