Ultima IV

AUTODUEL

Ultima III

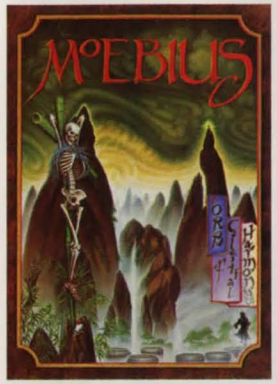
OGRE

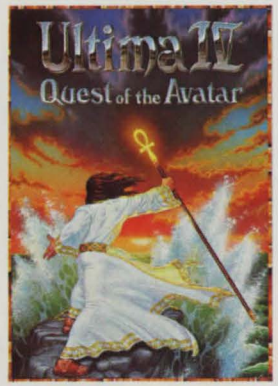
MºEBIUS

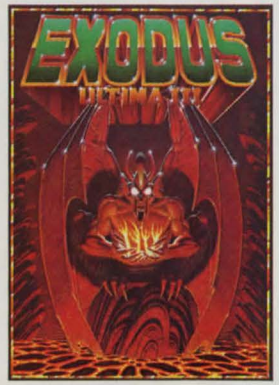
The fantasy begins with Origin Systems. . .

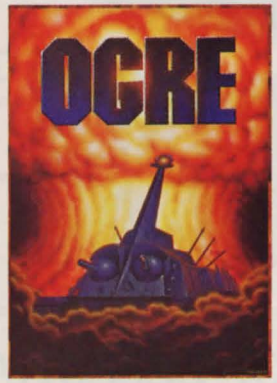
ORIGIN SYSTEMS INC.

. . . and never ends.



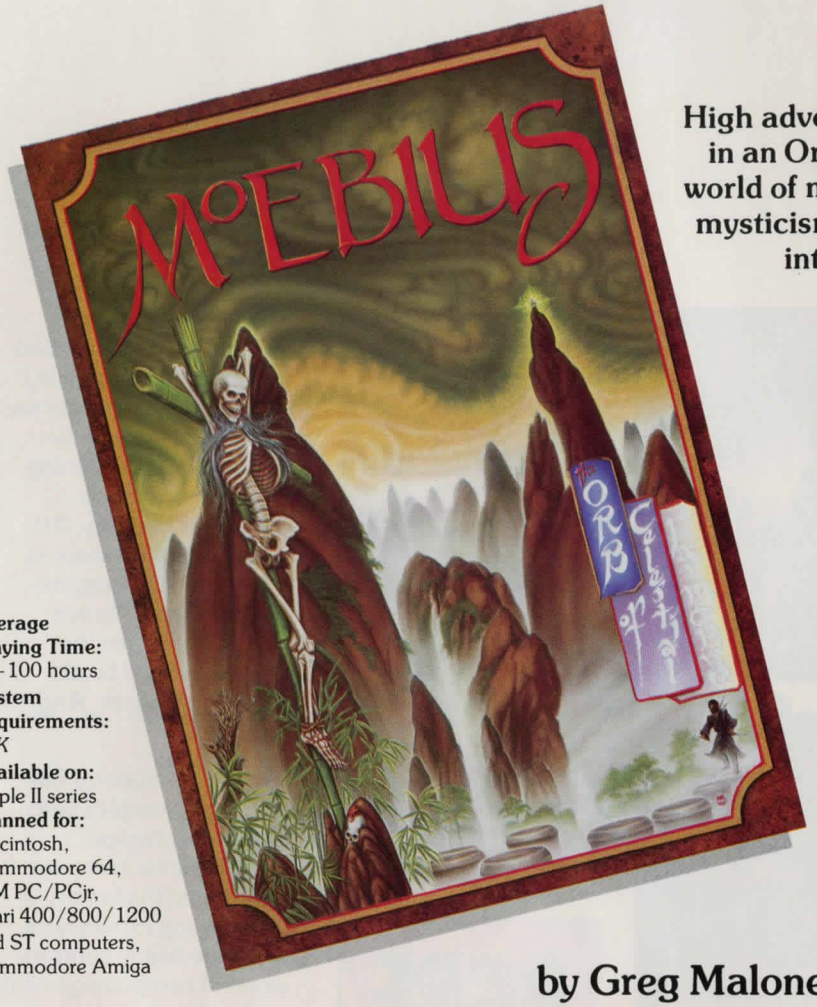






Imagination knows no boundaries. It is the mind stretching beyond reality, seeking experiences in the wild reaches of another dimension and retaining only the sensory imprints – as memory. If it were possible to share in these intricate, imaginative journeys as active participants, then the journeys would be ultimate experiences. And they are!

Origin Systems has translated complex fantasies to the physical circuitry of the computer and shared the fantasy in role-playing experiences. Enter the highly complex world of computer gaming and seek one name . . . Origin Systems . . . where the fantasy never ends.



High adventure in an Oriental world of magic, mysticism and intrigue.

Average Playing Time:
50-100 hours
System Requirements:
64K
Available on:
Apple II series
Planned for:
Macintosh, Commodore 64, IBM PC/PCjr, Atari 400/800/1200 and ST computers, Commodore Amiga

by Greg Malone

MoEBIUS

THE ORB OF CELESTIAL HARMONY

MoEBIUS

The island kingdom of Khantun has fallen on evil times. A renegade warlord has stolen the Orb of Celestial Harmony and upset the delicate balance of natural forces that preserve the land. Moebius the Windwalker is powerless to intervene directly and must send you, his disciple, to seek out the evil warlord and wrest the Orb from his clutches. Armed only with a sword, food, water, and some medicine, you must traverse the four realms of Earth, Water, Air, and Fire in search of the Orb. In each realm you will have to face ninja-like assassins and thieving palace guards, as well as evil monks who hurl fireballs at the slightest provocation. It is up to you to right the wrongs inflicted on the people of Khantun and to restore the shrines of Moebius to their former glory. You can fight any opponent using your martial arts skills or your sword, but you will pay a high price for terrorizing innocent villagers or any other cowardly acts.

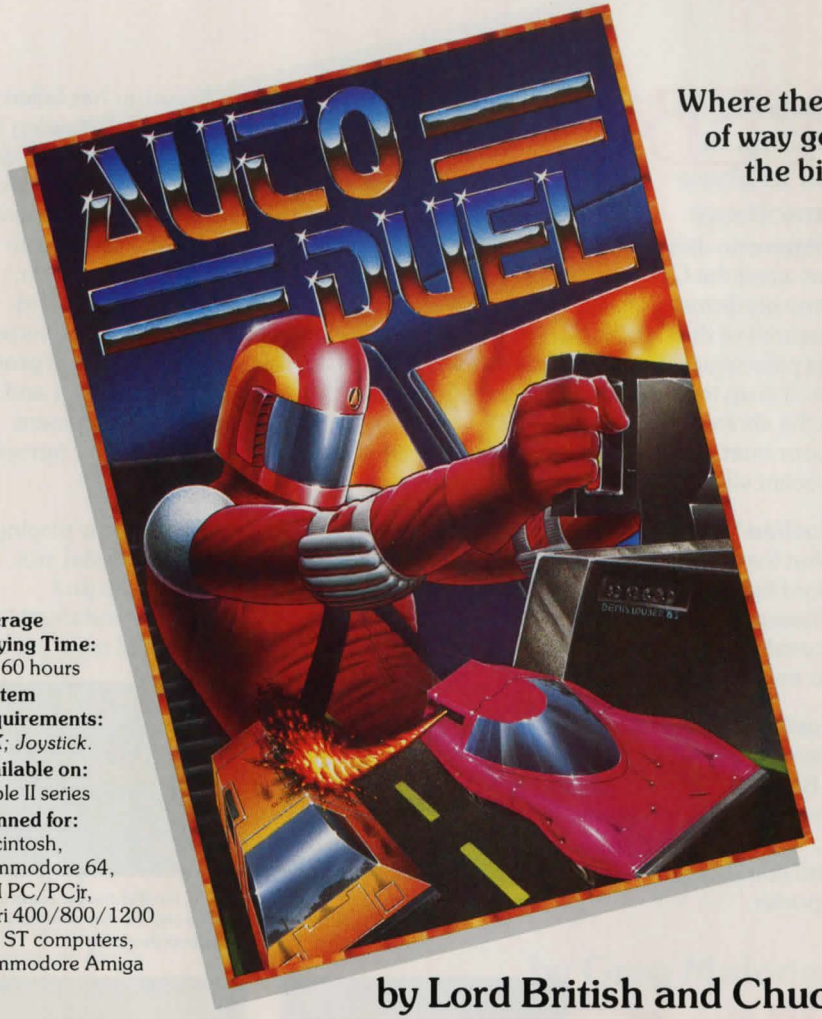
Moebius™: The Orb of Celestial Harmony is an original fantasy role playing game that features beautifully animated action combat sequences of martial arts and sword fighting, as well as two distinct magic systems of charm-based and prayer-based spells. The player moves through a sumptuous oriental landscape that is constantly changing due to earthquakes, droughts and torrential rains, on a quest to track down the missing orb.

Moebius™ features 3-D perspective graphics and varied interaction with the friendly and hostile inhabitants of Khantun. Wild beasts stalk the forests and danger lurks at every turn. A unique combination of strategy and action, the game fills both sides of two disks and comes with an oriental headband and a 24″ by 27″ poster.

Moebius the Windwalker greets his disciples and watches over them throughout the game.

A Rebel guard has ambushed the disciple and is stealing his belongings. The two symbols in the southeast corner monitor the state of the disciple's karma and dexterity.

Before embarking on a quest, a disciple must train in swords, martial arts, and mind control. Here a trainee deals a glancing blow to the head of an opponent.



Where the right of way goes to the biggest guns!

Average Playing Time:
30-60 hours
System Requirements:
64K; Joystick.
Available on:
Apple II series
Planned for:
Macintosh, Commodore 64, IBM PC/PCjr, Atari 400/800/1200 and ST computers, Commodore Amiga

by Lord British and Chuckles

AUTODUEL

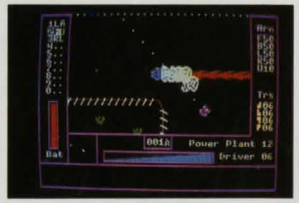
AUTODUEL

On the highways of the 21st Century firepower is as important as horsepower. Every vehicle is armed and armored. The most popular spectator sport is autoduelling – car battles in the arena, for big cash prizes. The American Autoduellist Association (AADA) zealously defends the right of one to bear arms on one's vehicles. The cities are walled compounds, safe from the chaos outside. Truck stops are neutral zones. Between the cities, outlaws prey on innocent travellers. Every trip is a race against death. But a good driver with a tough car can get rich just by carrying packages from one city to another.

Autoduel® is a computer adaptation of the award-winning **Car Wars®** board game by Steve Jackson. Set on the future highways of the Northeast, **Autoduel** lets you custom-build your own cars. Then take them into battle, to earn Prestige and money in a variety of ways. If you survive, you can improve your Marksmanship, Driver Skills, and Mechanic Ability until you can handle the toughest road. In the city, **Autoduel®** requires careful planning as you design your car and plan your trips. On the road (or in the arena) **Autoduel**'s joystick-controlled cars require good reflexes as well as good design! Once you're behind the wheel the action is fast and furious. Only the most skilled drivers will be contacted by the authorities and special interest groups to carry out important assignments of a sensitive nature.

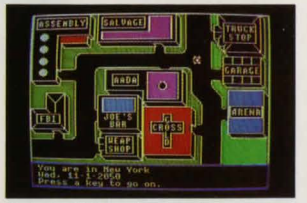
Autoduel® fills both sides of one disk and comes with a full color road map, a Driver's Handbook, and a toolkit.

Drive offensively!

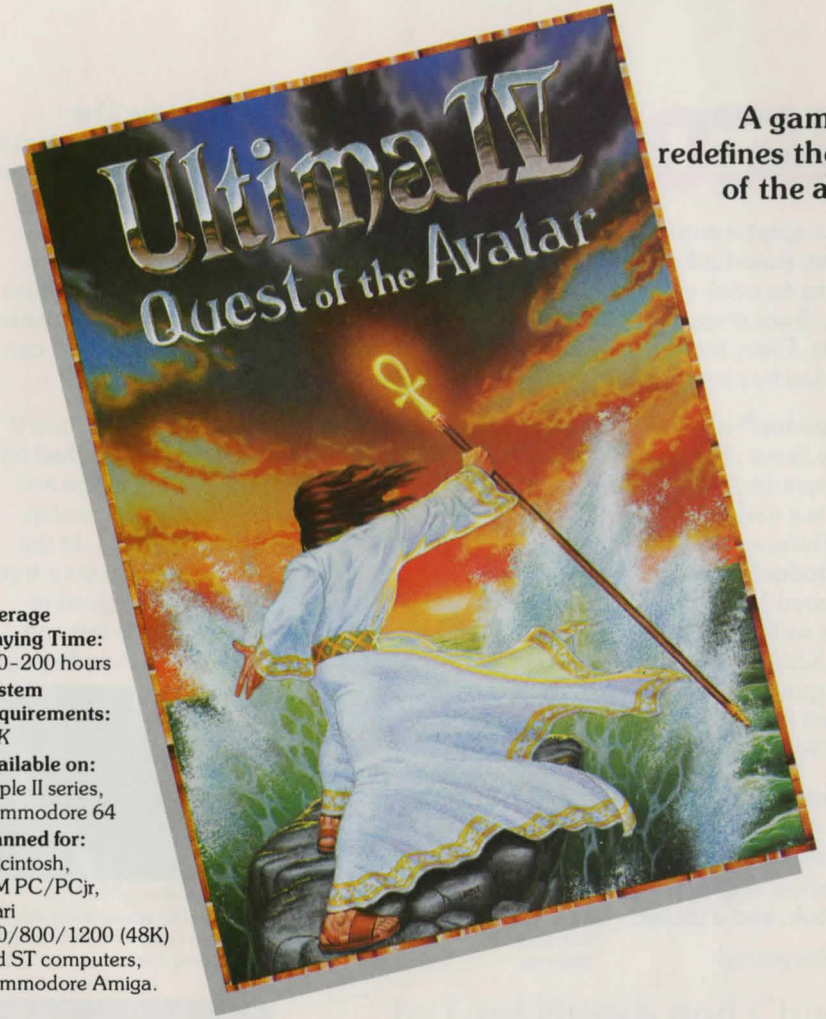


Partially obscured by the smoke of his flamethrower, the Autoduellist tries to outmaneuver a smaller, faster opponent.

The Autoduellist can check the condition of his vehicle at any time by referring to a status screen showing every aspect of his car.



Autoduel takes place on the roads and in 16 cities of the Atlantic seaboard in the 21st Century. Cities offer shops and facilities for medical treatment, car repair, and relaxation.



A game that redefines the state of the art . . .

Average Playing Time:
100-200 hours
System Requirements:
64K
Available on:
Apple II series, Commodore 64
Planned for:
Macintosh, IBM PC/PCjr, Atari 400/800/1200 (48K) and ST computers, Commodore Amiga.

Ultima IV

by Lord British

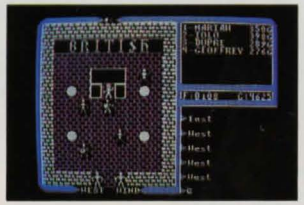
Quest of the Avatar

Ultima IV

With the ruthless Triad of Evil finally vanquished, Lord British seeks to usher in a new era of peace and harmony for the lands of Britannia. To do so, evil must be vanquished not only in its physical manifestations but also in the hearts and minds of all the peoples of the realm. To do so, an Avatar – a shining example of virtue and heroism – is needed to show the way. This then is your task: Become the example, seek the paths of avatarhood and lead the peoples of Britannia into a golden era of prosperity. Many obstacles bar the way – monster groups composed of a variety of loathesome creatures are an everpresent danger, while temptations and complex mysteries abound throughout the land.

Ultima™ IV: The Quest of the Avatar sets a new standard in computer fantasy role playing games, showing unparalleled depth and sophistication. To solve your quest you will need to converse with hundreds of characters and solve dozens of mysteries. As you travel about Britannia you will be able to recruit helpers from among the populace and gain insights into the solution of the final mystery. A beautifully illustrated magic book will help you to wield sorcerous forces effectively and wisely. The History of Britannia book provides clues and lore to help you on your path. But the real task lies within – for it is in your heart and your mind that the ultimate solution lies.

Ultima™ fills both sides of two disks, making extensive use of hundreds of individually designed dungeon rooms and combat screens. A full musical score accompanies many versions; greatly enhanced graphics and animation lend even more depth to this epic adventure.

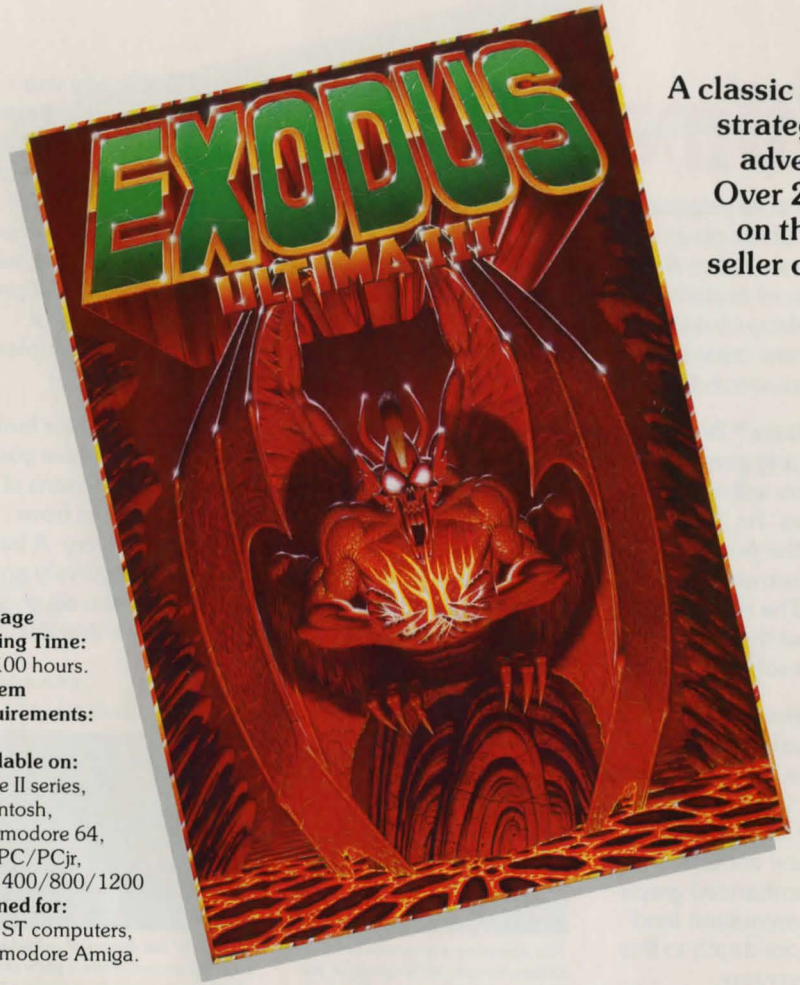


The adventurers approach Lord British, the ruler of Britannia, in the throne room of his castle. The land has many towns, castles and villages.

Ultima IV has dozens of individual combat screens. Here a party of four battle on swampy terrain with a band of pythons and giant rats.

Ships are needed to traverse the many rivers and oceans of Britannia. Manned by pirates, ships may be captured by vanquishing the crews.

The dungeons of Britannia are gloomy catacombs inhabited by fierce creatures. The adventurers battle slimes as a reaper waits in a treasure room.



A classic epic of strategy and adventure. Over 2 years on the best seller charts!

Average Playing Time:
75-100 hours.
System Requirements:
48K
Available on:
Apple II series, Macintosh, Commodore 64, IBM PC/PCjr, Atari 400/800/1200
Planned for:
Atari ST computers, Commodore Amiga.

Ultima III

by Lord British

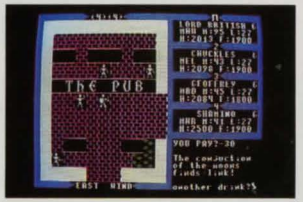
EXODUS

The Third Dark Age is upon Sosaria. The appearance of a fiery island has heralded the rebirth of dark forces and sinister occurrences. The 20 years of peace that have followed the defeat of the evil enchantress Minax appear to have come to an end. Monsters roam the land, laying waste to all in their path. Once again the call for heroes is sounded. You and three others must sally forth to track down the evil Exodus and put a stop to the terrors that plague the land.

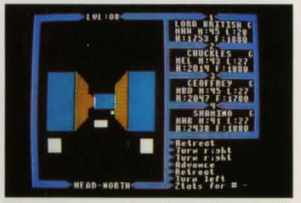
Exodus: Ultima™ III is a classic among computer fantasy playing games. Soaring to the top of the charts as soon as it was released, this award-winning game has resided there for over two years!

You command a party of four adventurers selected from five character races and 11 character classes on a quest to discover the nature of Exodus and return peace to the land. Explore labyrinthine dungeons, numerous towns and the continent of Sosaria itself. Use moon gates and ships to travel to islands and hidden locales. An extensive magic system and unique combat screens lend emphasis to the use of strategy and cunning in a game that is totally absorbing. Share the fantasy that has brought countless hours of enjoyment to over 100,000 satisfied gamers.

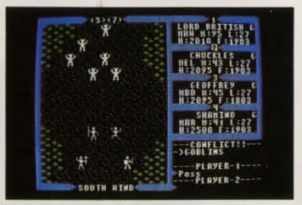
Exodus: Ultima™ III comes with an instruction manual plus two fully illustrated magic books for wizard and clerical spells, and a full color cloth map to help find your way around Sosaria. Prepare for the adventure of a lifetime!



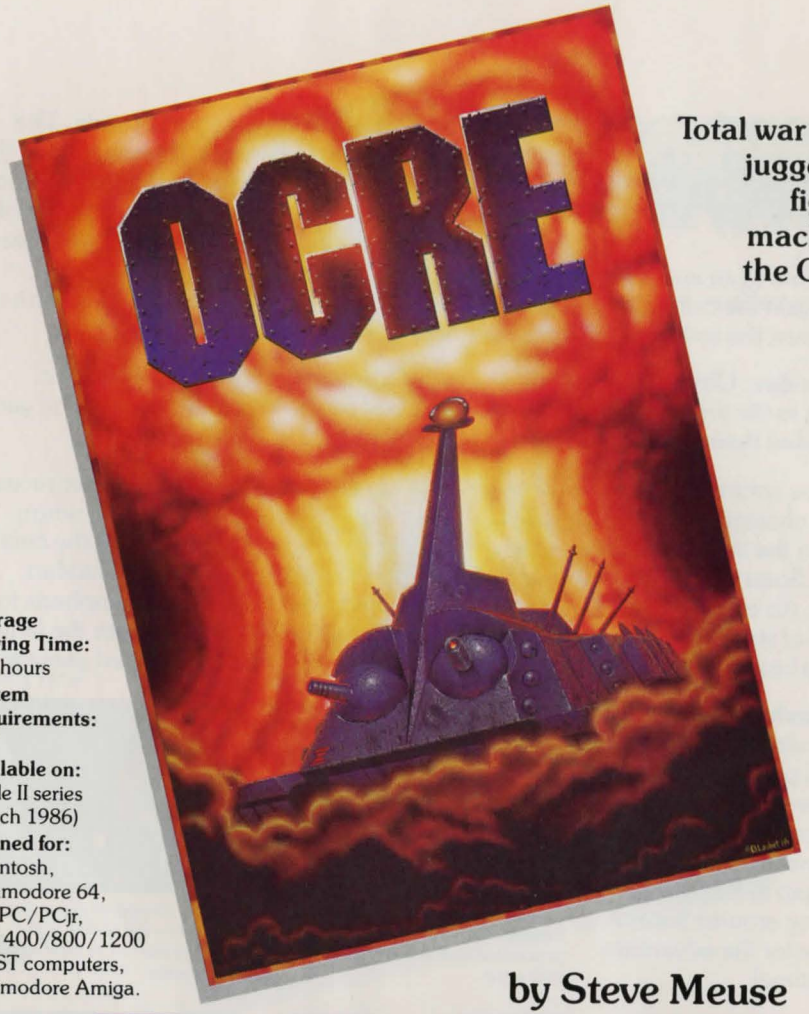
Visit towns and converse with the inhabitants, some of whom might pass on valuable information – for the right price!



Treasure abounds in the underground dungeons – but beware of the monsters that lurk in these subterranean depths!



Encounters with the denizens of Sosaria lead to scenes such as this, where a party of adventurers prepares to face a large group of hostile goblins.



Total war with a juggernaut fighting machine—the OGRE!

Average Playing Time:
1-2 hours
System Requirements:
64K
Available on:
Apple II series (March 1986)
Planned for:
Macintosh, Commodore 64, IBM PC/PCjr, Atari 400/800/1200 and ST computers, Commodore Amiga.

by Steve Meuse

OGRE

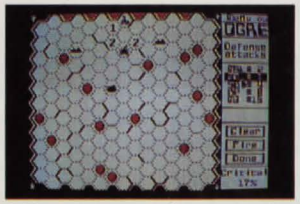
OGRE

On the battlegrounds of the 21st Century armored foot-soldiers fight it out with tactical nuclear weapons. Speedy hovercraft and heavily armored battle tanks mix it up with missile tanks and howitzers that lob nuclear shells across miles of crater-strewn landscape. Yet the most feared weapon of all isn't controlled by humans! It is the OGRE, a cybernetic supertank bristling with weapons, programmed to coldly annihilate anything in its path. This relentless juggernaut is an even match for an array of conventional forces – its multiple weapons systems, thick armor plating, and immense size render it invulnerable to all but the most concentrated firepower.

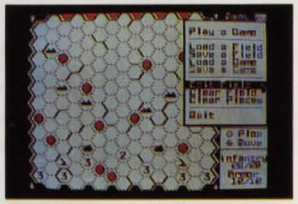
A computer strategy game for one or two players, **OGRE®** is an adaptation of the Steve Jackson board game of the same name. Long considered a classic among strategy gamers, **OGRE®** epitomizes simplicity and play balance. One side defends a command post with a variety of conventional forces while the opponent attempts to overrun the command post using a single OGRE. In the one player version, the computer controls the OGRE against the human player's defense forces.

Computer OGRE can be played using joystick, mouse, or keyboard and features a system of easy-to-use pull-down menus and windows to permit the player to design his or her own playfields, placing craters and rubble on the playing field and setting up the playing pieces in any desired configuration.

OGRE offers a choice of 5 preset battlefields or five that you create yourself.



OGRE pits an array of conventional forces against a solitary, cybernetic supertank – the OGRE! Here the OGRE is seen approaching the command post directly to the north, as defenders mount a last ditch effort to destroy it.



Using a system of pull-down menus, OGRE permits the player to customize and edit the playfield at any time.

About Origin Systems

Origin Systems was formed in 1983 by Robert & Richard (Lord British) Garriott and Chuck (Chuckles) Bueche. Since then, we have grown to about 20 people, moved offices three times, and taken up permanent residence in the best seller charts. When we started, we had two specific goals, which still guide our growth:

To provide our customers with the most advanced, exciting, and long-playing entertainment products available on microcomputers.

To provide an environment where authors are allowed maximum flexibility to design and create the complete gaming experience.

How have we done?
You, the customer must be the final judge of how advanced and exciting our products are. Since our products are some of the best selling in computer history, we believe the vote has been very positive. Certaintly critical acclaim has been lavish, but that's not nearly as fulfilling as satisfied customers are.

We do believe the real proof is in your comments. Please continue to let us know what you think. We get a lot of comments from our customers and we really appreciate them. We are constantly re-evaluating our current and planned products in light of the comments we receive. We need your input in order to provide you with the best possible products.

We do believe that we have created a programming environment where some of the best authors can work together to perfect their skills and produce the best possible products. Our aim is to push the state of the art with each new release. If you would like information about working with or in the group of software authors here at Origin Systems, please give us a call at (603)644-3360.

Thank you for your support and your interest in Origin Systems!

To Order OSI Products:

Call:
Electronic Arts, San Mateo, CA: (800)227-6703
In California: (800)632-7979
Foreign: (415)571-7171

or write to:
Electronic Arts
P.O. Box 306
Half Moon Bay, CA 94109

For product availability information:

Call:
Origin Systems, Inc. (603)644-3360

or write to:
Origin Systems, Inc.
340 Harvey Rd.
Manchester, NH 03103

Ultima and Lord British are registered trademarks of Richard Garriott.
Moebius is a trademark of Greg Malone.
Car Wars is a registered trademark of Steve Jackson Games, Incorporated
Autoduel and Ogre are registered trademarks of Steve Jackson Games, Incorporated.
Chuckles is a trademark of Charles Bueche.
Apple is a trademark of Apple Computer, Inc.
Commodore 64 is a trademark of Commodore Business Machines, Inc.
Amiga is a trademark of Commodore-Amiga, Inc.
IBM PC & PCjr are trademarks of International Business Machines, Inc.
Macintosh is a trademark licensed to Apple Computer, Inc.
Atari and Atari ST are trademarks of Atari, Inc.

340 Harvey Road
Manchester, NH 03103