Exhibit A

Specification of the MicroCosm System

The MicroCosm System is specified by the attached collection of documents. This table of contents describes these documents.

1. **MicroCosm Features**, a list of the various features and components of the MicroCosm System, 3 pages, dated October 15, 1985.

2. **MicroCosm**, the original proposal for the MicroCosm System, *MicroCosm Design Document #1*, 8 pages including 1 diagram, dated September 27, 1985.

3. **Looi**, a description of the *Low Overhead Object Interpreter*, a system component, *MicroCosm Design Document #2*, 5 pages including 1 diagram, dated November 10, 1985.

4. **Noodl**, a description of the *Negligable Overhead Object Description Language*, a proposed software tool to aid in the construction of the MicroCosm System, *MicroCosm Design Document #3*, 8 pages, dated September 26, 1985.

5. **MicroCosm Coordinate Systems and Topology**, a description of the proposed geometric organization of the MicroCosm fantasy universe, *MicroCosm Design Document #4*, 4 pages including 1 diagram, dated November 14, 1985.

6. **MicroCosm Player Interface**, a description of the interactive controls for a user of the MicroCosm System, *MicroCosm Design Document #6*, 6 pages, dated October 17, 1985.

7. **MicroCosm Home System Architecture Block Diagram**, a block diagram showing the overall architecture of the Commodore 64 MicroCosm Baseline Home System, *MicroCosm Design Document #7*, a single page diagram, dated Octover 15, 1985.

8. **MicroCosm Host System Architecture**, a description of the design and structure of the MicroCosm Baseline Host System, *MicroCosm Design Document #8*, 4 pages including diagram, dated October 23, 1985.

9. **MicroCosm Project Schedule**, the original proposed development schedule for the MicroCosm System, *MicroCosm Design Document #11*, a single page chart, dated October 17, 1985.

10. **MicroCosm Home System Architecture**, a description of the design and structure of the MicroCosm Commodore 64 Baseline Host System, *MicroCosm Design Document #12*, 7 pages, dated November 10, 1985.

11. **MicroCosm Object Protocol**, a description of the communications interface between the MicroCosm Home System and the MicroCosm Host System, *MicroCosm Design Document #14*, 5 pages, dated October 30, 1985.

12. **MicroCosm Graphics**, a description of the computer graphics techniques to be used in the MicroCosm Commodore 64 Baseline Home System, *MicroCosm Design Document #15*, 4 pages, dated November 10, 1985.