

Epic
Storybook
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 Storybook Campus Bingo!

CAMPUS 5

BINGO

Yellow Brick Road	Glass Elevator	Ginger- bread House	Blue Tentacles	Heart- Shaped Fireplace
Mother Goose	UFO	Willy Wonka	Field of Poppies	Ruby Slippers
Rabbit Hole	Angry Apple Tree	Free Space	Wolf in Grandma's Clothing	Giant Banana
Lickable Wall- paper	Rapunzel's Tower	Giant Eyeball	Cheshire Cat	Cowardly Lion
Rumpel- stiltskin	Upside- Down Birdcage	Yellow Submarine	Toto	Mad Hatter

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.

Storybook Tour Route

Indoors - Starting at King's Cross

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

Welcome to the Storybook Campus, created once upon a time to capture the wonder of beloved childhood classics. 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

All stories start somewhere, and yours begins in King's Cross Station, the busiest cafeteria on campus, modeled after the most famous train station in London. 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 2023, we purchased 175,858 pounds of local produce.

2 Roundhouse Landway from King's Cross to Alice

Walk toward the Way Out to Storybook Campus, passing the Graffiti Tunnel to Kohoutek on your right, and continue into the brick archway of the Roundhouse. To your left, you'll see the Train Car, where Epic staff can meet for lunch and informal meetings.

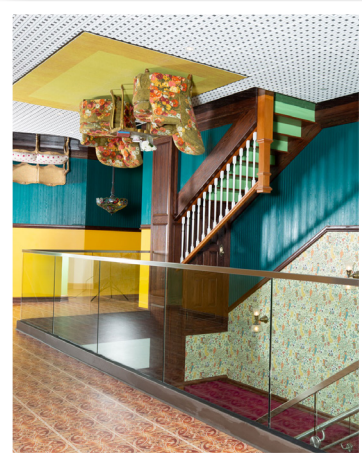


Continue ahead into the winding, bright-striped skyway. Along the way, look out for the grinning Cheshire Cat. He's quite mad.

Our buildings are connected by indoor bridges and tunnels so that people can get around comfortably in winter, and when it's nice out, cow bikes and cow carts offer faster ways to travel. Speaking of cows —our campus is still a working farm, with roughly a third of the land used for cows, crops, and sheep.

"If I had a world of my own, everything would be nonsense. Nothing would be what it is, because everything would be what it isn't. And contrary wise, what is, it wouldn't be. And what it wouldn't be, it would. You see?"

-ALICE IN WONDERLAND



3 Alice Main Staircase & Playing Cards

Walk straight along the white rabbit hallway until you're struck by a curious sense of wrong-side-up-ness. Look down (or up) and up (or down) to your heart's content.

Just beyond the stairs by the heart shaped hearth, you will see one of Epic's large meeting rooms – Playing Cards. These rooms are used for team meetings, training, large groups, and for our customer visitors to meet with staff. The ability to gather in person is a key part of our

culture and makes it easier to keep everyone on the same page.



If you'd like, you can journey up a level to rest your feet in the cozy space at the top of the stairs, which offers a cover-to-cover view of Storybook Campus. Or, when you're finished exploring, take the staircase down (really) one level. Straight ahead you'll find a tunnel to another classic story.

4 Oz

Skip along the yellow brick road until you reach the Emerald City. For a brief detour, follow the sign to Munchkin Country and continue to the yellow brick road. Wind along the road until you see the house the cyclone dropped on some poor, unsuspecting person. Veer off the path at the ruby slippers and head back to the high walls of the Emerald City.



5 Oz Main Staircase

While you wait for your appointment with the wizard, you (and your little dog, too) can window-shop the storefronts along the staircase. You can climb up the stairs if you'd like, but when you're finished with your visit to the Emerald City, head back down the stairs to the same level where you started. At the bottom of the stairs, approach the restrooms and then immediately hang a right – that will take you down a long hallway, tunneling into Monster Land.

GREEN FACT: The majority of staff parking is underground for better control of storm water and runoff. It also eliminates the need to pave dozens of acres of land for a traditional asphalt parking lot and is more convenient for staff in the winter.

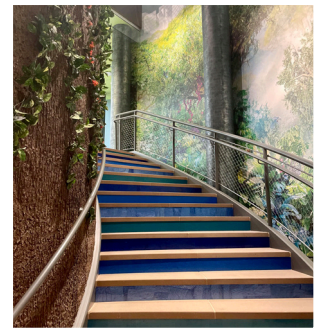


6 Castaway from Monster Land

You're not in Kansas anymore as you enter Monster Land, the home of Jabber Java – one of the coffee outlets where staff can grab a drink and a snack throughout their workday. For more than a snack, staff can head around the corner to Restaurant 42. Inspired by *The Hitchhiker's Guide to the Galaxy*, this space diner is the answer for lunch, serving over two thousand employees each day. Continue straight through the diner and make sure to look above to see the UFO in the large skylight.



The next stop on your journey has been dubbed “The Onion” by the building architect, in reference to the various layers of the structure. The Onion serves as a primary portal for staff traveling between Restaurant 42, Castaway, and (of course) outer space. Go down the winding stairs or take the elevator down one level, then take a right at the bottom to wash up in the tunnel of Castaway.



As you make your way through the tunnel, you'll want to take a right at Turtle Beach. Continue along the main corridor past the portraits of birds until you see the elevator on your left. Whew! Almost lost at sea. Take the elevator up to L2 to emerge on the second floor of Castaway.

7 Castaway Main Staircase



Turn right off the elevator where you'll find yourself at Castaway's main staircase. Things might look somewhat familiar, because much of the material used here – like office doors, trim, and carpets – are salvaged from the construction of other Epic buildings. Head down the stairs to the ground floor.

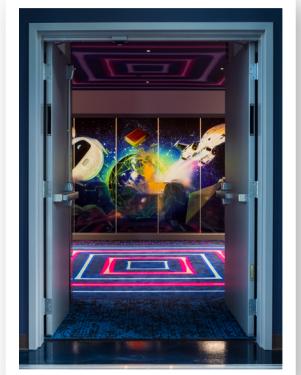
As you survey the ground floor, feel free to take a seat by the fire or play a game of chess with seashells. If it floats your boat, you can follow the signs and take an excursion to the Captain's Quarters, one of eight conference rooms in the building.



8 Sci-Fi from Castaway



When you're ready to jump ship, take the elevator in the lobby back down to the tunnel and retrace your steps to The Onion, where you'll want to take the elevator to L1. As you exit the elevator, hang right to enter the Sci-Fi building and see some UFOs (Unbelievably Fun Offices). Go through the hot pink portal and veer right down the hallway.



This is the home of Epic's Recruiting team, and where we will host over 3,000 candidates a year. Your trek will lead you to the fireplace lobby outside of "Stargate," one of our large meeting rooms. If it isn't in use by 234 aspiring space travelers, feel free to explore the room and look for the other worldly optical illusion.

When you've finished exploring, head for the rocket in the feature staircase and blast off to L2, one floor up. Once you've landed on the next level and inspected your surroundings, look for the cow being abducted by a UFO and continue down the hallway to the left of the main staircase and past the "Jetpack" conference room. After enjoying some comic relief, take a left onto the skybridge and check out the Tripod and Podracers below as you make your way toward Mystery.



9 Mystery



The Mystery building is anything but elementary, dear Watson. You'll want to tiptoe straight down the hallway past multiple feathered friends until you reach the main staircase. Take a moment to reflect on the mirrored décor. Be thorough in your investigation and don't miss the starlit ceiling. Walk through the arch on the mirrored side of the steps and continue straight until you pass the framed Clue accoutrements.

Staff are not grouped by role at Epic. Instead, employees are close to others who work on the same product. A software developer may be next to a software tester, who is next to a project manager, who is next to a writer, etc. This allows people to learn more about each other's roles and to appreciate them.



Take a right and go under the gameboard arch to the skybridge where the movie posters will help with pressure equalization on your way to Jules Verne.



10 Jules Verne

After going under the rocket, take a right at the end of the hallway to the building's main staircase.

Look out below (and above) for the giant tentacles attacking the stairs! Inspired by Verne's *Twenty Thousand Leagues Under the Sea*, this salty cephalopod could give quite the hug. Each floor of the building offers a different view of the beast, which spans over thirty vertical feet. You'll want to navigate to the arch on your left past the elevator and octopus garden. Then steer right to the skybridge toward the world of pure imagination, the Chocolate Factory.



11 Chocolate Factory

Welcome to the Chocolate Factory, where you don't need a golden ticket to see the delicious sights. From the skyway, weave your way along the chocolate bar hallway to the main staircase. When you arrive, feel free to explore the various confections coming down the factory line. Continue to walk straight along the chocolate bars until you see the famous glass elevator. You don't need to take it just now, but perhaps at your next visit to this story.

Straight ahead, take the skyway, which will lead you to the land of Grimm's fairy tales. Out the windows, you'll see the whimsical exteriors reflecting the different stories each building holds. The horticulture staff maintains a wide range of garden beds, landscape features, and ecosystems that include over 1,700 species of plants which in turn support a wide range of pollinators, birds, and other animals.



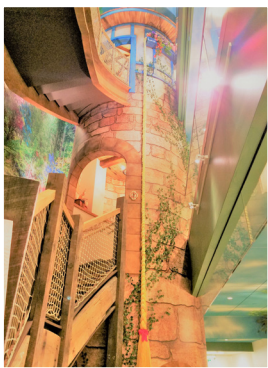
These well-traveled paths connect the buildings and offer a picturesque walk in any season. All buildings are connected by skywalks, underground tunnels, or covered walkways to facilitate meetings during Wisconsin's four seasons.



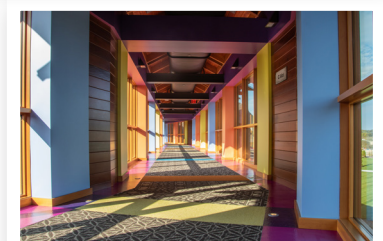
12 Grimm & Gingerbread House

Consider the Frog Prince's offer, then follow the briar path to the main staircase. You'll see Rapunzel letting her hair down as she waits in her tower.

From the main staircase, take the elevator or stairs down one level and follow the breadcrumb path to the Gingerbread House.



Pay close attention—you'll need to follow the breadcrumbs back to the tower. Once back at the main staircase, go up one floor and follow the path, stepping over the roots and pinecones. It's best to leave any apples you find as you walk through Snow White's Forest. Continue through the village and straight into the colorful skyway to Alice.



13 Alice



“Down, down, down. Would the fall never come to an end?” Descend, like the white rabbit, down the rabbit hole under the hedge. Then pick yourself up and follow the white rabbit through the wall. Continue to the right and you’ll find yourself back at the main staircase.

If you’d like to take a load off in the cozy space (and see a lovely view of Storybook Campus), feel free to walk through the

flower garden to the main stair before heading down the rabbit hole.

OPTIONAL: If the rabbit hole is not for you, continue straight through the flower garden to the main stair and down one level.



17 Return to King’s Cross

Tick tock, tick tock, continue on the path atop the clocks. Take the white rabbit hallway back to King’s Cross, continuing to the skyway and through the Roundhouse to King’s Cross. Close the book on this trip to the Storybook Campus, but do come again.

The End.