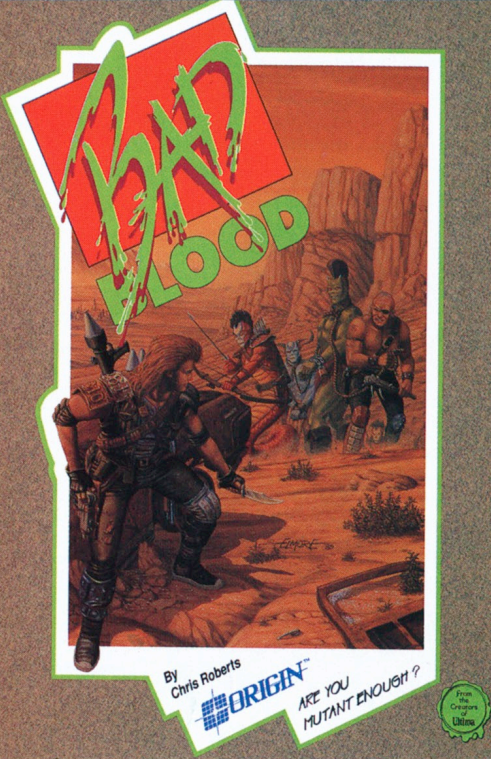


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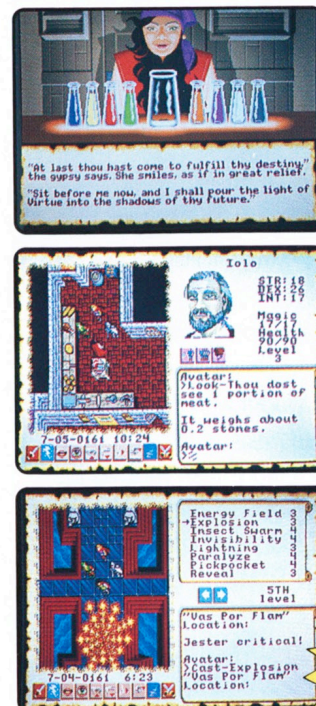
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Ultima VI

The False Prophet



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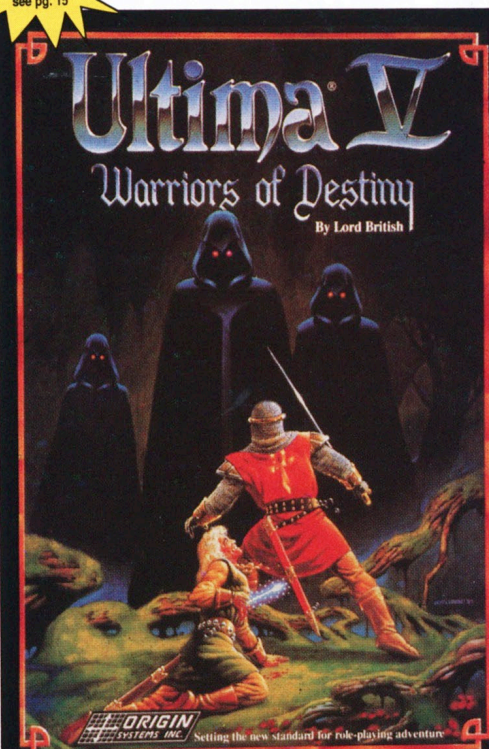
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see pg. 15

Ultima IV - Quest of the Avatar

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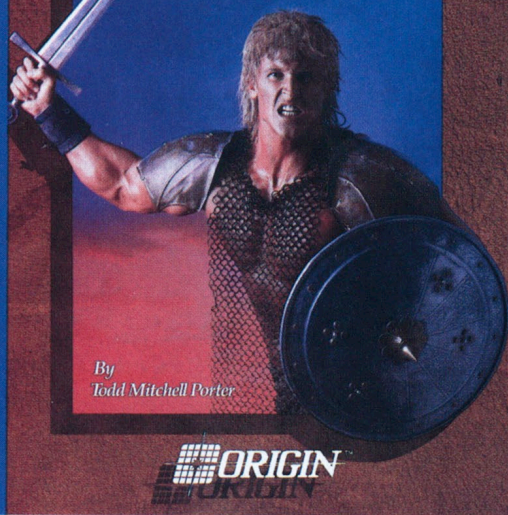
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Your heart pounds as you approach the fearsome Stone Ogre. Ducking under the swath of its huge axe, . . .

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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 . . .

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	MS-DOS	Apple II	Commodore	Macintosh	Amiga	Atari	Atari ST
COMPUTER	IBM-PC Tandy 100% compatibles	Apple II+ Apple IIe Apple IIc Apple IIGS	C64 C128	512E Plus SE Macintosh II *	500 1000 2000	400 800 XL, XE	520ST 1040ST
MONITOR	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
MEMORY	Varies: 256K to 640K (see "Additional Notes" below)	64K memory required. 768K for IIGS enhanced	64K memory required	512K memory required *	512K memory required	64K memory required	512K memory required

*Additional Compatibility Notes:

- MS-DOS**
- 1) VGA graphics - Full 256 color support on *Ultima VI* and *Bad Blood*. All other programs are VGA compatible using 32 to 48 colors or 16 color EGA.
 - 2) Sound boards - Ad-Lib, Creative Music Labs ("Game Blaster" & "Sound Blaster"), Innovation and Covox sound is supported on *Ultima VI*, *Bad Blood* and *Windwalker*. Roland sound also on *Ultima VI* and *Bad Blood*. *Times of Lore* supports Ad-Lib and Creative Music Labs only.
 - 3) 640K memory required for *Ultima VI* (all versions and modes). *Bad Blood* in VGA requires 640K.
 - 4) 512K memory required for *Bad Blood*.
 - 5) 384K required for *Space Rogue* and *Windwalker*.
 - 6) 256K memory required for all other titles.
- MAC II**
- 1) Full color support is included on *Space Rogue* (1-meg memory needed), *Windwalker* (512K), *Omega* (512K) and *Autoduel* (512K). A color upgrade is available for *Moebius*.

Computers	MS/DOS	Apple	Commo- dore	Macin- tosh	Amiga	Atari
(See previous page for memory requirements and compatibility.)	IBM-PC Tandy 100% Compatibles	II+ IIe IIc IIc Plus IIGS*	C64 C128	512 512E Plus SE Mac II	500 1000 2000	520ST 1040ST
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Autoduel <small>See pg. 10 for \$10 special offer</small>	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95
Bad Blood	\$49.95		(Fall 1990)		(Fall 1990)	
Knights of Legend	\$49.95	\$49.95	\$49.95			
Moebius <small>See pg. 10 for \$10 special offer</small>	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95
OGRE <small>See pg. 10 for \$10 special offer</small>	\$29.95	\$29.95	\$29.95	\$29.95	\$29.95	\$29.95
OMEGA	\$49.95	\$49.95*	\$49.95	\$49.95	\$49.95	\$49.95
Space Rogue	\$49.95	\$49.95	\$49.95	\$49.95	\$49.95	\$49.95
Tangled Tales	\$29.95	\$29.95	\$29.95			
Times of Lore	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95	\$39.95
Ultima VI	\$69.95	(Future)	(Fall 1990)		(Fall 1990)	
Ultima V	\$59.95	\$59.95	\$59.95		\$59.95	\$59.95
Ultima IV	\$59.95	\$59.95	\$59.95		\$59.95	\$59.95
Ultima Trilogy (I,II,III)	\$59.95	\$59.95	\$59.95			
Windwalker	\$39.95	\$39.95*	\$39.95	\$39.95	\$39.95	\$39.95
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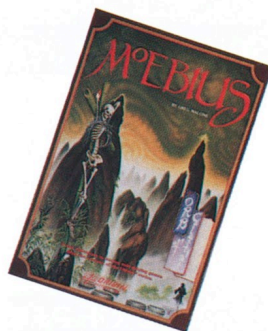
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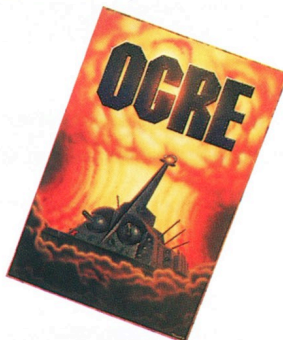
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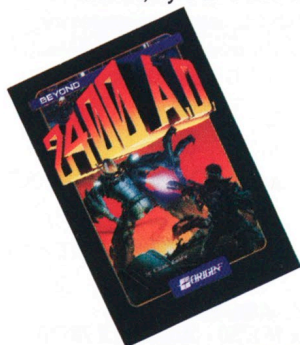
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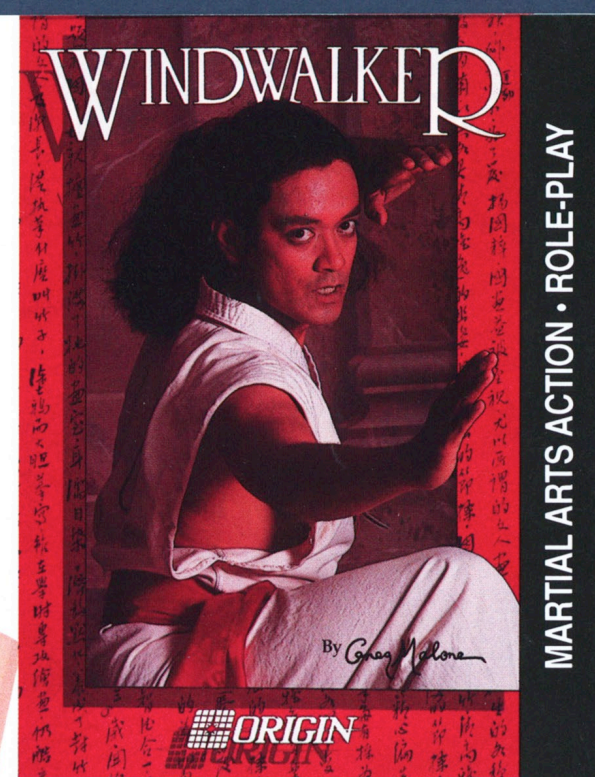
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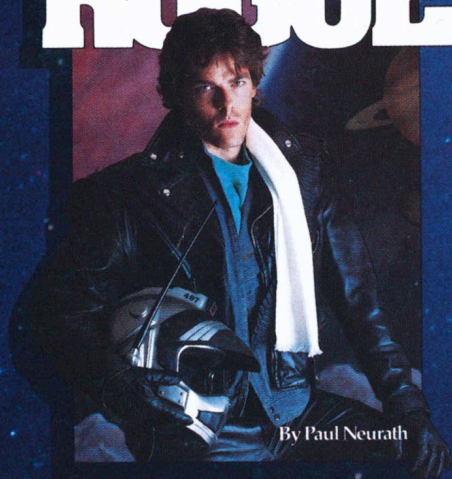
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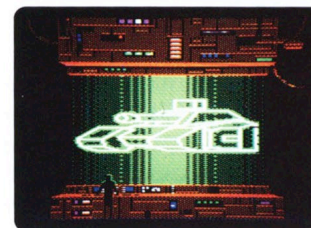
Later, over a pint of Rigelian ale in the Lagrange Station cantina, a bounty hunter tells of the Scarlet Brotherhood, the most feared band of pirates in the Far Arm. You hope it wasn't one of their Corsairs you vaporized out there . . .

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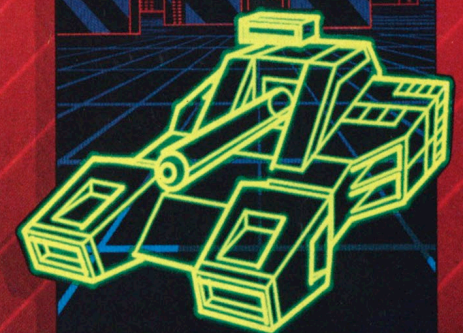


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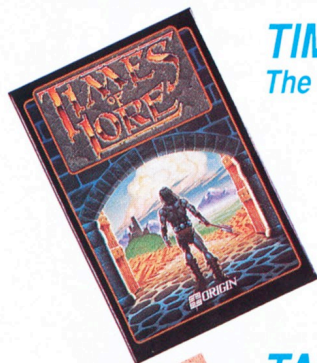
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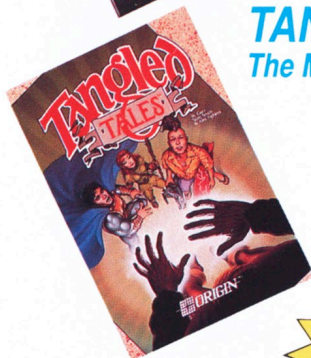
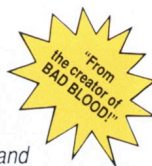


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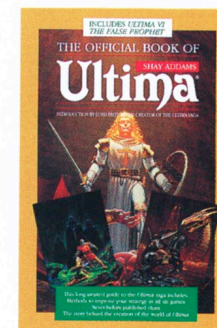
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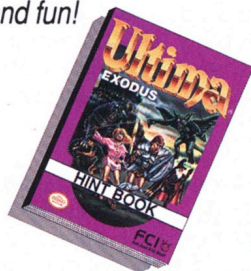
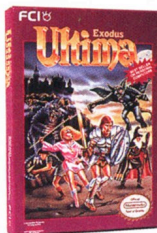
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