

## Welcome to Epic. We hope you enjoy your self-guided tour.

Please remember Epic is a business, and we ask you to follow a few simple rules:

1. Please be quiet in the halls, so people can work without distraction.
2. Please stick to the tour path and don't wander off into other halls, into break rooms, etc.
3. Please don't eat the food (for example, cookies) or drink the beverages (for example, coffee or juice). They are for staff.
4. Please do not eat lunch in our cafeteria. The cafeteria is for staff.

Thanks for your attention to these requests.

# Welcome to Epic's Intergalactic Headquarters

Welcome to the Prairie Campus, Epic's first group of buildings in Verona. Surrounding a garden courtyard, these buildings began the Epic tradition of individual themes and celestial names. Our facilities are designed to promote productivity and help us attract talent, while being conscious of cost and environmental impact.

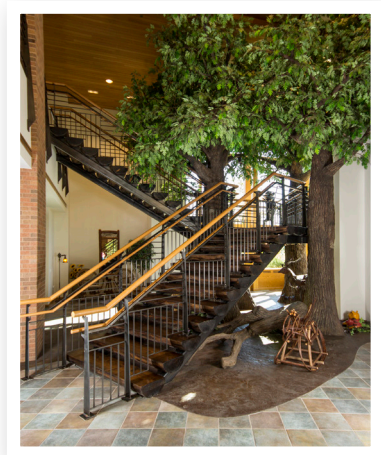
If at any point you become turned around, feel free to ask any Epic employee for directions.

### 1 Boathouse Conference Room and Cavey Den

Immediately across from reception is the Boathouse conference room. Feel free to peek in for a quick jaunt on the lake if it isn't occupied.



Just beyond reception, you will see a large tree staircase. Peek underneath it to find the Cavey Den. Share a story inside or take a turn on the bent willow rocking horse, Kholstomer (be careful, the ears are sharp). Then walk back past reception to the Walls of Hands. These are handprints of staff who have been with Epic for 10 years or more. Many years ago we ran out of space so the rest are displayed in Voyager Hall's Epicenter Lobby.



### 2 Sunroom and Fireplace

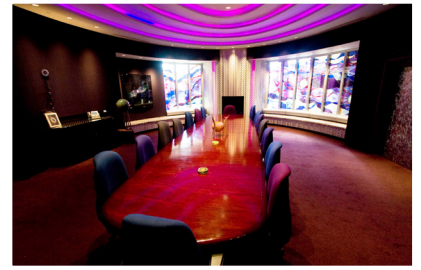
Walk back towards the Sunroom, a sunny, winding corridor used to host candidates and occasional receptions. On cold winter days, the fireplace is lit and employees with laptops find a cozy seat nearby to do their work. Epic software is integrated, so it's important for our employees to be able to meet face-to-face while designing, building, and testing it. The campus is designed to boost productivity and each building has a unique theme to inspire creativity and help with wayfinding. This building, Andromeda, is eclectic.



### 3 Visitor conference rooms

#### A. GALAXY

Continue through the Sunroom and follow the curved stained glass windows around to the right to find the door to the Galaxy conference room. As one of the conference rooms set aside for visitors, Galaxy is more dramatically themed than those regularly used by staff.

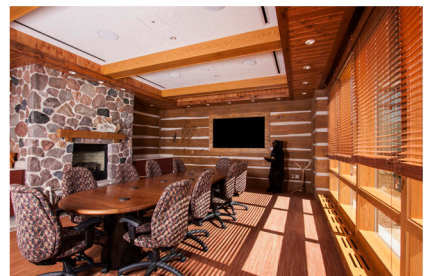


#### B. ICE PALACE

Exit Galaxy to your right and walk down the first hallway on the left. Continue until you see the small polar bear welcoming you to a room inspired by cold Wisconsin winters, the Ice Palace. Feel free to bundle up and explore it if it's not in use.

#### C. LODGE

Exit the Ice Palace, take a few steps to your left, and walk straight down the hallway towards the dragons. Turn right and walk down the hall past the three bowing birds until you see the rustic Lodge conference room on your left.



#### D. FARM

When done in the Lodge, head back to the open area near the dragon staircase. Turn right at the base of the stairs and walk down the hallway past the dog on his tricycle. You may notice that all of our staff work in offices instead of cubicles. Studies have shown that people are up to two-and-a-half times more productive in an office.

At the far end of the hall, you will see the doors to the Farm conference room on your left.

### 4 Delphi

Exit the Farm to the left and walk down the three wide steps to the lobby outside Delphi, where you can peek through the windows on your right. Delphi is regularly used for larger meetings and is named for the outdoor amphitheater in Greece where the Oracle of Delphi prophesized.

