



1996

November 1996
Alex joins Electronic Arts and starts fantasizing about making convincing 3-D worlds in a flat 2-D monitor.

1997

May 1997
Relic Entertainment is founded by CEO Alex Garden and Luke Moloney in a modest 1600 sq.ft. office upstairs from a popular Vancouver nightclub. Alex's credit card is used to finance the start-up. Question of the day is: "What if you were watching a battle from the outside? If your focal point, say a single fighter, were surrounded by a sphere and you could rotate your point of view around that sphere and shrink or enlarge the sphere to zoom in and out?" And thus... Homeworld is born!

May 1997
First employee, Erin Daly, is hired.

1998

April 1998
Scott Lynch, VP at Sierra Studios, is introduced to Homeworld and agrees to bankroll its development as the game publisher.

March 1998
Ron Moravek brings extensive organizational experience at IBM and FedEx Canada to Relic as COO.

April 1998
Relic moves to new 12,000 sq.ft. world class facility in Vancouver's historic Yaletown District.

May 1998
Homeworld receives the "Most Promising New Game of the Show" award at the '98 E3 Expo.

July 1998
Curtis Terry leaves nine years and roles in Finance, Strategic Planning, Pricing, and Service Systems at FedEx to join Relic as CFO.

1999

March 1999
Homeworld featured as cover story on PC Games magazine.

April 15, 1999
Homeworld .org, the largest Homeworld related site on the Net becomes Relicnews.com, the focal point of the Relic community.

May 1999
Homeworld wows crowds at E3, winning a "Best Strategy Game of the Year" award.

Spring 1999
Homeworld is featured on cover of InterAction magazine as "Homeworld: No Hype, All Game... The Next Dimension in Space Combat."

August 16, 1999
Kushan Collective wins the Won.Net Homeworld Fan Site Contest.

September 16, 1999
Homeworld goes 'Gold' and is slated to hit store shelves by September 28.

Q3 1999
Homeworld hits 250,000 sales worldwide.

November 24, 1999
USA Today Games Zone recommends Homeworld as "Top Game of the Year."

December 1999
PC Gamer names Homeworld "Game of the Month."
December 1, 1999
Development of Sigma [Now Impossible Creatures] begins.

December 17, 1999
Gamespy.com awards Homeworld the "Outstanding Sound Award."

2000

January 2000
The Wargamer awards Homeworld with an "Award for Excellence," signifying it as one of the year's best in the strategy genre.

January 25, 2000
CNET GameCenter and Computer Gaming World name Homeworld as "Strategy Game of the Year."

February 7, 2000
Homeworld is granted the most coveted award in the gaming industry - PC Gamer's "Game of the Year" for 1999. Quote: "So rarely does a computer game take such great strides to forward innovation while maintaining stellar standards of playability... Congratulations to Relic Entertainment and Sierra Studios for resetting the bar for others to follow."

February 14, 2000
Relic Entertainment and Sierra Studios announce Homeworld: Cataclysm will be developed by Vancouver-based Barking Dog Studios as the next evolution of the Homeworld universe.

September 2000
Homeworld sales hit 500,000 worldwide.

September 1, 2000
Homeworld: Cataclysm released.



> 2001

April 25, 2001

Relic announces first information about its new title: Sigma: TheAdventures of Rex Chance [Now Impossible Creatures]; published by Microsoft and set for a U.S. release in Fall 2001.

July 2001

Sigma nominated for the 5th annual Game Critics Awards at 2001 E3 in the "Best Original Game" category.

September 2001

Production on Relic's next title begins.

November 2001

Relic launches it's new website at relic.com.

November 2001

Sigma: The Adventures of Rex Chance, is renamed to "Impossible Creatures".