



**Creators of Software Worlds™**



**1990  
Product  
Catalog**



# SPACE ROGUE



By Paul Neurath



**The klaxon screams a warning.  
Two Darts and a Corsair closing  
fast. Pirates! . . .**

. . . You roll hard to avoid the incoming plasma torps, but one strikes and knocks out the rear shield. Spinning to protect the stern, you launch a heat seeker. The Corsair bursts into shards. Stunned, the Darts run for deep space.

Later, over a pint of Rigelian ale in the Lagrange Station cantina, a bounty hunter tells of the Scarlet Brotherhood, the most feared band of pirates in the Far Arm. You hope it wasn't one of their Corsairs you vaporized out there . . .

- Spectacular 3D starships, planets, mining outposts, space stations and more!
- Heated dogfight action from chase plane, cockpit and cinematic views.
- Authentic flight dynamics — loops, rolls and spins test your piloting skills.
- Advanced electronics and weapons including ECM units, laser systems, particle beams and force shields.
- Build your reputation with every action — trade cargo, plunder merchants, hunt pirates.
- Meet and talk to Imperial troopers, merchants, robots, androids and pirates.
- Discover secret plots, assassination attempts, intergalactic wars.

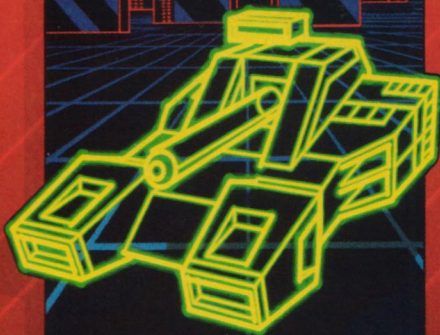
**Inspired 3D Simulation —  
Intense Role-Playing Adventure!**

**The destiny of billions will  
hinge on your deeds!**





# OMEGA™



Stuart B. Marks

**ORIGIN**

STRATEGIC DESIGN SIMULATION

## The Only Game of its Kind!

- Compete in free-for-all and team combat with cybertanks created on any popular computer.
- Build flawless AI with easy-to-master intelligence capsules.
- Master sophisticated design with the English-based Cybertank Command Language.
- Employ simple pull-down menus and control buttons.
- Design battlefields with buildings, obstacles, water, trees and roads.
- Use the optional manual control to direct your cybertank in combat.
- Upload and download cybertanks via modem from bulletin boards and other computers.

NEW!

**Shape combat's future!**

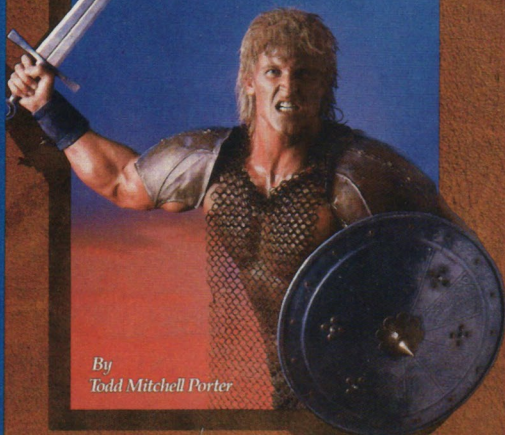
**In the era of Cybernetics, wars are fought not by men, but by sophisticated machines. . .**

. . . Battles are won by the people who create these armored warriors — teaching them to think, to move, to fight.

Join the elite cybernetic engineers at the Organization of Strategic Intelligence and lead a monumental effort to design the world's supreme cybertank. You'll define chassis specifications, install lethal weaponry, integrate electronic systems, and devise Artificial Intelligence (AI). You'll test your design in simulated combat, and find out if it's more cunning and deadly than any other.



# KNIGHTS OF LEGEND



By  
Todd Mitchell Porter

**ORIGIN**  
ORIGIN

**Your heart pounds as you approach the fearsome Stone Ogre. Ducking under the swath of its huge axe, . . .**

. . . you thrust high and widen the beast's toothy grin. But the Ogre counters, its rusty blade biting into your thigh. The wound isn't bad, but soon it, and the weight of your chainmail, slow your efforts.

Desperately you slash at the Ogre, driving it back, and earning a moment's rest. Taking a deep breath, you lunge and strike the Ogre a telling blow. The monster staggers, then falls. Wiping the sweat from your brow, you scan the field for your next foe . . .

**NEW!**



## **A Captivating World... with Bold Adventurers!**

- Create spells, weapons and armor, or choose from hundreds of combinations.
- Adventure with up to 6 companions, created by you or your friends.
- Direct the action with easy-to-use menu and icon controls.
- Become a winged Kelden Far Seeker or stalwart Tegal Amazon — 4 races, 40 classes.
- Aim every blow, feel every wound—fatigue can be as lethal as a sword blow.
- Meet the inhabitants of Ashtalarea—learn their faces, listen to their tales.
- Encounter the danger of thundering rains, harsh blizzards and swirling winds.
- Discover the modular design—look for future inexpensive adventure modules.

**More than eight years  
in the making!**





- Control full-figured characters in smooth, animated combat with digitized sound.
- Employ full acrobatics with hand springs, cartwheels and other authentic maneuvers.
- Challenge ninja assassins, palace guards, thieves, warlords and more.
- Enjoy 3D storybook graphics in an elegant, easy-to-use presentation.
- Journey by land, sea or magical transport over full scrolling terrain with dynamic horizon effects.
- Interact with hundreds of characters and creatures — alchemists, monks, dragons, evil spirits.
- Explore an exhaustively researched story with true depth and character development.

**Discover the Spirit  
of Adventure!**

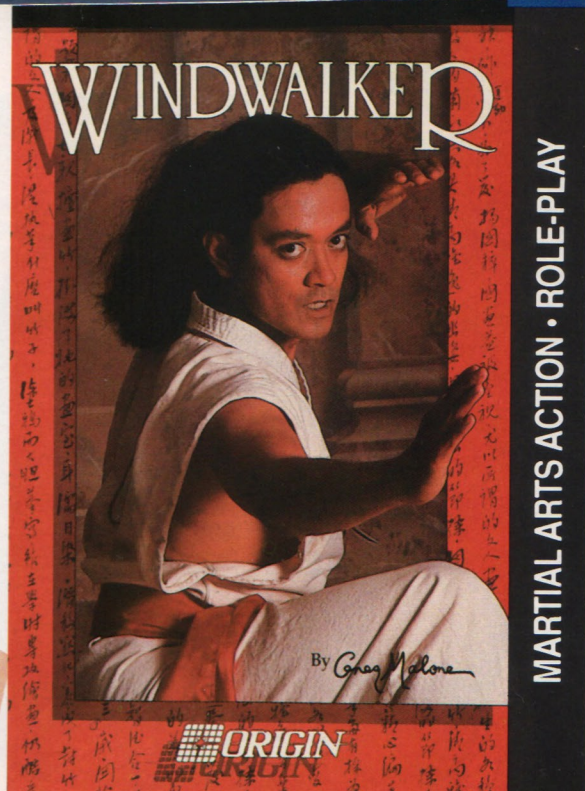


**Step onto a winding path  
through the ancient Orient and  
learn the secrets of survival  
in an exotic land of mystery  
and magic. . .**

... Recruited by Moebius the Windwalker, you begin as a lowly fisherman, but soon rise to the heights of wisdom and mastery of the martial arts.

You possess the discipline of a leader and the spirit of an adventurer, and you've dedicated your life to the pursuit of virtue. Follow your destiny and begin a fascinating journey into this intricate tapestry of beautifully illustrated people, places and events.

**Martial Arts Thrills —  
Role-Playing Intrigue**





# Tangled Tales™

By Gary  
Scott Smith  
& Alex Nghiem

ORIGIN™

**Throw on the robes of a struggling wizard's apprentice and step into a world of myth, magic and mirth in Tangled Tales. . .**

NEW!  
for IBM, C-64

. . . You'll discover a fantasy and role-playing escapade with a lively and lighthearted twist.

You've upset your mentor and he's taken away your spells. Now you face three tough assignments before you can fill your spell book and become a wizard. You'll assemble a collection of madcap adventurers as you search for clues, learn spells, fight strange creatures and explore timeless lands.

**A Madcap Adventure!**



- Encounter more than 50 peculiar characters on three off-beat adventures.
- Recruit people to help solve puzzles, combat foes and overcome unusual obstacles.
- View more than 100 vivid animated illustrations, overhead views and 3D displays.
- Define character attributes with easily understood options.
- Unravel the snarled stories with an easy-to-use menu and icon interface.
- Meet a medieval knight, a California surfer and a Shakespeare-spouting elf maiden.
- Visit Moe's Magic Shop, Ichabod Island, the Shack of Wizard Zilch and more!

**A Magical Journey  
Through a Timeless  
Land!**





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Ultima Clue Books ..... add \$ 7.50 (US\$)  
 Quest for Clues ..... add \$17.50 (US\$)  
 Software Game..... add \$11.50 (US\$)  
 for each additional game.add \$ 5.00 (US\$)

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We stand by our products. If, for any reason, you are not completely satisfied with any program purchased from this catalog, return the product within 10 days with a copy of your invoice and the complete package contents. We will promptly exchange the program or refund the full purchase price.

### Questions about compatibility?

Most ORIGIN programs are designed to run on the following computers, with the hardware specifications indicated\*. We cannot assure compatibility with disk drives manufactured by companies other than the original computer makers.

	MS-DOS	Apple II	Commodore	Macintosh	Amiga	Atari	Atari ST
<b>C O M P U T E R</b>	IBM-PC Tandy 100% compatibles	Apple II+ Apple IIe Apple IIc Apple IIgs	C64 C128	512E Plus SE Macintosh II †	512K 1024K	400 800 XL, XE	520ST 1040ST
<b>M O N I T O R</b>	CGA Hercules EGA Tandy 16-color VGA/MCGA	any Apple compatible monitor	any Commodore compatible monitor	any Macintosh compatible monitor †	N/A	N/A	N/A
<b>M E M O R Y</b>	256K memory required (512K required for VGA)	64K memory required	64K memory required	512K memory required	512K memory required	64K memory required	512K memory required

† AUTODUEL provides full-color support on the Macintosh II; color upgrade available for MOEBIUS  
 \* WINDWALKER IBM requires 384K memory

\* SPACE ROGUE IBM requires 384K memory  
 \* Ogre Amiga requires 256K; Ogre IBM requires 128K memory  
 \* AUTODUEL Atari requires 64K memory

If your computer isn't listed here or you have any questions, call our Customer Service Department at (603) 644-3360, Monday through Friday from 8:00 a.m to 5:00 p.m. Eastern Standard Time. We'll be happy to help.





## PRICES & AVAILABILITY

Computers:	MS-DOS	Apple	Commo- dore	Macin- tosh	Amiga	Atari
Titles	IBM-PC Tandy	II+ Ile IIC IIC Plus IIGs	C64 C128	512 512E Plus SE Mac II	512K 1024K	520ST 1040ST
	100% Com- patibles					
SpaceRogue	\$49.95	\$49.95	\$49.95	(Coming Soon \$49.95)	(Coming Soon \$49.95)	(Coming Soon \$49.95)
Omega	\$49.95	\$49.95	\$49.95	\$49.95	\$49.95	\$49.95
Windwalker	\$39.95	\$39.95	\$39.95	(Coming Soon \$39.95)	(Coming Soon \$39.95)	(Coming Soon \$39.95)
Knights of Legend	\$49.95	\$49.95	\$49.95		(Coming Soon \$49.95)	
Tangled Tales	\$29.95	\$29.95	\$29.95			
Times of Lore	\$39.95	\$39.95	\$39.95		\$39.95	\$39.95
Ultima Trilogy I, II, III	\$59.95	\$59.95	\$59.95			
Ultima IV Ultima V	\$59.95	\$59.95	\$59.95		(Coming Soon \$59.95)	(Coming Soon \$59.95)
Moebius	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95
Ogre	\$29.95	\$29.95	\$29.95	\$29.95	\$29.95	\$29.95
Autoduel	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95
Beyond 2400 A.D.	\$29.95	\$29.95	(Coming Soon \$29.95)			

### Clue Books

"Paths of Destiny" ...Ultima V Clue Book	\$12.95
"The Way of the Avatar" ...Ultima IV Clue Book	\$12.95
"Secrets of Sosaria" ...Ultima III Clue Book	\$12.95
"Quest for Clues I" ...guide to over 50 games	\$24.99
"Quest for Clues II" ...guide to over 40 MORE games	\$24.99

### T-Shirts

Ultima V: Warriors of Destiny (S,M,L,XL)	\$8.95
Origin Golf shirts (S,M,L,XL)	\$14.95

### Posters

Space Rogue, Omega, Knights of Legend, Windwalker, Ultima V: Warriors of Destiny, 2400 A.D., Times of Lore	.....(each) \$4.95
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Prices, selections and availability are subject to change without notice.  
All prices shown are in U.S. dollars.



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or 2) Complete the form below and mail with your payment.

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## *In the beginning....*

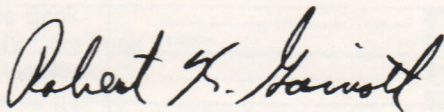
ORIGIN was founded in 1983 by a team of four: Robert and Richard Garriott, Charles Bueche, and ex-NASA astronaut, Owen Garriott.

In 1979, Richard (a.k.a. Lord British) released his first fantasy game, Akalabeth, after much encouragement from the owner of the Computerland store in which he worked. Total sales reached 25,000 copies - unheard of at that time! This overwhelming reception motivated Richard to create Ultima I, which skyrocketed to the top of the best selling charts. A year later, Ultima II sold over 100,000 copies.

At this point, the need for greater creative control over Ultima, led to the founding of ORIGIN. Robert Garriott, a graduate of MIT's Sloan School of Management, left his position as an engineer with AT & T's Bell Laboratories to become President of the Company. Sales for Ultima III, ORIGIN's first product, far exceeded previous successful records set by Ultima I & II. Since then, Ultima has become the epitome of fantasy role-playing entertainment software the world over. In Japan, the land of Britannia and its inhabitants have woven themselves into the local culture spawning books, comics, records, and even a popular cartoon show. Europeans are now finally able to absorb themselves in Ultima through translations into French, German, and Spanish. And 1990 marks the Tenth Anniversary of the ever-popular Ultima series! What better way to commence the festivities than to debut the long-awaited Ultima VII!

Utilizing the most talented and creative game designers, writers, artists, musicians and technicians available, ORIGIN has established a reputation for top-quality, first class entertainment with a recognized commitment to excellence. And now ORIGIN's innovative series of action, arcade and role-playing adventures encompasses an ever-expanding product line to include sophisticated 3D space flight simulation, authentic animated martial arts simulation, and strategic design simulation.

On behalf of the more than 50 professionals at ORIGIN, we welcome you to our worlds. And we thank each of you, our valued customers, for your support, feedback, and encouragement to keep exploring new frontiers. Please keep those cards and letters coming as we continue to fill our "Gaming Wall of Fame" in Austin...that's our tribute to YOU!

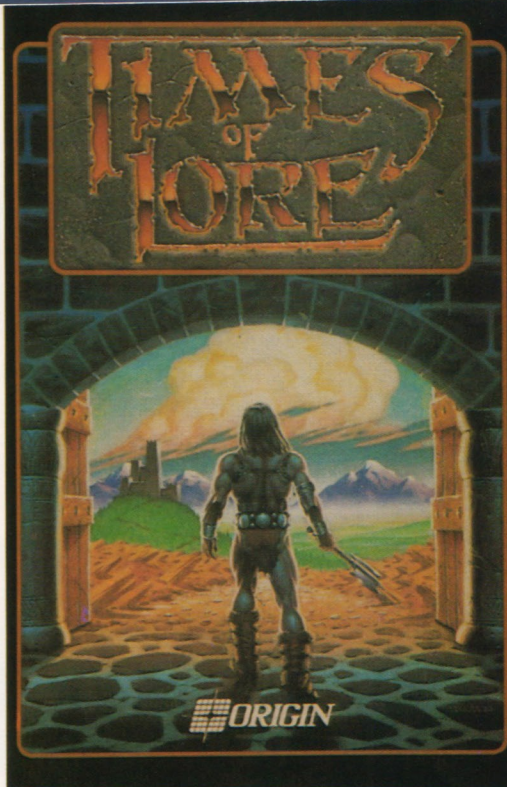


Robert Garriott  
President



Creators of Software Worlds™





- Confront Rogues, Orcs, Skeletons and Ghosts in real-time, slashing combat action.
- Converse with villagers, clerics, peasants and guards – more than 60 unique personalities.
- Stroll the seashore, explore long-forgotten ruins, search dungeons, visit cities.
- Find gold, food, magic potions and ancient scrolls that help you survive.
- Quickly enter the fray with an easy-to-use menu and icon interface.
- Become a Knight, a Barbarian or Valkyrie and begin your intriguing quests.
- Stirring soundtrack by Martin Galway, England's premier computer-game music composer.

**Challenges never  
before seen in a fantasy,  
role-playing game!**

**Long ago, High King Valwyn  
drove the barbarian hordes  
from the peaceful lands of  
Albareth, ending a tortuous  
and tragic war. . .**

. . . Drained of spirit, he departed to renew his strength in the Elden homelands. Legend promised his return in twenty years, but those years have come and gone without a sign of the great warrior.

Now chaos has returned to the countryside and the citizens again live in fear. The search is on for a dauntless adventurer — one with the courage to face danger, the strength to overcome adversity, and the intelligence to solve the mysteries of these Times of Lore.

**A Medieval Role-  
Playing and Action Epic!**



# Ultima Trilogy

## I • II • III



By Lord British

**ORIGIN**

**The Ultima saga is the benchmark series for fantasy and role-playing enthusiasts. . .**

. . . More than 1 million fans throughout the world have been enchanted by the struggles of Lord British's kingdom with the forces of darkness. In Ultima I, II, and III, Lord British weaves the captivating story of the Triad of Evil. Now you can confront the Triad and enjoy all three of these classics in this distinctive special edition of **The Ultima Trilogy.**



3 GAMES  
for the  
PRICE of 1

### **Ultima I** **The First** **Age** **of Darkness**

From the lair of Mondain the Wizard, hordes of nightmarish creatures stalk forth to devastate the tranquil kingdoms of Sosaria.

### **Ultima II** **The Revenge of the** **Enchantress**

Evil thunders its way into the world once again. Minax, the young apprentice of the foul wizard Mondain, has grown to adulthood. With unrelenting fury, the Enchantress inflicts a hideous vengeance against the land and its people.

### **Ultima III** **Exodus**

After years of peace, fragments of a manuscript hint at an unholy alliance between Mondain and Minax. Soon the Orc drums beat again, heralding the awakening of the Great Earth Serpent from a slumber of countless ages.



# Ultima IV

## Quest of the Avatar



**In Ultima IV and Ultima V, Lord British weaves the spell-binding tale of the Avatar . . .**

. . . a quest for spiritual enlightenment and a test of virtue gone awry. It's one incredible story in two captivating games! And while each stands alone, together they deliver unparalleled intensity and incomparable depth. The Avatar's epic tale expands the world of Britannia. While it still contains demons and devils, puzzles and pitfalls, and magic and myths, the heroes now face difficult moral decisions . . . and true character is revealed.

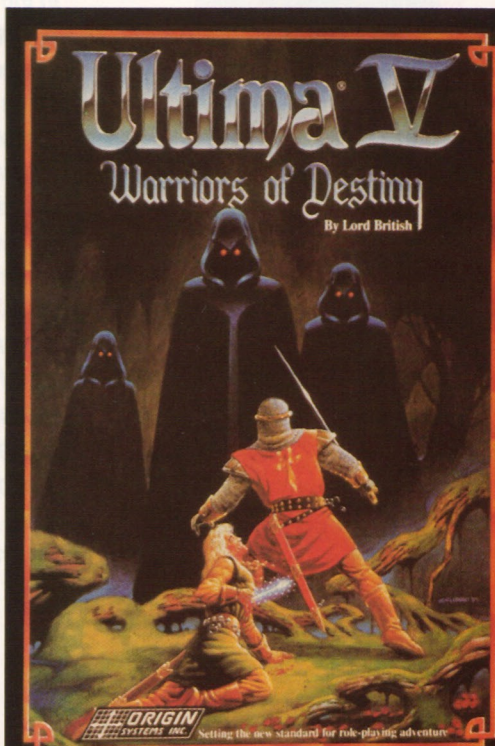
**"... once you play one, you'll want to play them all." (COMPUTE!)**

### Ultima IV - Quest of the Avatar

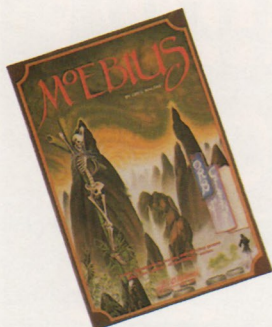
- 16 times larger than previous Ultimas with more dungeons, towns, villages and towers to visit.
- More than 30 distinctive magical spells you can call upon to aid in your quest.
- Fight, trade and converse with hundreds of creatures and characters.

### Ultima V - Warriors of Destiny

- Powerful new combat system — watch your axes fly and your arrows soar.
- Weave spells to conjure daemons, call forth rushing winds of flame or become invisible.
- See murmuring fountains, ticking clocks and lighthouses that cut swaths of light through the night.
- Realistic, immense living world with more than 30 multi-level villages, towns and castles.







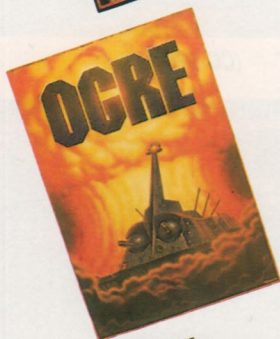
## Moebius

Recover the Orb of Celestial Harmony from the renegade Kaimen, and you can restore harmony to the exotic land of Khantum. You'll discover superb, full-figured 3D martial arts combat simulation combined with exciting role-playing adventure.



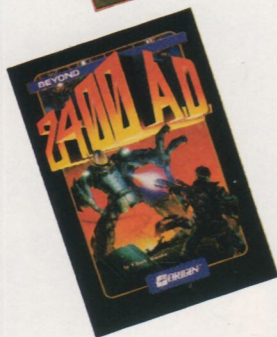
## Autoduel

On the roads of the 21st century, firepower is as important as horsepower. Design and create a custom-built combat vehicle with your choice of weapons, armor and power. Then drive into the arenas of the 16 cities or onto the outlaw-infested roadways and test your skill.



## Ogre

In the future, footsoldiers battle with tactical nuclear weapons, but the most feared weapon of all is the cybernetic Ogre. Step into a game of strategy and tactics that reviewer Neil Shapiro called, "...the most awe inspiring example I have yet seen of artificial intelligence..."



## Beyond 2400 AD

As a new arrival on the planet XK-120, you are chosen by the beleaguered resistance to lead the revolution against sinister robot oppressors. Restore freedom to the city of Metropolis as you battle robot foes, explore cities and seek to disable the robots' Central Control.



# Clue Books

Clue Books are available to guide you through the castles, towns and dungeons of Ultimas III, IV and V.

**Ultima III Clue Book: "The Secrets of Sosaria"**

**Ultima IV Clue Book: "The Way of The Avatar"**

**Ultima V Clue Book: "Paths of Destiny"**

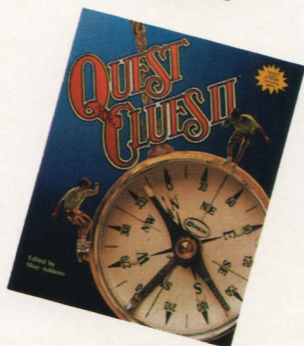
## Quest For Clues I & II

Game Hints, Tips & Solutions!

Quest For Clues is a popular series of quick-reference books that offers complete solutions to nearly 100 adventure and fantasy role-playing games. All major clues are written in code so that you can choose to obtain a helpful clue or entire solutions.

**Quest For Clues I** features over 80 explicitly detailed maps to more than 50 of the most popular computer games today.

**Quest For Clues II** provides detailed walkthroughs and helpful hints for over 40 games, including our own Ultima V, Tangled Tales, 2400 A.D. and Times of Lore.





## T-Shirts - Choose from two styles!

**ORIGIN Golf Shirts** - Soft, white poly/cotton shirts with ORIGIN's logo in light blue with a gold starburst. Available in Mens' (S)mall, (M)edium, (L)arge and (X)tra Large. **\$14.95 each.**

**Ultima V: Warriors of Destiny** - Beautiful four-color, two sides, 100% cotton, heavy duty t-shirts. Available in Mens' (S)mall, (M)edium, (L)arge and (X)tra Large. **\$ 8.95 each.**

## POSTERS

Vivid full-color posters to liven up your room! Choose from **Space Rogue**, **Knights of Legend**, **Windwalker** and **Omega**. Unframed; dimensions are 16" x 23". Also available are posters of **Ultima V**, **2400 A.D.** and **Times of Lore**. **\$4.95 each**



# COMING Spring 1990 **Ultima VI**

*Celebrating  
The 10th Year Anniversary  
of Ultima!*

Experience Lord British's crowning achievement in the continuing saga of the award-winning Ultima series. This is the first Ultima title to be originally developed on the IBM-PC with full VGA and music support of major sound boards and midi systems. Ultima VI will feature magnificent graphics and animated special effects.

**Get ready for this one, Ultima fans!**

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