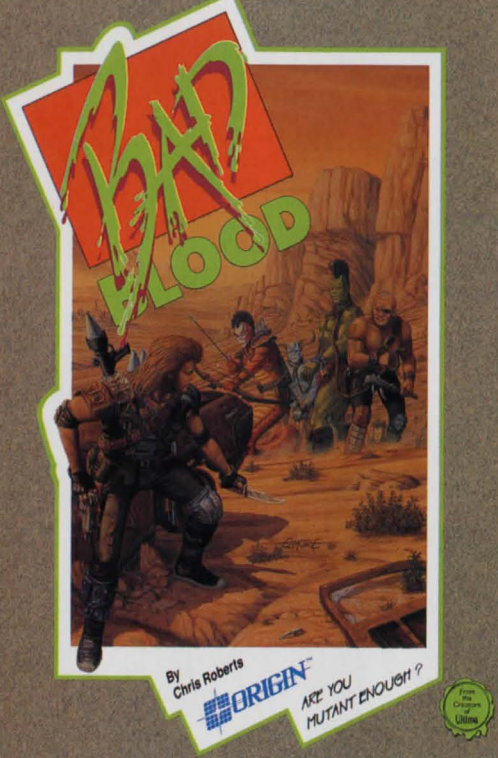


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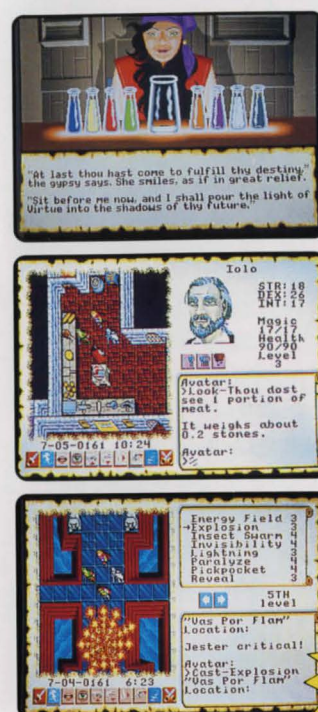
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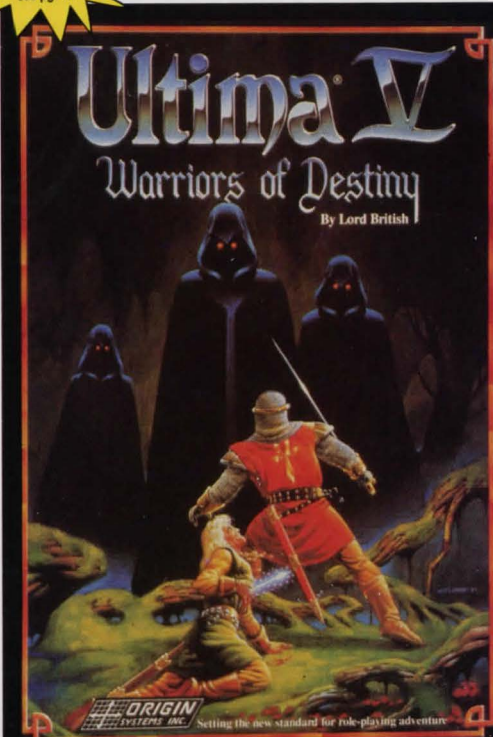
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## Ultima IV - Quest of the Avatar

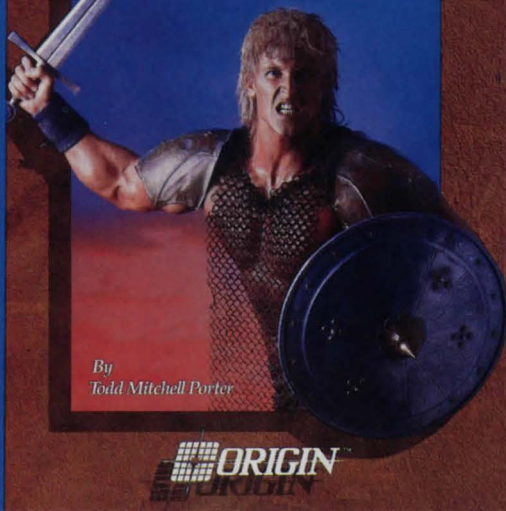
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Your heart pounds as you approach the fearsome Stone Ogre. Ducking under the swath of its huge axe, . . .

. . . 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 . . .



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	MS-DOS	Apple II	Commodore	Macintosh	Amiga	Atari	Atari ST
<b>COMPUTER</b>	IBM-PC Tandy 100% compatibles	Apple II+ Apple IIe Apple IIc Apple II GS	C64 C128	512E Plus SE Macintosh II *	500 1000 2000	400 800 XL, XE	520ST 1040ST
<b>MONITOR</b>	CGA Hercules EGA Tandy 16-color * VGAMCGA	any Apple compatible monitor	any Commodore compatible monitor	any Macintosh compatible monitor *	N/A	N/A	N/A
<b>MEMORY</b>	Varies: 256K to 640K (see "Additional Notes" below)	64K memory required. 768K for II GS 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*.

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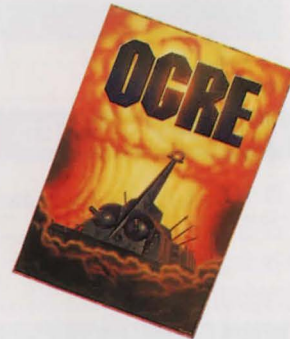
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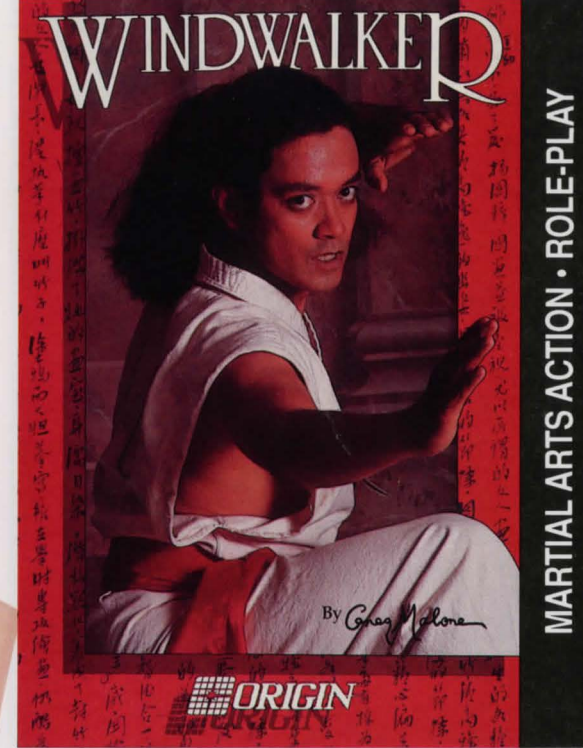
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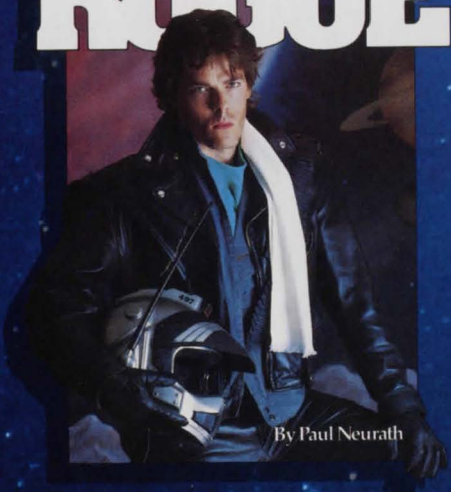
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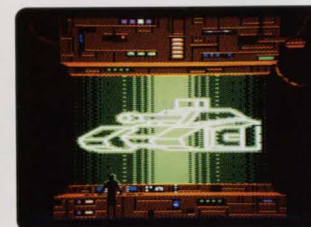
Later, over a pint of Rigelian ale in the Lagrange Station cantina, a bounty hunter tells of the Scarlet Brotherhood, the most feared band of pirates in the Far Arm. You hope it wasn't one of their Corsairs you vaporized out there . . .

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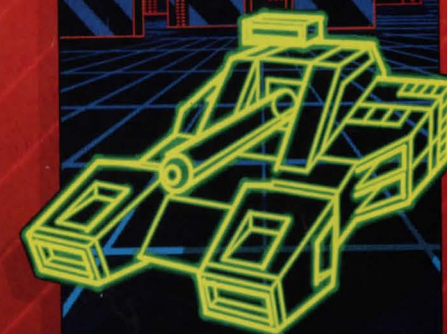


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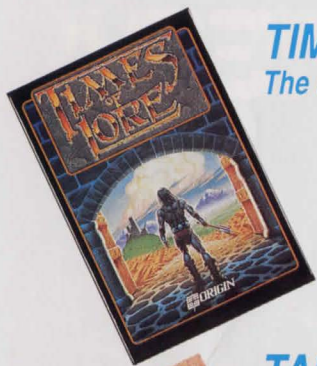
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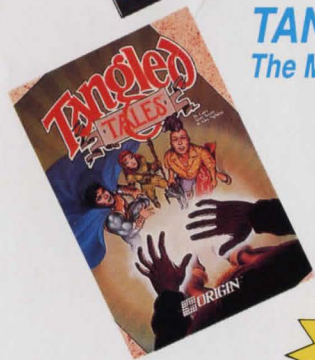


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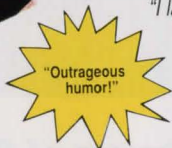
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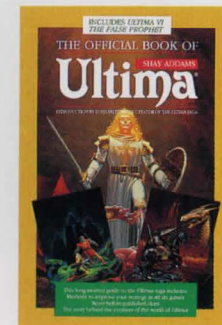
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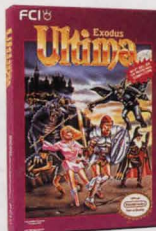
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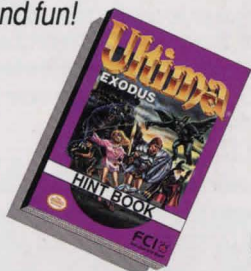


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