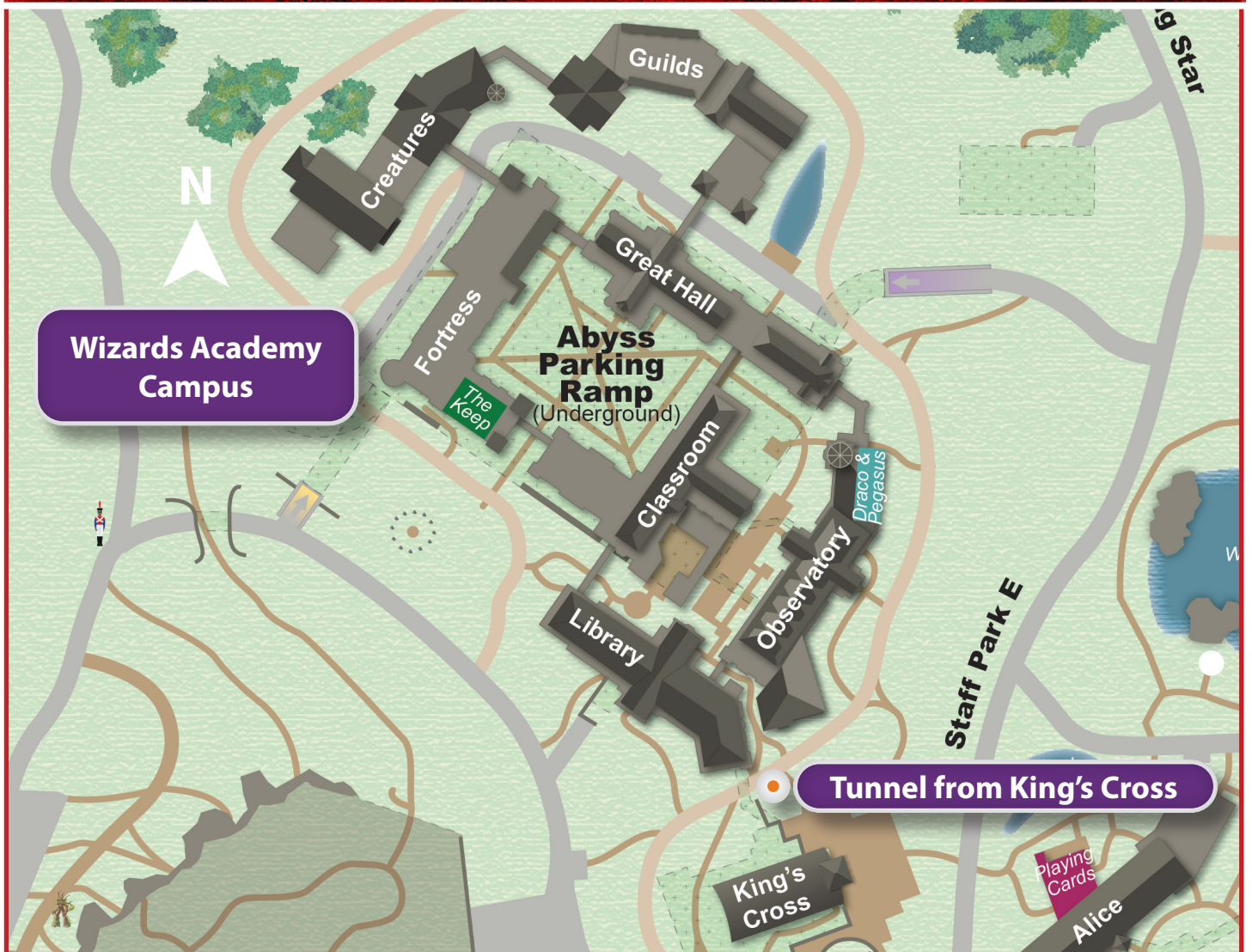


*Epic*

# Wizards Academy

CAMPUS TOUR







Welcome to Epic. As you explore, you'll see several ways in which we've created a productive, enjoyable work environment.

## Innovative Campus

### Our campus has:

- **Private offices for productivity.** To solve complicated problems without distractions.
- **Creativity and theming.** Joyful buildings = joyful software. The campus also helps us with hiring and retention.
- **Low-rise buildings.** To promote in-person collaboration with face-to-face meetings, chance encounters, and personal relationships.
- **Smart choices for lower costs.** Our office costs per employee are on the lower end of the national average. Rural Wisconsin also helps—and creates a wonderful environment!



While you are on your tour, remember that people at Epic are working on developing software to help keep people well, so please follow these instructions:



Be quiet in the halls.



Stick to the tour path.



Food and drinks on campus are for customers and staff.

### CAMPUS

#### 1,670 acres including...

- 410 acres of campus
- 750 acres of active farming

#### 89 buildings

- 28 office buildings
- 3 food service buildings
- 2 learning campus buildings
- 1 greenhouse
- 14 utility buildings
- 8 maintenance buildings
- 5 parking ramps
- 27 farm buildings
- 1 tree house



### SUSTAINABILITY

#### Green roofs

- 39 acres

#### Solar power

- 1.75 MW

#### Geothermal

(ground source heating and cooling)

- 27,000 tons capacity
- 7,500 wells
- 2 lakes

#### Wind turbines

- 6 at 1.65 MW each (total of 9.9 MW) – enough to power 10,000 homes!



### FUN FACTS

#### Working farm

- 42 sheep
- 40 cows
- 1 donkey
- 600 cow bikes
- 14 cow carts
- 2 fast slides
- 1 carousel
- 4 indoor auditoriums with almost 18,000 seats total
- 1 outdoor auditorium
- 4 dinosaurs
- 3 elephants
- 1 cave
- 1 train car



*Want to add a bit of competitive fun to your tour?*

Play Wizards Academy Campus Bingo!

**CAMPUS 4**

# BINGO

<b>Giant Chess Board</b>	<b>Owl</b>	<b>Horse Statue</b>	<b>Wizard</b>	<b>Moai (Easter Island Heads)</b>
<b>Wand</b>	<b>Train Car</b>	<b>Left Luggage</b>	<b>Red Dragon</b>	<b>Unicorn</b>
<b>King's Cross Clock Tower</b>	<b>Book Drop</b>	<b>Free Space</b>	<b>Felt Art</b>	<b>Chocolate Frogs</b>
<b>Dobby The House Elf</b>	<b>Suit of Armor</b>	<b>Quill</b>	<b>Telephone Booth</b>	<b>Time Turner</b>
<b>Constellations</b>	<b>Sharply Dressed Squirrel</b>	<b>Caged Dragon</b>	<b>Mining Tunnel</b>	<b>Mini Stone-henge</b>

Use these directions to get from the main reception area to King's Cross, where you'll begin your tour.

### Indoor Route:

1. Continue past the Reception desk, turning right, and head through the Rockstar Hallway through the first set of doors straight ahead. The large indigenous Rock Spider will not harm you, as long as you don't try to squish it.
2. Instead of going outside, take the stairs on the left (or elevator) down to the tunnel. Let the stars light your way to the Heaven building and ring the doorbell at the 'elevator to hell', if you dare.
3. Once in Heaven, head straight down the long hallway to the spiral Stairway to Heaven. Go up just one flight of stairs and locate the walkway to Isis.
4. Isis is our Dungeons & Dragons-themed building. There's lots to see, but to keep on your quest to King's Cross, just walk straight through the south wing building, across the breezeway, and straight through the north wing.
5. Instead of heading outside here, descend the stairs next to the doorway. At the bottom is an exposed tunnel taking you to Juno and the wild west.
6. When you enter Juno you will see a coyote howling at the moon. Veer right and continue past the offices until you see the railroad. Take a right along the railroad tracks until you reach the main staircase. Climb the stairs (or use the elevator's horsepower) up to L2.
7. On L2, you'll find some sheep guarding a skywalk. Refrain from entering and instead walk in the opposite direction toward the longhorn bull. Continue ahead into the skywalk decorated with dreamcatchers. After you exit the skywalk, take a right at the cacti and hobby horses and continue to the end of the corridor. Here, you will see the skyway to Kohoutek.
8. In Kohoutek, walk straight ahead and take the orange elevators on your left down two levels to G1. You're almost there!
9. On G1 follow the graffiti tunnel to enter King's Cross.



# Wizards Academy Tour Route

## *Starting at King's Cross*

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

Welcome to the Wizards Academy campus, designed in the spirit of old European universities, with a dusting of magic thrown in for good measure. Rest assured, any wizards or witches you may stumble across are exceptionally good-natured.

The buildings are designed to promote productivity, inspire creativity, and attract talent – all while staying conscious of cost and environmental impact.

### 1 King's Cross

Your journey begins in King's Cross Station, inspired by the famed London railway station, and the busiest cafeteria on campus. More than 2500 meals a day are served here by our culinary staff. Having food options located centrally between campuses gives staff a convenient way to grab tasty, made-from-scratch meals without having to drive off campus.

The culinary team sources locally whenever possible. In 2024, we purchased 220,303 pounds of local produce.



### 2 Tunnel from King's Cross to Library

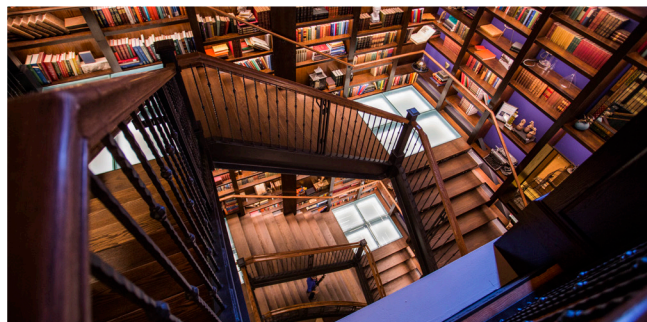


Walk towards the Way Out to Wizards Academy, passing a pair of red phone booths on your left, and continue into the tunnel beyond the "Left Luggage". Window-shop your way up the tunnel and through the chessboard hall. Keep left of the Book Drop staircase and wind down the hallway past the wizards until you see the oversized books ahead. Veer left and walk past these larger-than-life tomes to reach the Library staircase.



### 3 Library Main Staircase

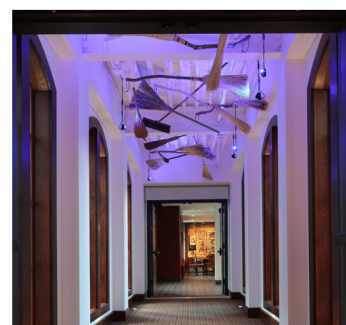
Underneath the shelves of the Library's main staircase, find as many words as you can in the word search. When finished, climb the staircase up two levels to the Library's divination section or take the elevator to L2. Most of the 15,000 books on these shelves were purchased secondhand at SWAP, a department of the University of Wisconsin-Madison.



### 4 Broom Skyway to Observatory

On the second floor, you'll see a painting of four owls. Facing these feathered friends, turn left and continue straight until you see an soaring owl on your left, carrying a book. Walk past this flying creature to the skyway to Observatory.

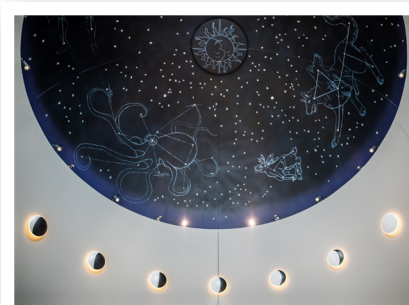
Beneath the airborne brooms, pause to peer down at the shops of Dilly'd Alley, then continue into Observatory.



### 5 Observatory

Once in Observatory, take a seat or pass straight by the astronomer's dining room, and continue down the celestial hallway until you reach the main staircase, decorated with symbols of the Zodiac.

**OPTIONAL:** Continue straight to the end of the hallway to see the Observatory dome room. The constellations painted on the ceiling dome were done by Epic staff. This room, like others on campus, serves as a cozy space for staff to work and meet, apart from offices and conference rooms. Check out the astronomer's study and fireplace, then backtrack to the Zodiac symbols main staircase.



### 6 Tunnel to Classroom

Once you've returned to the main staircase, walk or take the elevator down two levels to G1. At the base of the stairs, walk straight ahead, keeping the glowing prism wall on your right. Hold tightly to your wits and continue into the tunnel, where black and purple wraiths swirl around you. Turn right at the top of the hallway and enter the Classroom building.

### 7 Class Café

The first thing you'll see upon entering the Classroom is The Class Café. This small eatery serves breakfast in the morning and a variety of drinks into the early afternoon. Desks protrude from the wall, perhaps the work of mischievous ghosts. Continue past the Class Café and along the hallway to the Classroom main staircase.





## 8 Classroom Staircase

Compare your past accomplishments with those memorialized in the trophy case, or peer into your future in the gazing balls. Near the elevator, give the Marauder's Map a look. Crafted by the adventurous children of an employee, the treasure it points to remains a mystery. When finished exploring, take either the stairs or elevator up one level to the second floor.



## 9 Hallway to Fortress

On the second-floor landing, give a sidelong glance at the portraits of past Headmasters before heading into the hallway of the History department. Take the first, quick right after entering the hall and follow the hallway to the Fortress, looking for whimsical images hidden in the carpet as you walk. On the way, you might see students learning to cast spells in the Dark Arts conference room on your left.

## 10 Classroom to Fortress Skyway

The skyway from Classroom to Fortress offers a sweeping view of the Wizards Academy central courtyard, to your right.

You'll see a wizard with a gazing ball in the center, but what lies beneath is even more magical. Hidden below this courtyard is one of our underground staff parking ramps. Having underground parking allows us to better manage storm water and runoff. It also eliminates the need to pave, plow, and salt dozens of acres of land for a traditional asphalt parking lot. And it's more convenient for staff in the winter.

Continue across the skyway and into the Fortress. Keep to the right of the watchful dragon's eye and follow the hallway straight ahead to the main staircase.

## 11 Fortress Staircase

The main staircase of the Fortress appears to have had a rainbow spell cast upon it, with the spectrum of colors cascading up and down all three floors. A twirling hourglass hangs above a pensieve where some of our favorite quotes appear in the water. Hopefully there is a caged dragon under the stairwell below. If he's nowhere to be found, get out. Quickly.



**OPTIONAL:** Climb the staircase (or take the elevator) up one level to L3. Peek around the corner into The Keep, one of our large-group meeting rooms that allow bigger teams at Epic to meet with everyone in one room. Back in the lobby, make your way past the fireplace to the Scary Stair exit door. Steel yourself for a battle of nerves against the black iron beast and forge ahead up the Scary Stair. At the top, you'll find protective spires effective against lightning strikes, but less effective against dragons. Take in the countryside view and make sure to sign the guestbook. On the way back inside, for the love of Merlin, hold the railing and don't look down. When you're safely back indoors, take time to recover on the main stairway down to L2.

## 12 Journey to Creatures Skyway

Remain on this level and walk down the hallway at your right to enter the “checkmate” hallway. Continue straight, past the suit of armor and the stone wall with arrow slits, and continue onto the red carpet. Take a left at the T and then the first, quick right onto the green and yellow circle carpet to continue your journey through this medieval building. Towards the end of the hallway, you’ll find the Thorny Thicket conference room on your left. As one of many conference rooms intentionally built with no outside windows, it leaves the natural light available for our staff offices, while also making projecting in the conference rooms easier. After passing Thorny Thicket, turn left at the stone wall and walk toward (yes, toward) the tarantula, then turn left.



## 13 Fortress to Creatures Skyway

The skyway from Fortress to Creatures is just around the next corner. Hopefully you’ve brought a dog biscuit (or three) with you. Can you spot the owls entering the tower across the way?

Continue past the watchful eyes along the skybridge to the branchy being welcoming you to Creatures.



## 14 Creatures

Turn left and walk along the colorfully carpeted Creatures corridor. From rainbow reptiles to raptors, this building houses magical creatures of all kinds, including software developers. Slither alongside the snake and down the hallway to its end. Turn right and right again to continue along the green carpet. If you feel like winging it, take a photo as a fierce dragon before the second turn.

Hop straight ahead past the Ribbit conference room and turn right at the end of the hallway to the main staircase.



## 15 Creatures Main Staircase



Welcome to the main barn for magical creatures, where a many-headed hydra resides. Can you spot them all? Look into the hydra’s amber eyes but be careful not to run into the fire-breathing dragon bursting through the wall, which also serves as a cozy fireplace on a chilly day. Follow the purple carpeted hallway that looks like a real “hoot” until you reach the Owlery conference room on the right. Feel free to explore if the

room is empty, save for some perched residents. From the owl hallway, head down the corridor with the colorfully wooded carpet, then turn right and the skyway to Guilds greets you.





## 16 Creatures to Guilds Skyway

Stop to admire the view or sit “for a spell” at one of the seating areas along the skyway. Skyway seating areas like this are some of our staff’s favorite places for impromptu meetings, eating lunch, or working quietly.

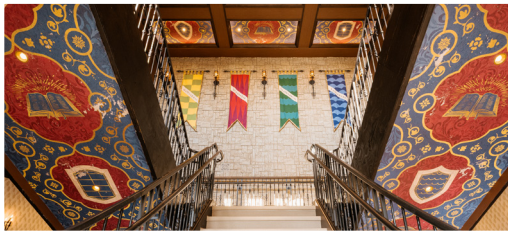


## 17 Guilds

The Wufflegust wing is the first of four houses you’ll encounter in this wizard dormitory. Walk to the animal tapestry that celebrates Wufflegust’s love of nature. Turn left and then veer right under the archway to enter the next house, Dragonden, home to wizards and witches who are masters of flame-based magic. Walk straight to continue to the central staircase.



## 18 Guilds Central Staircase



As you walk past the central staircase, peek up the stairs to the banners, representing the design and color for each guild.

At Epic, people can wear whatever they want, as long as they don’t offend others. Most choose casual, so in the summer you’ll see t-shirts, tank tops, shorts, and flip-flops as well as knit shirts, dockers, and sneakers.

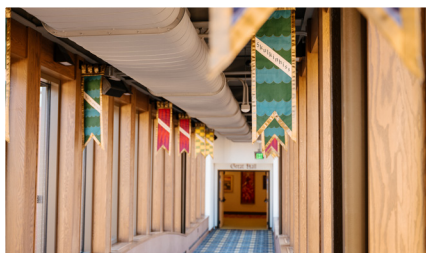
Here’s what our policy manual says for Dress Code: “When there are visitors, you must wear clothes.” We have never had a violation.

## 19 Journey to Great Hall skyway

Walk past the staircase and turn right to enter the house of Skulkinhiss. Take your chances with the sorting hat as you keep an eye out for snakes and other slippery souls. Turn right at the Eaglebeak arch and continue along the blue and purple hallway decorated with animals representing wisdom and intelligence. Pass a birdcage full of books and a pensive gargoyle as you take the skyway to the next building.



## 20 Guilds to Great Hall Skyway



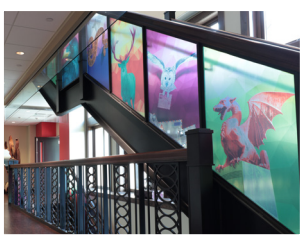
House banners hang above as you make your way to the Great Hall, whose exterior was inspired by the Smithsonian Institution building in Washington, D.C.

## 21 Great Hall Central Staircase

At the end of the skyway, turn left and then right to the Great Hall central staircase. Keep an eye on the portraits. (There have been complaints of mischief.)



## 22 Journey to Classroom



To the right of the elevator, follow the floating candlestick hallway which guides you past the colored glass staircase. Ask the wooden wizard for a magic potion before turning right into the skyway from Great Hall to Classroom.

Continue straight ahead until you are welcomed back into the Classroom.

## 23 Class Dismissed

Follow the hallway and continue straight ahead to return to the main staircase. You know you're almost there when you see class being dismissed from the Astrology conference room on your left. Once back at the main staircase, go down to Level 1 and walk left towards the Class Café. Check that it's not yet your move on the courtyard chessboard outside, then turn right at the Class Café to enter the hallway to the Library.

After entering the Library, follow the first hallway to the left past the Library staircase and continue back through the tunnel of oversized books. At the fork in the path, look to your feet and follow the spoon to retrace your winding path back to King's Cross. Here, you might choose to take the Storybook tour (which begins in King's Cross) or follow your original path back to the Andromeda building and our main entrance/exit.

