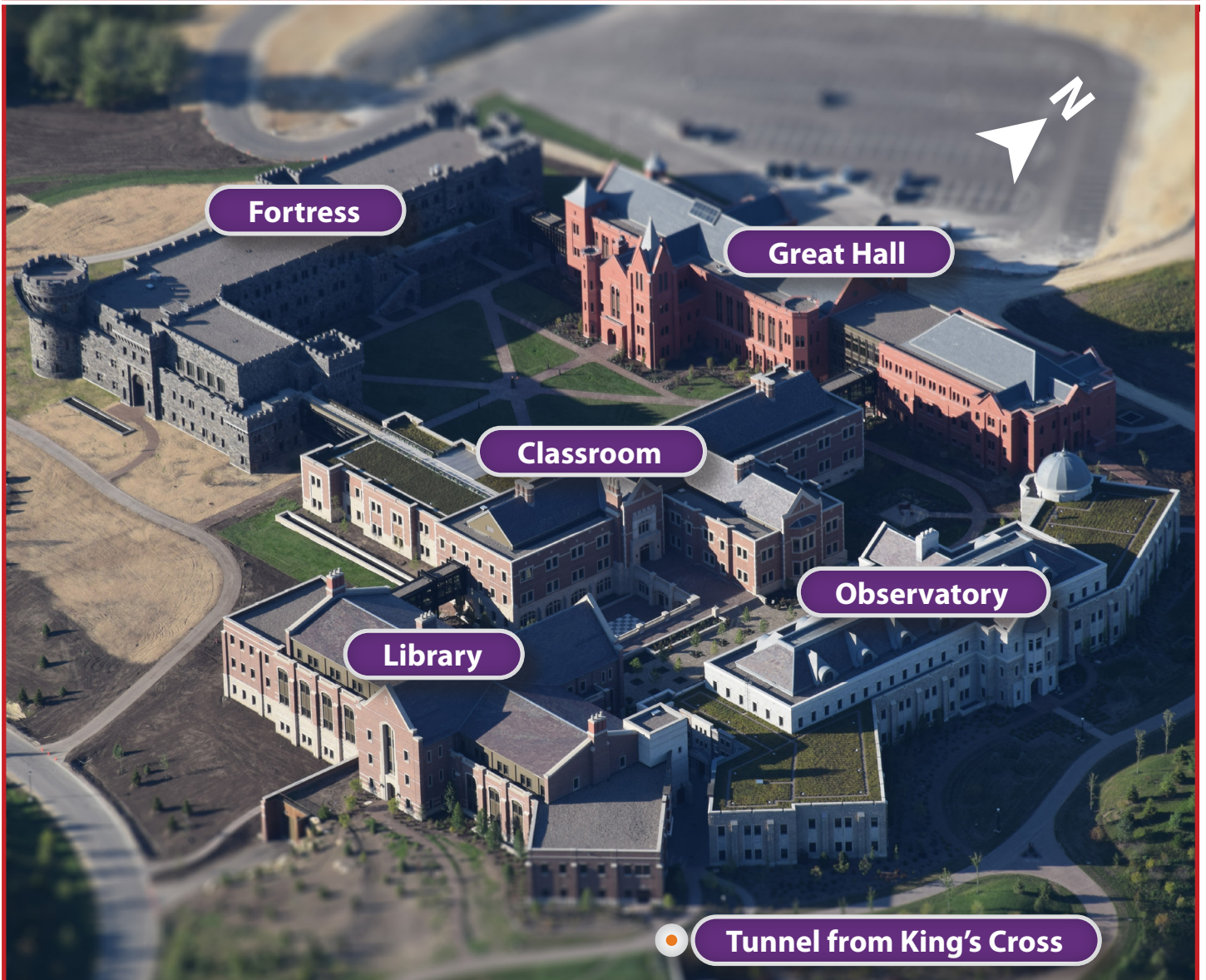


Epic

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

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

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.

A. Wizards Academy Tour Route

Indoors - 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 2023, we purchased 175,858 pounds of local produce.



2 Tunnel from King's Cross to Library

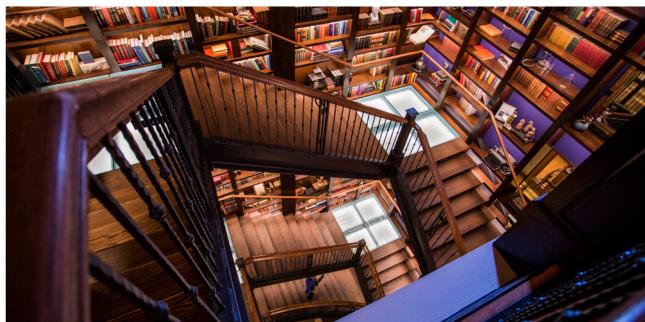


Walk towards the Way Out to Wizards Academy, passing a pair of red phone booths on your left, and continue into the tunnel beyond the "Left Luggage". Window-shop your way up the tunnel and through the chessboard hall. Keep left of the Book Drop and wind down the hallway until you see the oversized books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



3 Library Main Staircase

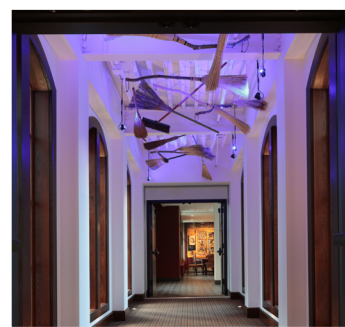
Underneath the shelves of the Library's main staircase, find as many words as you can in the word search. When finished, climb the staircase up two levels (to the Library's divination section) or take the elevator to L2. Most of the books on these shelves were purchased secondhand at SWAP, a department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



4 Broom Skyway to Observatory

On the second floor, put the staircase at your back and follow the hallway immediately to the right of the elevator. Ahead, look left for a hallway that will guide you to enter the Broom Skyway.

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



5 Observatory

Once in Observatory, continue straight ahead, taking the hallway past the astronomer's dining room, until you reach the main staircase, decorated with symbols of the Zodiac.

OPTIONAL: Continue straight to the end of the hallway to reach 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 central staircase.



6 Dementor Tunnel

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 into the tunnel, keeping the glowing prism on your right. Hold tightly to your wits and continue into the Dementor Tunnel, where black and purple wraiths swirl across the floor. Turn right at the end 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 caffeinated 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 ball. Walk towards the elevator to 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.

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.

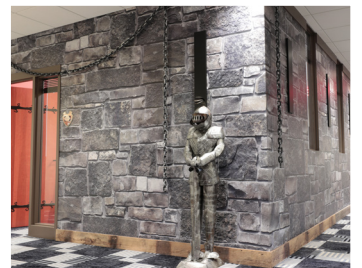
10 Classroom to Fortress Skyway

Walk across the skyway and into the Fortress. Step to the right of the watchful dragon's eye and continue 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. Peer down at the caged dragon under the stairwell below, being careful not to aggravate the lonely beast. If he's nowhere to be found, run. Quickly.



12 Journey to Great Hall Skyway

Remain on this level and walk down the hallway at your right to enter the “checkmate” hallway. Pass by the arrow slits and continue onto the red carpet, taking a left at the T and then the first right to continue your journey through this medieval building. Continue straight ahead to 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.

Continue just a bit further down the hallway and take a right at the painting of the jeweled forest at sunset to enter the skyway to the Great Hall.

13 Great Hall

The Great Hall was inspired by the Smithsonian Institution building in Washington, D.C. Walk past the metal owl and follow the first hallway on your right to the central staircase. Keep an eye on the portraits. (There have been complaints of mischief.)

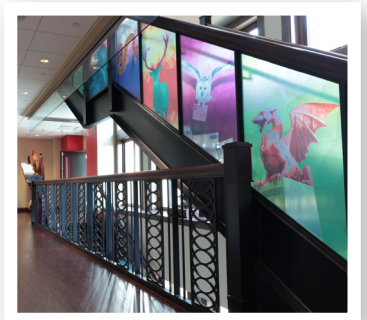


14 Journey to Classroom

Continue down the floating candlestick hallway and past the colored glass staircase. Walk until you reach the tall wooden sculpture with its pair of mirrors. Turn right into the skyway and enjoy the view of the Wizard Courtyard.

GREEN FACT: The majority of staff parking is underground. Having underground parking allows us to better manage storm water and runoff. It 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.

Walk ahead until you are welcomed back into the Classroom.



15 Class Dismissed

Follow the first hallway on your right and continue straight ahead to return to the main staircase. Once there, return to Level 1, walk left towards the Class Café, then turn right at the Café to enter the hallway into 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. Continue through King’s Cross and right into the subway tunnel.

Walk the length of the graffiti tunnel to Tokyo Joe’s and take the stairs or elevator back up to the first floor.

