

ORIGIN[®]

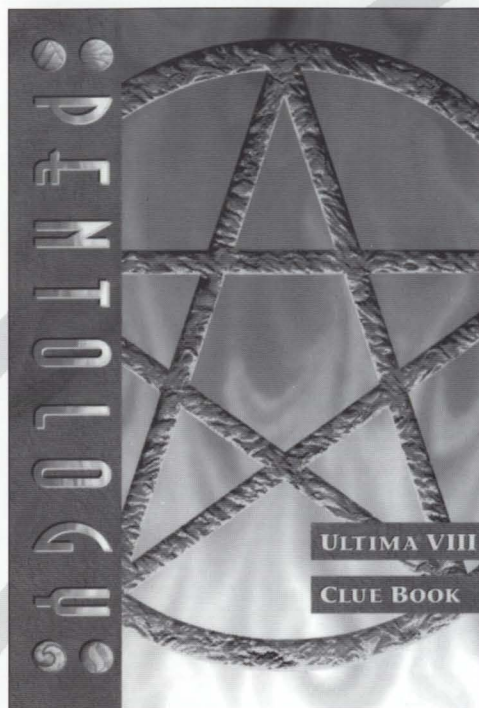
ULTIMA VIII SPEECH PACK
ULTIMA VIII CLUE BOOK
SHADOWCASTER
ULTIMA VII
UNDERWORLD I & II
AND MORE!

ASSOCIATED PRODUCTS

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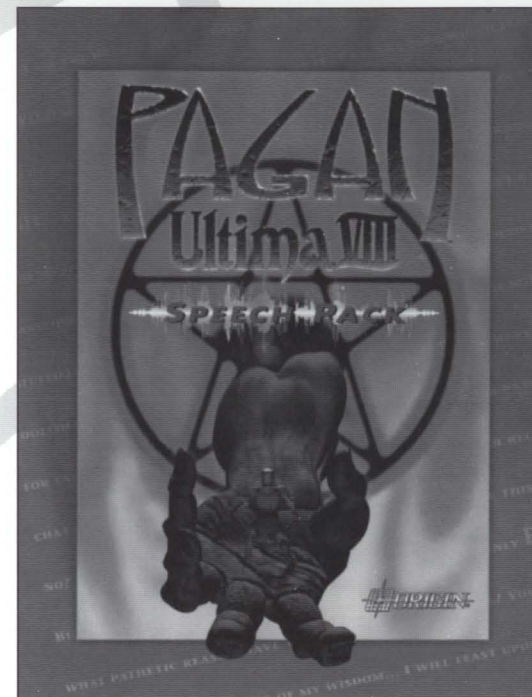
ULTIMA VIII CLUE BOOK: PENTOLGY



When traveling in a world as hostile as Pagan™, a prudent Avatar™ has sensible questions: Can I drink the water? Who are these elementals and how can I defeat them? Where's a cheap inn with good food? Who might try to kill me tomorrow, and what are their weaknesses? Where am I, anyway? All these questions and more are answered in the *ULTIMA VIII Clue Book: Pentology™*. **\$14.95**

- Detailed maps guide your steps through the labyrinthine world of Pagan.
- Hints and detailed walkthroughs help you get through perplexing problems.
- Cross-referencing allows you to quickly find information about important items.

ULTIMA VIII SPEECH PACK



Don't be caught reading lips in an action-packed adventure where every second counts! The *ULTIMA[®] VIII Speech Pack* provides the opportunity to fully appreciate this new and dangerous world to the hilt. Key cinematic scenes in the game are rounded out and brought to life with full speech. The *Speech Pack* expands this latest Ultima adventure from start to finish. **\$24.95**

- Fully digitized speech for the four Titans, the Guardian and key characters.

AVAILABLE AT A SOFTWARE RETAILER NEAR YOU OR CALL
1-800-245-4525 FOR MC/VISA/DISCOVER ORDERS.

SHADOWCASTER



As the Shadowcaster™, you take on many forms in the battle for survival. But change comes at a price. In one form, you're quick and agile, but small and fragile. In another, you're a nearly indestructible giant, but ponderous and slow. You alter shapes at will – each form unleashes new powers, but also reveals new vulnerabilities.

- Optional mega-view provides a point-of-view display that covers 75% of the screen.
- Morph at will – each of the six metaforms unleashes new powers and reveals new weakness.
- Encounter a wide variety of enemy creatures – the form you take helps determine your ability to defeat them.

Maps, creature statistics, walkthroughs and detailed notes are in the *Shadowcaster Clue Book: Illuminations*. **\$49.95**

SHADOWCASTER CLUE BOOK: ILLUMINATIONS™

Every map, description, stat, walkthrough and in-depth explanation necessary to take the battle to the Outcast God himself.

- Tips on the best attacks against the fiercest foes.
- Walkthroughs to guide you safely over, through or around all obstacles and enemies.
- Annotated diagrams of every twist and turn of each labyrinthine level.
- Specific descriptions and locations of crucial items necessary to battle your way to victory.
- Statistics on metaforms, weapons, monsters and spells, as well as warnings about defenses and immunities.

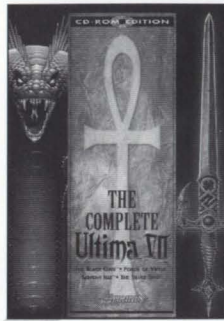
\$14.95

ORIGIN®
We create worlds.™
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THE COMPLETE ULTIMA VII



THE BLACK GATE. Lord British presents the first chapter in the third book of the award-winning Ultima saga. The Black Gate combines the sword-and-sorcery elements of previous adventures with those of murder mysteries and horror thrillers. You'll need to master the arts of investigation and detection to solve the secret of The Black Gate.

- Full-screen view — everything in Britannia is larger and more richly detailed.
- Totally mouse-driven interface — you can talk to characters without typing a single word.
- A feast of sound and music — a dynamic cinematic soundtrack and digitized speech and sound effects.*

FORGE OF VIRTUE. The Isle of Fire has risen from the seas of Britannia. It is populated with many foils, yet you're drawn by the challenge ... complete these quests and you'll return to Britannia as the most powerful character in the land, wielding its most formidable weapon.

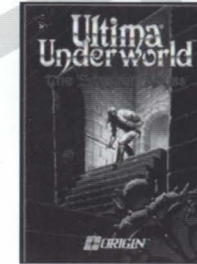
SERPENT ISLE. As the Avatar, you thwarted the Guardian in *The Black Gate*. Eighteen months have passed since your seeming victory, but you now find yourself trapped in Britannia by the same circumstances that keep the evil at bay. Vital questions remain unanswered, and deep mysteries remain unsolved.

- A newly discovered realm of Britannia to explore, familiar in so many ways, yet all-new and totally unknown. Adventure deep into frozen wastelands and chart the mysterious, interdimensional Ethereal Void.
- Larger close-up portraits (rendered in near-photographic detail), improved inventory control, new magical spells, a dynamic music score, and enhanced sound effects and speech - all combining to highlight the latest Ultima game technology.*

THE SILVER SEED. The quest to save Serpent Isle takes you to a mysterious war-torn past that holds the key to the future. Complete these adventures, and you'll come back through time more powerful than ever before — with the Seed you need to heal the devastated land. **\$59.95**

* Ad Lib, Sound Blaster, Roland MT-32/LAPC-1 or 100% compatible required for music; Sound Blaster or 100% compatible required for digitized speech and sound effects.

ULTIMA UNDERWORLD I

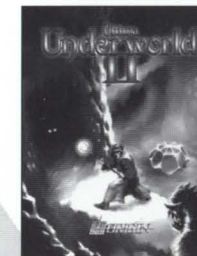


Step into the first continuous-movement, first-person, 3D-dungeon, action fantasy in *Ultima Underworld®: The Stygian Abyss*®. You'll walk, run, swim and jump through 25 miles of sheer terror, casting spells, vanquishing foes and solving puzzles as you race to rescue the baron's kidnapped daughter.

- See your weapons lash out and stagger your foes – watch the effect of each magic spell.
- Look down on objects at your feet, or up to see creatures hovering overhead – every wall, precipice, object and character has been painstakingly modeled in 3-D space.
- Write your comments on the automatically generated map to remember the location of important objects, characters and landmarks. **\$29.95**

Two-page maps, walkthroughs, descriptions, background lore, detailed explanations and more help you in the *Underworld I Clue Book: Mysteries of the Abyss*. **\$14.95**

ULTIMA UNDERWORLD II



Underworld II takes you beyond the traditional dungeon environment. Deep in the earth, the Guardian's magic has cracked the walls of reality, opening the way to eight new worlds beyond Britannia: a city buried in ice, a floating castle, an ancient tomb and more ... From the halls of Lord British's castle, it's time to carry the battle forward and into the *Labyrinth of Worlds* ...

- Larger, higher-resolution creature graphics.
- Eight new worlds to explore – from castles to ice caverns.
- New terrain, puzzles and magic – slippery ice and dangerous currents; moving terrain; pressure-sensitive triggers; animated multi-level obstacles. **\$79.95**

The final weapon against the Guardian! Every map, description, walkthrough and in-depth explanation necessary to unravel the Labyrinth of Worlds is in the *Underworld II Clue Book: Gems of Enlightenment*. **\$14.95**