

Ultima V T-Shirts

Let everyone know you're conquering the challenges of Ultima V—wear the official **Ultima V T-shirt**! Display the dramatic encounter of the Shadow Lords and a Warrior of Destiny in brilliant color while you wear this high quality, silver T-shirt of 100% cotton.



\$4 Off Your Ultima® V: Warriors of Destiny™ T-Shirt

Any Avatar can buy this T-shirt for \$8.95. But you can buy it for only \$4.95 when you buy either Ultima I, the newly updated classic beginning of the Ultima saga, or 2400 A.D., Origin's new science-fiction role-playing game. See details inside.



136 HARVEY ROAD, BLDG. B, LONDONDERRY, N.H. 03053

How to get your Ultima® V T-Shirt

Complete the form below and send it in along with a check or money order (do not send cash) for \$8.95 per T-shirt plus shipping and handling.

1. Buy either the classic role-playing game, Ultima 1, or Origin's newest blockbuster, 2400 A.D.
2. Send in the completed order form below along with:

- your original sales receipt (photocopies not accepted) for either Ultima 1 or 2400 A.D., dated between January 31, 1988 and September 30, 1988.
- a check or money order (do not send cash) for \$4.95 per T-shirt plus shipping and handling.



Offer valid from January 31, 1988 through September 30, 1988. Please allow 4-5 weeks for delivery. Redemption of this coupon is subject to all terms and conditions listed.

Include an original receipt showing purchase of 2400 A.D. or Ultima 1 for each T-shirt ordered at \$4.00 off.

Cut along the dotted line.

Name _____ _____ Address _____ _____ City _____ State _____ Zip _____ Country _____	Quantities Sm (32-34) _____ Med (36-38) _____ Lrg (40-42) _____ XLrg (44-46) _____	Total Number of T-Shirts # of T-Shirts w/receipts _____ x \$4.95 = # of additional T-Shirts _____ x \$8.95 =	Amount \$ _____ \$ _____
	MAIL TO: T-SHIRT OFFER ORIGIN SYSTEMS Inc. 136 Harvey Road Londonderry, NH 03053		Subtotal \$ _____ Shipping & Handling \$ _____ Total Enclosed \$ _____

Void where prohibited by law. Not to be used in conjunction with any other offer.

ULTIMA™ I

by Lord British



“Essential to any software library.”

A+ Magazine, January 1988

The original Ultima started one of the most successful sagas in the history of computer gaming. Serious gamers may be missing this edition because it was not available for several years.

Now you can buy the new Ultima I—a significant enhancement of the original version—with faster-paced excitement and up-to-date graphics.

Embark upon a quest to free the Realm from the grip of the dark wizard Mondain. He commands powers of unspeakable magic and hordes of vile creatures as he battles to ruthlessly dominate the lands of Britannia. It's up to you to discover Mondain's secret lair, challenge him, and put an end

to his foul deeds. Battle Ettins, Gremlins, and Gelatinous Cubes as you venture through the darkened lands of Sosaria. Journey to the farthest reaches of outer space to do battle with starwalking monsters of unparalleled savagery. It's a hazardous calling—Death courts you with every move you make.

For serious fantasy-game collectors, Ultima I represents a solid investment; for beginners, it's an ideal way to become familiar with the award winning Ultima series by Lord British.

Available On:

Apple II series (64K), Commodore 64/128 (64K), IBM, Tandy and 100% compatibles (256 K)

Suggested

Retail Price:

\$39.95

If you can't find these Origin games at your local software store, order by phone—call (603) 644 3360. Visa and Mastercard accepted.

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2400 A.D.™

by Chuck Bueche
Author of AUTODUEL™

"Excellent! Enough rewards to keep me going, enough difficulty to hold me back. I'm in line for the next one."

- John Szaton, III.

2400 A.D. For the past 87 years the tyrannical Tzorg empire has been successfully battling the United Stellar Council for control of the galaxy. Tzorg control of XK-120 is pivotal to the success of their conquest—they installed an army of killer robots to police the human populace.

But now reports of fierce battles near XK-120 indicate that the Council is slowly gaining ground. It's imperative that the remaining humans on XK-120 rise up now and overthrow the police force. Only then can XK-120's tactile weaponry aid the Council forces.

Who will lead this revolt? Members of the underground are either dead, in prison, or under constant surveillance by the Robot Patrol. As a new arrival on XK-120, however, you have no police record. You're the only hope the resistance has

to infiltrate the Authority Complex and deactivate the Robot Control System.

Explore all nine levels of the enclosed city of Metropolis in your search for the Central Control Console. Evade the robot police force when you can. But when you find yourself face-to-face with a Cyborg **and** a Protector robot, you'd better have some sophisticated weapons ready—hand blasters, pulse lasers, and powerful explosives.

If you're lucky enough to have one, switch on the directive override, and program one robot to turn against the other. If you're not, pray your nuclear jet pack works.

Time is of the essence. Use the extensive air-jet subway and slidewalk systems to move quickly and quietly. Look to members of the underground for needed supplies and vital clues. Right now, humanity has a very slim hope—and you're it.

2400 A.D. represents a stellar leap into gaming excitement. Cast yourself into this future and put your skills to the ultimate test. You're a hero if you win, a pile of smoldering ashes if you make a mistake.

Available on Apple II series (64K required)

Suggested Retail Price:

\$39.95

