EXHIBIT G

- And then there were the people who
- 2 ran the various estates that Brian had, and
- 3 from time to time we would interact with them,
- and I don't remember their names either.
- 5 Q. I want to go back briefly to our
- discussion regarding whether a book such as
- ⁷ Moby Dick that was already published would be
- ⁸ available through Family Systems ibook.
- 9 You mentioned that Brian Reynolds
- wanted to encourage people to use the software
- in different ways, but Family Systems would
- never offer a published book as an ibook
- product, such as Goldhor 10 and Goldhor 11?
- MS. RAY: Objection. Lack of
- ¹⁵ foundation. Calls for speculation. Objection
- 16 to form.
- A. They certainly never did during the
- 18 time when I was there, and from what I know of
- 19 Brian's interests, it would have to be a very
- ²⁰ unusual circumstance.
- The reason -- one reason I believe
- that is that, as I say, Brian's interest was
- focused on communities of contributors. So it
- would have to be the sort of situation where a
- high school class was going to read Moby Dick

- and make comments, and the material was being
- 2 put up on the web to be a foundation or a
- framework for those comments.
- ⁴ O. It would be a collaborative interactive
- 5 experience?
- MS. RAY: Objection to form, lack of
- ⁷ foundation and calls for speculation.
- 8 A. That's correct.
- 9 Q. Did you work on other projects for
- Family Systems outside of ibook?
- ¹¹ A. Yes.
- 12 Q. What projects?
- A. Well, and this may give you a good idea
- of the range of activities, at one point --
- and I forget the year -- but Brian married
- Betsy Johnson, a clothing designer.
- ¹⁷ O. Yes.
- 18 A. And the wedding was in Yorkshire and he
- invited friends from all over the world, and
- he had his technical staff come over to set up
- ²¹ a sound stage in a residence he had in
- Yorkshire for use before the wedding, and
- he created an ibook to record the wedding
- 24 activities, and he had us prepare a
- demonstration of all of the various things