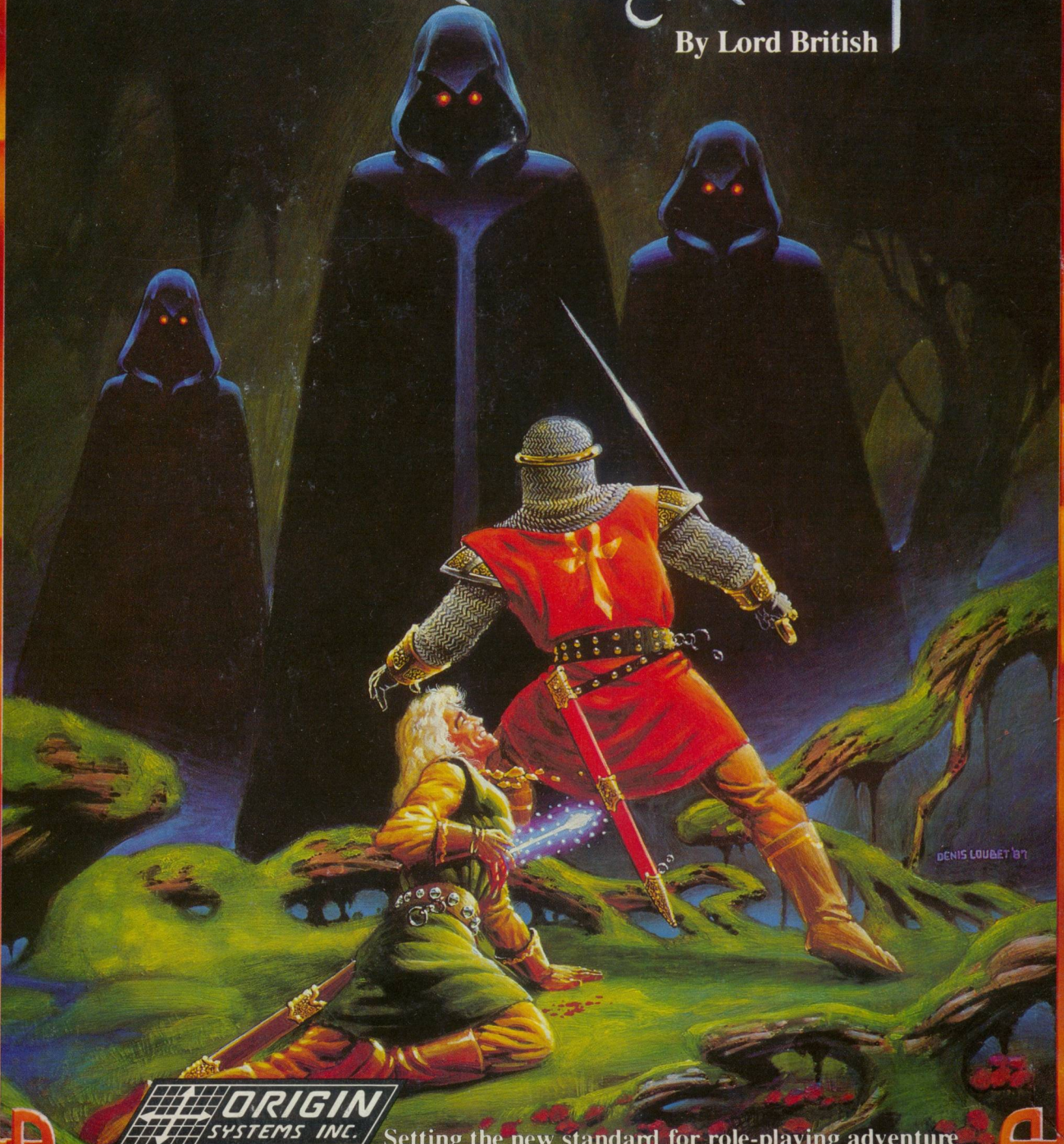


Ultima[®] V

BRO 916
22 06 88

Warriors of Destiny

By Lord British



ORIGIN
SYSTEMS INC.

Setting the new standard for role-playing adventure

Warriors of Destiny™

Enter the realm of Britannia: a world rich in history, adventure, and intrigue. Lord British, the benevolent ruler of Britannia, has been lost on an expedition to explore the vast reaches of a newly discovered underworld. Panic erupts in Britannia when the sole survivor of the expedition returns with dread tales of their fate.

To restore peace, the trusted but ambitious subject, Blackthorn seizes control of Britannia. His fanatical devotion to order ultimately transforms him into a self-righteous tyrant. Now, Britannia's destiny depends on your ability to discover the fate of Lord British and to unseat the merciless Blackthorn.

Highlights of Ultima V

Powerful new combat system

- Watch your axes fly and your arrows soar, with detailed animated graphics.
- Weave spells to conjure daemons, call forth rushing winds of flame, or become invisible to the enemy.
- Employ more sophisticated combat strategies as your experience- and the challenge- increases.

Unprecedented variety and detail

- Over twice the graphic detail, animation and sound effects of earlier games, with murmuring fountains, ticking clocks and lighthouses that cut swaths of light through the night.
- Over 30 multi-level villages, towns, castles and keeps to explore, some with as many as five levels.
- A vast new underworld, equal in size to Britannia and populated by a host of shadowy creatures never known before.

Realistic, Living World

- Townsfolk and villagers go about their daily activities of working, eating and sleeping according to their own individual schedules.
- The sun and twin moons rise and set while within the fortified towns and castles drawbridges raise and portcullises drop to protect the inhabitants at night.
- Carry on sophisticated, life-like conversations, buy, sell or trade with hundreds of people through out the Realm.



One of three distinct dungeon styles



Smoother, more realistic graphics



Twice the detail of Ultima IV

More than two years in the making, *Warriors of Destiny* sets the new standard for the role-playing genre. No other game can offer you as beautifully detailed a world or as exciting an adventure.

Ultima V is the game for all role-playing gamers;

Warriors of Destiny will enchant the novice and challenge the expert.



136 Harvey Road, Building 'B', Londonderry, NH 03053
No previous Ultima experience required. Allows the use of Ultima IV character



A Fantasy Role-Playing
Adventure by Lord British

Ultima[®] IV

*Warriors
of Destiny*



Ultima® V by Lord British

519c Four



Front: Castle



Back: Keep

©1987 Origin Systems, Inc. and Lord British

Ultima® V by Lord British

519b Two



Front: Britannia



Back: Underworld

©1987 Origin Systems, Inc. and Lord British

Ultima® V by Lord British

519e Three



Front: Towne



Back: Dwelling

©1987 Origin Systems, Inc. and Lord British

Ultima® V by Lord British

519a One

Ultima® V
Warriors of Destiny

Front: Program



Back: Dungeon

©1987 Origin Systems, Inc. and Lord British





B

Be it known that I, Lord British, do hereby extend the deepest gratitude of the Crown to the Avatar,

Andrew Halupka
who through the exercise of Arms and Virtue did selflessly strive to rescue myself, the Sovereign King of Britannia, from a prison of Evil.

Be it further known that this Avatar was instrumental in the unseating of Blackthorn, a tyrant who sought to usurp the rightful throne of Britannia and who committed acts of inhuman oppression and inquisition throughout the Realm.

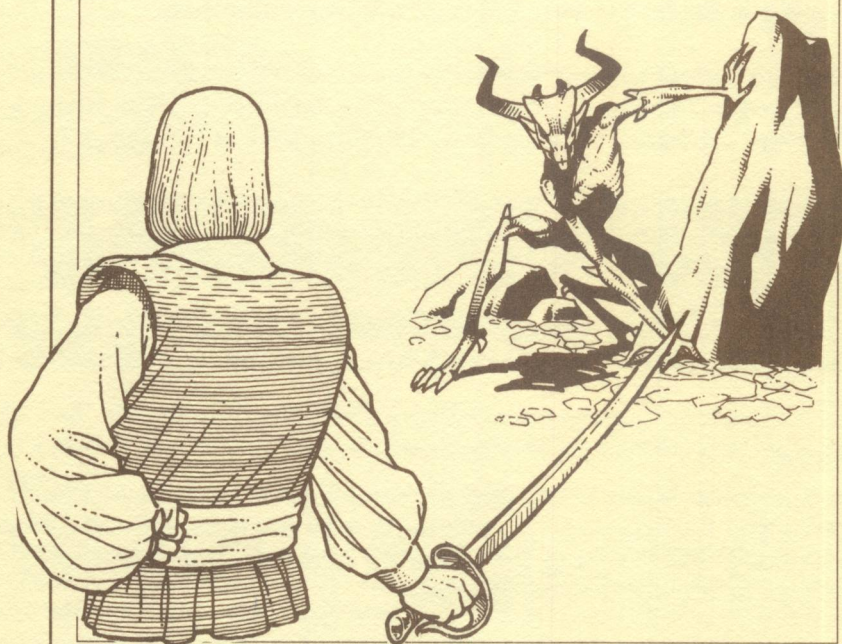
I, Lord British, do salute thee and thy fellow adventurers and do bestow the highest honour that the Crown can give. May the perseverance that thou didst show in this Quest lend success and bounty to all thy life's pursuits.

Lord British



PLAYER REFERENCE CARD

APPLE VERSION



Ultima[®] V

Warriors of Destiny[™]

BY LORD BRITISH

GETTING STARTED

Insert Disk One, the Ultima V program disk, label side up into your disk drive. Turn on your computer and monitor. You will see the opening graphics. Press the **SPACE BAR** to exit this view and bring up the main menu. Use the arrow keys and **RETURN** to select an option.

The first time you play Ultima V, select "**Transfer from Ultima IV**" if you want to use your character from that game, otherwise, select "**Create a Character**." From this point, you should follow the on-screen instructions. Remember to use the **ESC** key to acknowledge all disk swaps. After creating or transferring a character, you will return to the main menu.

Next, select the "**Introduction**" option in the main menu before continuing to the main part of the game. After completing the introduction sequence, select "**Journey Onward**" to proceed to the main part of the game.

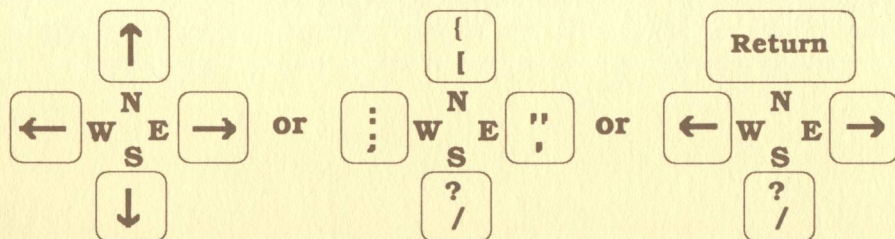
In all subsequent sessions, you may skip both the transfer/create character step and the introduction sequence by either selecting "**Journey Onward**" from the main menu or pressing the "**J**" key while the disk is booting.

If you have at least 128K of memory and a Passport Systems MIDI interface, Phasor, or a Mockingboard that you wish to use, see "**Music with Ultima V**" on page 8.

Movement

Except in dungeons or while engaged in combat, your party is represented by a single figure. During combat, each party member is shown and allowed to act independently. Pressing the following keys will move your party or party member in the designated direction:

Directional Keys



In dungeons, the period will turn you around.

These keys are also used to indicate direction when attacking and casting spells.

Menus

In a game menu, use the directional keys to move the cursor bar and highlight your choice.

When you are satisfied with your selection, press the **SPACE BAR**. To leave a menu without making a choice, press the **ESC** key. If you are selecting a member of the party from the party roster, you may alternatively indicate your choice by typing in the number of the player's position in the roster.

An arrow symbol just below a menu indicates that the list extends to include more items in one or both directions.

COMMANDS

Following is a list of commands that can be executed by pressing the designated key.

A Attack Attempt to engage a person or creature in combat. Must be followed by a direction. In combat, you can aim weapons in any direction, at any target within the weapon's range by using the direction keys to move the crosshair on top of the target. Press the **A** key again or the **SPACE BAR** to fire.

B Board Board a frigate, skiff, or other conveyance, or mount a horse. If you board a ship from a skiff, the skiff will be stowed and kept ready for later use.

C Cast Cast a spell. Must be followed by the first letters of the spell's syllables. Only works when the proper reagents have already been mixed and the spellcaster has enough Magic Points remaining. Some spells require additional information (direction or target).

E Enter Enter townes, castles, and other structures. Party members must be standing directly on structure to enter.

F Fire Fire cannons. Must be followed by a direction. Ship cannons may only fire when the ship's broadsides are facing the target.

G Get Take possession of gold, food, and other items you find. Must be followed by a direction.

H Hole up In dungeons and wilderness, hole up and camp once a day to rest, heal wounds, and recover magical strength. In cities, hole up in an unoccupied bed to quickly pass time. On the sea, hole up to make minor repairs to your ship.

- I Ignite a torch** Light a torch, if you have one, to see at night or in dungeons.
- J Jimmy lock** Unlock most doors and safely open chests with a skeleton key. Keys are re-usable, but often break if the person jimmying is not nimble enough.
- K Klimb** Climb up or down ladders in buildings and dungeons, down steel grates, or over small rockpiles, fences, and other objects.
- L Look** Identify any object or terrain feature or read signs one step away. Must be followed by a direction. May allow further interaction with some objects, such as wells and fountains.
- M Mix** Prepare spell reagents for later use. Enter the first letters of the spell's syllables, then select the appropriate reagents from the menu. Press **M** again to mix.
- N New Order** Exchanges the position of any two party members, excluding the leader. Select the two members to be exchanged from the roster menu with the cursor bar.
- O Open** Opens an unlocked door or chest. Opening a locked chest will set off a trap if the chest has one.
- P Push** Allows small objects, like tables and chairs, to be moved around the room. May be used to block doors.
- Q Quit and save** Save the current game status. If you do not use this command to end a playing session, any progress made since the last save will be lost.
- R Ready** Equip a party member with personal items from the party's stores. Use the arrow keys and space bar to select or de-select an item in the menu bar. Press **ESCAPE** when finished.
- S Search** Search the location or object in the direction indicated. Searching may detect traps on chests, concealed doors, or dungeon floor traps, or reveal hidden items. Use the south direction key to search the immediate area in dungeon halls.
- T Talk** Converse with merchants or townfolk in the direction indicated. Conversation is possible over counters, tables, fences, and through windows and doors with windows.
- U Use** Use a potion, scroll, or other special item found during the game.

- V View** Reveals a bird's-eye view of the surrounding countryside, city, or dungeon floor currently occupied. View requires a special item.
- X X-it** Exit or dismount current form of transportation, leaving it behind while continuing on foot. Horses not left by a hitching post may wander off. Exiting from a ship is possible only if there is a skiff available or if the ship is next to land.
- Y Yell** On a ship, Yell will hoist or furl sails. In other situations, Yell will allow you to enter up to two lines of text to be spoken loudly.
- Z Z-Stats** Displays the status and attributes of your party members, including several screens of information such as supplies, weapons, and spells. Use the East and West directional keys to change pages. Use the North and South directional keys to scroll up and down long lists. Pressing **Esc** or **SPACE BAR** will exit the Z-stat screens.

1-6, 0

Designate / Clear Active Player

Several commands require that one party member be designated to perform the action. When this is required, an illuminated cursor bar will appear over the names of your party members. Use the directional keys to highlight the name of the character you wish to designate and press **RETURN**. Or, abort the command by pressing **ESC**.

Instead of designating which party member is to perform a command each time you invoke it, you may set any living player as the "active player". Until you select another party member or disable this feature by pressing 0, this player will be the default player for those commands which require a single party member for execution (i.e., jimmy, get, search, etc.). This player will not serve as the default during combat, although you may separately assign a party member to be the active player during combat. To assign a player as the active player, press the number key from 1 to 6 representing that player's position in the party roster.

SPACE BAR

Pass Pass a turn, allowing time in the game to proceed. Also aborts any command requiring a directional key.

ESCAPE

Aborts or exits commands which use scrolling menus. **ESCAPE** speeds exit from combat scenes after all foes have been overcome, and allows you to abandon any charmed creatures in combat and dungeon rooms.

Ctrl-S

Toggle Sound Turns sound effects on or off.

Ctrl-T

Toggle Speed Toggles speed between fast and slow on the Apple II GS or any Apple II equipped with an Applied Engineering Transwarp or a compatible accelerator card.

Ctrl-V

Set Mockingboard and Phasor Volume. Must be followed by a digit from 0 to 9.

TO MAKE A BACKUP DISK

To keep a backup copy of your characters' status or to play more than one game simultaneously, use any ProDOS compatible utility to copy **both** sides of the Britannia/Underworld disk onto a blank floppy disk.

HINTS

Conversation is integral to Ultima V. Only by piecing together clues from the different inhabitants can you complete your quests. You may ask inhabitants about a number of topics. Often you will need to know what to ask a specific person to glean interesting information. Everyone will talk about their job and give you their name, and asking about these will often help you learn who else to interview and what questions to ask them.

As an example of conversation, you might Talk with Dupre. First you type "job". He responds, "I am hunting Gremlins!" Type "hunting" and he may respond with an interesting insight. Or Iolo might have suggested that you ask Shamino about his sword. If you have already spoken to Shamino, you would not have known to ask him that, and must seek him out again. You may be asked questions by some of those you meet. Consider carefully before responding; your life may depend upon it. How you converse with others will determine how willing they will be to share any new information they have when you next meet them. Do converse with people more than once. Some people you will meet may be willing to become your traveling companion. If you wish them to do so, invite them to "join" your party.

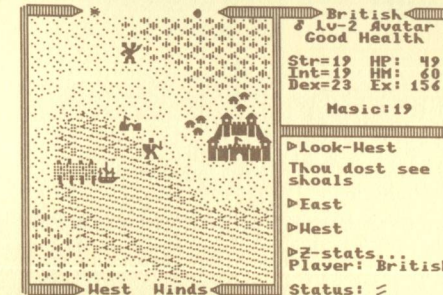
Press **RETURN** or type "bye" after an inhabitant's response to conclude a conversation.

Keep a journal of your travels. Keep a list of the clues you pick up; there will be too many for you to simply carry in your head.

Thoroughly explore the realm. Exploring each town, castle, keep and other populated spots will prove to be time well spent.

Screen Views

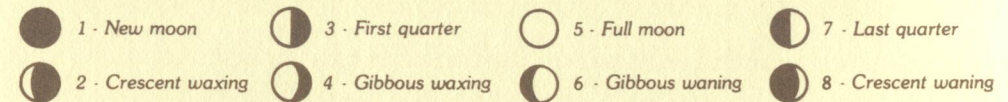
The party is shown standing on the shore south of the town of Britain. To the east is the castle of Lord British and two of its outlying villages. A frigate is docked at the harbour to the southwest. A marauding band of Ettins, evil two-headed giants, approaches from the north.



In the upper right window, the Z-stats command shows the status of the companion British. Normally the party members would be listed in this window. British is a Male Avatar who has attained the second Level of experience. He is in Good Health, with 19 Strength, 19 Intelligence, and 23 Dexterity points. While he currently has 49 Hit points, he can

have a Maximum of 60 Hit points. He has earned 156 Experience points in battle and has 19 Magic points. Pressing the **right arrow** key at this point would display the list of armour and weapons he currently carries.

At the top of the left window, the sun is about to set, and the newly risen moon, Trammel, is in its Gibbous Waxing phase. The moon phases are represented as follows:



The Ettins are attacking! In this close-up view of the battle field, the Ettins are closing in on British from the east and west. Shamino lies slain, crushed by a boulder. In the upper right window the names and current conditions of all three companions are shown: British has 45 Hit points and is Poisoned, while Shamino is Dead with 0 Hit points, and Iolo is in Good condition with 87 Hit points.



The party has 116 meals' worth of Food, and 150 Gold Crowns. It is the eighth day of the fourth month of the year 137, and the position of the sun would mark the time as mid-morning.

MUSIC WITH ULTIMA V

Warriors of Destiny includes over a dozen musical compositions ranging from village dances to castle fanfares. To hear the music, you need an Apple //e with 128K of memory and any of the following boards:

Sweet Micro Systems

- A. Mockingboard™ A
- B. Sound I
- C. Mockingboard™ C
- D. Sound II
- E. Sound / Speech I

Applied Engineering™

- F. Phasor™ *

Passport® Designs

- G. Apple MIDI Interface
(for use with MIDI synthesizer)

To start the music, select "**Activate Music**" from the Title Screen menu. From the Music Configuration menu, select "**Change Music Configuration.**"

For each of your music boards, place a letter (from the list above) under the number of the slot in which the board is installed. Only one MIDI board can be used, and the total number of voices for all other boards cannot exceed twelve. Press **RETURN** after making your music board selections.

To save your settings for later recall, select "**Save Music Configuration.**" To exit from the Music Configuration menu, select "**Return to the Game.**"

MIDI Interface

If you selected a MIDI Interface, a MIDI Information screen will appear. Set "**MIDI Channel**" to match your synthesizer. Set "**Number of Voices**" to the maximum number of notes which your synthesizer can play at one time.

The name of each Musical Selection will be displayed with a corresponding Instrument Suggestion. Use the cursor or type the first letter of the title to select a song. Enter **MIDI Numbers** using either of the following methods:

Select an instrument from your synthesizer keyboard. The **MIDI Number** will automatically be entered on the Apple screen.

(This method works with most, but not all MIDI synthesizers.)

-OR-

Type in the **MIDI Number** (MIDI Program Change number) on your Apple. Synthesizers use various numbering schemes, so check your manual. Instrument 1 is usually Program Change number 0. Hit **RETURN** to hear the song played in that voice.

When finished entering MIDI information, press **ESC** to return to the Configuration Menu.

***Note:** Phasor boards must be set to "Phasor Mode" (all four switches in closed position).

Ultima V

OUTCK REFERENCE CARD

COMMAND SUMMARY

A Attack	H Hole Up	N New Order	T Talk
B Board	I Ignite	O Open	U Use
C Cast	J Jimmy	P Push	V View
E Enter	K Klimb	Q Quit & Save	X X-it
F Fire	L Look	R Ready	Y Yell
G Get	M Mix	S Search	Z Z-stats
Space: Abort, pass turn		Ctrl-S: Sound effects on/off	
Ctrl-T: System Speed		Ctrl-V: Volume level of music	
Escape: Exit commands, leave battlefield			

WEAPONS

Item	Stone Weight	Attack Value	Defense Value
Dagger	1	6 (30')	-
Sling	2	6 (40')	-
Club	3	8 (b)	-
Flaming Oil	2	8 (40')	-
Main Gauche	3	8	1
Spear	4	10 (50')	-
Throwing Axe	6	10 (40')	-
Short Sword	5	12	-
Mace	7	15 (b)	-
Morning Star	8	15 (b,p)	-
Bow	8	10 (70')	-
Crossbow	6	12 (80')	-
Long Sword	9	15	-
Two-Handed Hammer	16	20 (b)	-
Two-Handed Axe	15	20	-
Two-Handed Sword	13	20	-
Halberd	18	30 (p)	-

ARMOUR

Item	Stone Weight	Attack Value	Defense Value
Helms			
Leather Helm	-	-	1
Chain Coif	1	-	2
Iron Helm	2	-	3
Spiked Helm	3	4 (b)	3
Shields			
Small Shield	2	-	2
Large Shield	3	-	3
Spiked Shield	4	6 (b)	3
Armour			
Cloth Armour	-	-	1
Leather Armour	2	-	2
Ring Mail	4	-	3
Scale Mail	6	-	4
Chain Mail	10	-	5
Plate Mail	12	-	7

(b) Denotes a Bludgeon: Hit probability is based on Strength, not Dexterity.

(p) Denotes a Polearm: May be used to attack over obstacles.

(x') Number in parentheses denotes range.

CHART OF SPELLS

	Spell	Effect	Time	Reagents
1st Circle	An Nox An Zu Grav Por In Lor Mani	cure poison awaken magical missile light heal	anytime combat combat noncombat anytime	ginseng, garlic ginseng, garlic ash, pearl ash ginseng, silk
2nd Circle	An Sanct An Xen Corp In Wis Kal Xen Rel Hur	unlock repel undead locate call animal wind change	anytime combat noncombat combat noncombat	ash, moss garlic, ash nightshade silk, mandrake ash, moss
3rd Circle	In Flam Grav In Nox Grav In Por In Zu Grav Vas Flam Vas Lor	wall of fire wall of poison blink wall of sleep ball of flames great light	dng./com. dng./com. anytime dng./com. combat noncombat	pearl, ash, silk nightshade, silk, pearl silk, moss ginseng, silk, pearl ash, pearl ash, mandrake
4th Circle	An Grav Des Por In Sanct In Sanct Grav Uus Por Wis Quas	dispell field downward move protection protection field upward move reveal	anytime dungeon anytime dng./com. dungeon combat	pearl, ash moss, silk ash, ginseng, garlic mandrake, silk, pearl moss, silk silk, nightshade
5th Circle	An Ex Por In Bet Xen In Ex Por In Zu Rel Tym Vas Mani	magic lock insect swarm magic unlock sleep quickness great heal	anytime combat anytime combat combat noncombat	ash, moss, garlic moss, silk, ash ash, moss ginseng, nightshade, silk ash, mandrake, moss ginseng, silk, mandrake
6th Circle	An Xen Ex In An In Vas Por Ylem Quas An Wis Wis An Ylem	charm negate magic tremor confuse xray	combat anytime combat combat noncombat	pearl, nightshade, silk garlic, mandrake, ash moss, ash, mandrake mandrake, nightshade mandrake, ash
7th Circle	In Nox Hur In Quas Corp In Quas Wis In Quas Xen Sanct Lor Xen Corp	poison wind fear peer clone invisibility kill	combat combat noncombat combat combat combat	nightshade, ash, moss nightshade, mandrake, garlic nightshade, mandrake ash, silk, moss, ginseng, nightshade, mandrake mandrake, nightshade, moss pearl, nightshade
8th Circle	An Tym In Flam Hur In Mani Corp In Vas Grav Corp Kal Xen Corp Vas Rel Por	time stop flame wind resurrect cone of energy summon gate travel	anytime combat noncombat combat combat noncombat	mandrake, garlic, moss ash, moss, mandrake garlic, ginseng, silk, ash, moss, mandrake mandrake, nightshade, ash mandrake, garlic, moss, silk ash, pearl, mandrake

500

800

1500

3500

7000

27th day of the 11th month of the year 137



erein is detailed the odyssey of his Majesty Lord British as recorded by Remoh, scribe to the court of Lord British. With us on this journey into the uncharted Underworld venture the knights Arionis, Meridin, Geraci, Shaana, Noin, and Roin.

Day 1

At dawn, we set off on our skiff down the River Maelstrom, east of Spiritwood. Before the falls, we pause to remember the brave men who discovered this entrance into the Underworld. Then we cast off and repeat their plunge into the lightless underground waterway. We land our boat on the western shore of a great lake. The cavern's low ceiling hangs close over us and the humidity is oppressive.

Arionis and Geraci erect a wooden sign commemorating our expedition. The rest of us repair the damage to our skiff inflicted by the subterranean rapids that carried us here.

We embark again, following a navigable stream south. After a short distance, a tributary branches off to the east, but we continue south. The cavern walls now tower above us, dimly reflecting our torchlight.

The current grows stronger and the crashing sound of tortured water steadily increases. Abruptly, the river turns a sharp bend. The roar grows painfully loud as our skiff careens down a great fall. A storage cask breaks loose and knocks Meridin out of the boat during our fall. The skiff lands flooded, but miraculously upright. We drag the unconscious Meridin back into the boat and retrieve the cask. He revives as we row west, past a southern tributary.

The river slows as we arrive at another fork. We continue north, hugging the water-hewn stone wall on our right. As the river swings back to the southwest, we hear the sound of approaching waterfalls. Quickly we land the boat on the southern shore. Geraci sets off to explore a promising passage through the rocks to the southeast. On returning, she reports that the natural fissure slopes downward steeply, but rejoins the river beyond the treacherous falls. We portage our skiff around the falls with little difficulty and are once again on our way. While the day wanes thousands of feet above us, the river empties into a calm lake, stretching out beyond our sight into the murky gloom. We row south by southeast, following the shore.

A muffled scream, a heavy splash are our first omens of danger. We all stare at the stern where, moments before, the raven haired knight Shaana sat. Meridin quickly intones two words of magic, and the lake around us explodes in light, blinding us momentarily. We see a hideous ebony creature, twice as large as our skiff with Shaana clutched in one of its slimy tentacles. Already dozens of yards away, it is retreating ten paces further with every heartbeat.

Lord British strides to the stern and stretches his arms toward the receding monstrosity. In a voice as clear as crystal, in a tone as urgent as the wind, he speaks seven words. We do not comprehend their meaning, but we witness their impact. The squid creature pulls up suddenly. A wrenching noise tears through the dank air. A large wave passes under our boat. The squid creature has been vanquished. The light from Meridin's spell fades, and new torches are lit to replace those dropped in panic. Shaana, dragged from the water, now sleeps at her place upon the boat's stern. Our king rests also, deep in the meditation of the virtues. We row on.

Eventually, at the southern shore of the lake, we follow the westernmost of two identical-looking streams. We explore several land passages along the way, but they all prove to be dead ends. The river turns north, flows on a while, and then perversely turns south. Our first day's journey ends at this juncture.

Day 2

We waken to a morning as dark as the blackest of nights. Our campfire is a damp mound of cold ashes. The underground river has risen in the night, soaking the meager supply of dry wood we brought with us.

Setting out upon the waters again, we row south. Scarcely an hour passes before we come upon another waterfall, one with no opportunities for portaging around. From the beach, however, we can see the river resuming only a few yards beyond the falls. With few options, we brace ourselves and steer over the falls. As soon as we are righted, though, the coursing water turns abruptly and we plunge down another fall. Shaken and bruised, the group has barely enough time to secure a firm grip on the boat before we plunge down a third cascade.

After a brief respite, we pass over a fourth, though smaller falls. Finally, we pass into a small, tranquil lake. We land on the south shore and examine the area. Though a large fissure in the cliff walls provides a land exit to the south, no navigable waterway leaves the cavern. There is no choice: we shoulder our remaining provisions and continue on foot through the fissure. The rough ride over the falls has eliminated

another option: if we ever return Britannia, it will not be by retracing our steps.

The path leaving the cavern is at first swampy and tedious to walk upon, but the way becomes easier as we leave the lake behind. Soon the path curves north again and we come upon a great cavern with an uneven rock ceiling many stories high. We are now walking on yellow grass-like growth.

A movement by his feet causes Arionis to halt. Before we can draw our weapons, a great leathery tentacle as thick as a man's leg coils around Arionis then starts dragging him into its underground lair. Noin drives his deadly main gauche into the tentacle. Thick green fluid streams from the severed tentacle as it falls away. As Arionis stumbles to his feet, he quickly shouts a warning. Noin turns to sever a second tentacle just before it ensnares him. Movement in the grass from which we have just come indicates more tentacled monstrosities approaching. We flee together to the north side of the cavern, slipping between rocks into a passage leading away to the east. Before long the passage turns and we head south again.

At the end of the passage, we find ourselves in a massive cavern. The walls and ceiling extend beyond the glow of our torches. We wait in vain for our echoes to return. It is difficult to fathom a cavern so large it stifles echoes. We turn to the right, hugging the southern wall. The stench of a stagnant river fills the air. As we walk, the mud gives way to sand. When we have left the river miles behind us, we encamp.

Day 3

A shriek of pain awakens us after only a few hours of sleep. Meridin utters an oath followed by two eerie sounds, and a grisly scene is revealed. The knight Geraci is standing unsteadily, slicing her dagger at six great worms that swarm around her, rearing up to strike, while deftly evading her dagger. Her left arm is held against her chest, in an attempt to staunch the flow of blood from a gaping wound.

Lord British raises his staff and utters an incantation. A deep chill descends momentarily, then the six worms forget their prey and assault each other with unreasoned fury. Meridin magically draws out the worms' poisonous venom. We quickly bind Geraci's arm, gather our gear, and resume our journey eastward along the southern wall. Only two worms remain writhing in combat as we depart.

After the wall finally curves to the north, we take a passage out of the cavern to the northeast. The trail is rocky, and wide enough for three to walk abreast. The twins, Noin and Roin, bringing up the rear, are the first to notice the large, winged creature

with mattea, brown fur and sharp, unsheathed talons. When we stop to look, however, it flies off. Half an hour later, we notice two of these creatures, but both fly off again as we turn. An hour later, three of these ugly creatures approach, flying closer than the previous forays dared, before veering off. We quicken our pace.

The passage empties into a large grassy area with a high, earthen ceiling. As we stop to rest, a deafening crescendo of screeches heralds the invasion of a dozen winged monsters. The avian terrors attack in force. Armour and skin is ripped from our backs. Our swords swing, our daggers fly, but to no avail. Only two winged monsters are wounded then finished. The remaining ten circle us furiously as Lord British shouts out words of mystic command. Four more attackers are destroyed, but many more of our party have fallen.

As I fight, I see Meridin from the corner of my eye. He crawls out of the fray and raises his arms. Before he falls, he gasps four words. A great flame breaks out between his outstretched arms and surges forward. One by one, the last of the nightmarish creatures is consumed with flame. The largest bat spirals to the ground. Its burning carcass crashes next to Meridin's corpse — a memorial fire to our great archmage.

Day 4

Today, the three of us remaining buried the valiant knights Arionis, Meridin, Geraci, Noin, and Roin, here upon the underground battlefield where they fell. Tomorrow we shall seek our way back to our own world; our disastrous quest here is finished.

Day 5

The wraiths came this morning. There were three of them. They walked through the stone. Their blackness was deeper than the shadows from which they emerged. Advancing towards Lord British, they ignored Shaana and myself. Lord British held their gazes, murmuring words of life, healing, and protection. Still they advanced. One raised its hand, pointing at our lord. Then a silver bolt struck our immortal king and he fell to the stony earth.

Shaana was frozen, transfixed. I stumbled forward, but when I touched that cloak, I shrank back. Foreboding washed over me. They took our lord with them. I was powerless to stop them. I am afraid we all are.

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 for \$8.95 (do not send cash).

To save \$4:

1. Buy either the classic role-playing game, Ultima I, or Origin's newest blockbuster, 2400 A.D.
2. Send in the completed form below along with:
 - your **original** sales receipt (photocopies not accepted) for either Ultima I or 2400 A.D., dated between January 31, 1988 and September 30, 1988.
 - a check or money order for \$4.95 (do not send cash).

Offer valid from January 31, 1988 through September 30, 1988. Please allow 4 - 6 weeks for delivery. Redemption of this coupon is subject to all terms and conditions listed above. Coupon offer limited to one T-shirt per purchase.



Name _____ _____ Address _____ _____ City _____ State _____ Zip _____ Country _____	Quantities 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 \$ _____
	SHIPPING & HANDLING: USA - \$2.00 for 1st 1 or 2 T-Shirts (add 50¢ ea. additional T-Shirt) CANADA - \$2.00 for one T-Shirt (add \$1.50 ea. additional T-Shirt)		OVERSEAS - \$4.00 per T-Shirt. FOREIGN CHECKS please add \$7.50 for bank processing fees.

Void where prohibited by law. Not to be used in conjunction with any other special 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 (128K)

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.

rt.
dd

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



Ultima IV
AUTODUEL
Ultima III
OGRE
M°EBIUS

*The fantasy
begins with Origin Systems. . .*



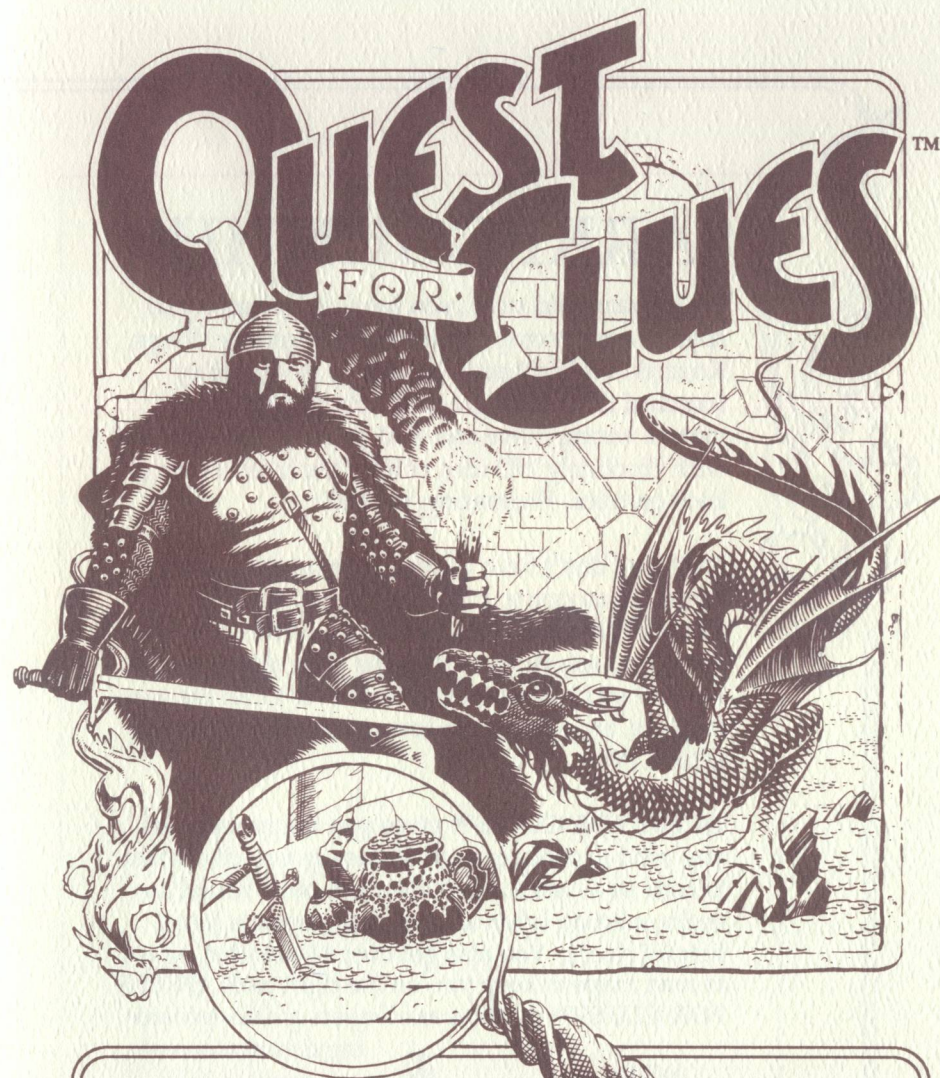
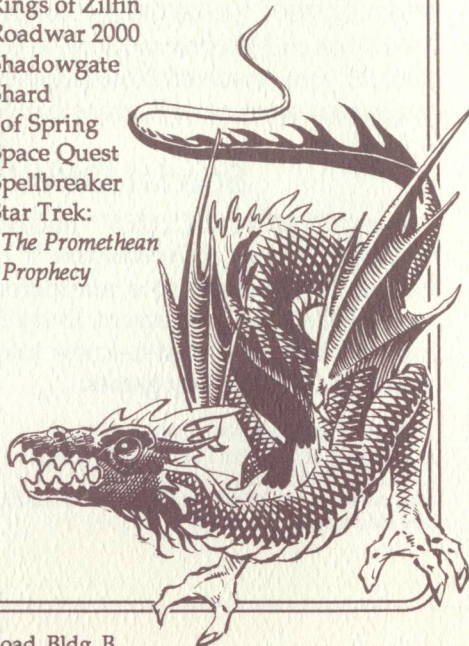
136 Harvey Road
Building 'B', Londonderry, NH 03053

Game solutions included
in QUEST FOR CLUES™

Amnesia
Autoduel
Ballyhoo
Bards Tale
Bards Tale II
Borrowed Time
Breakers
Brimstone
Bureaucracy
Destiny
Essex
Fractured Faebles
Goldfinger
Gunslinger
High Stakes
Hollywood Highjinx
Indiana Jones in:
*Revenge of
the Ancients*
King's Quest III
Labyrinth
Leather
Goddesses
of Phobos
Lurking Horror
Mercenary:
Escape from Targ
Might and Magic
The Mist

Moonmist
Moebius
The Neverending
Story
Nine Princes
in Amber
Oo-Topos
The Pawn
Phantasie
Phantasie II
Phantasie III
Rambo
Rings of Zilfin
Roadwar 2000
Shadowgate
Shard
of Spring
Space Quest
Spellbreaker
Star Trek:
*The Promethean
Prophecy*

Stationfall
Tass Times
in Tonetown
Trinity
Ultima IV
Universe II
View to a Kill
Voodoo Island
Wizard's
Crown
Wrath of
Denethenor



Can't find the magic scroll?!
Forgotten the secret word of passage?!
Or are you just plain lost???!.....



136 Harvey Road, Bldg. B
Londonderry NH, 03053, (603) 644-3360



"ARRRGHHH!"

It's the same old story, you know it by heart: you spend hours saving civilization by fighting Wargs, Knuzits and Wachamajigs only to have victory snatched from your grasp simply because you make a wrong move and find yourself at a deadend with absolutely NO idea of how the bejeebers to get back on track. Frustrating, isn't it?

Well, you don't have to beat your head against the keyboard anymore. Pickup a copy of **QUEST FOR CLUES™** instead. This new quick-reference book offers you solutions to 50 of the most difficult adventure and role-playing games ever to hit the marketplace, including such favorites as Moebius and Ultima IV.

QUEST FOR CLUES™ gives you the major clues you need to conquer each fantasy game, all written in code so as not to spoil your fun (why reveal an entire solution when all you really want is just a helpful clue?). You also get over 80 detailed, easy to read maps to keep you on the right path. **QUEST FOR CLUES™** doubles as a buyers guide—providing descriptions of each game to help you decide if it's one you'll enjoy.



50 Solutions for the Price of 6!

Individual solution books typically cost between \$4 to \$13 each. If you bought solutions to each of these games separately (which is difficult since many of the games found in **QUEST FOR CLUES™** don't have solution books yet), it would cost you more than \$175. But you get solutions to **ALL 50 GAMES** in **QUEST FOR CLUES™** for just \$24.99! That represents a savings of over \$150!

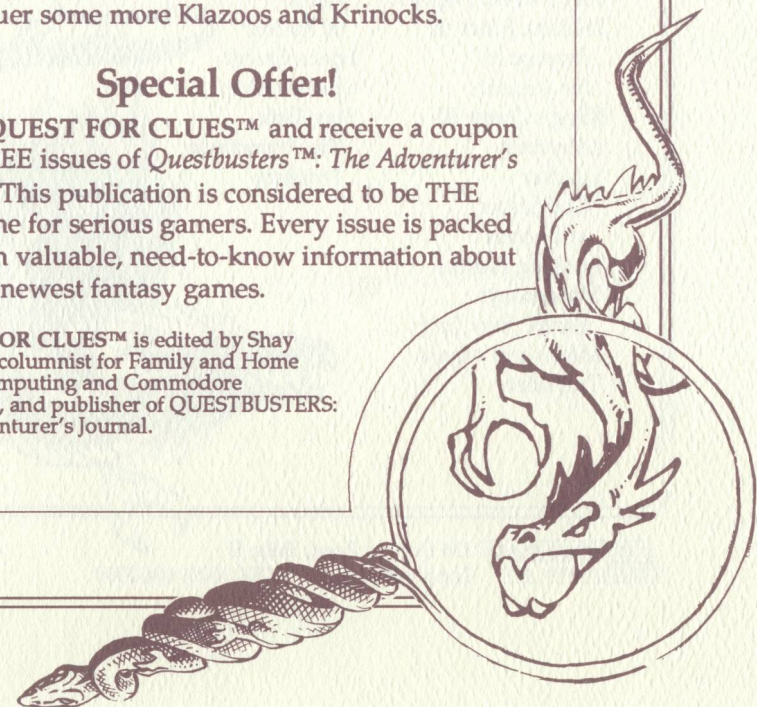
How to Order

Visit your local software dealer and ask for **QUEST FOR CLUES™**, or call Origin Systems at 603-644-3360 (Visa and Mastercard accepted). Either way, dust off your unsolved fantasy games and get ready to conquer some more Klazoos and Krinocks.

Special Offer!

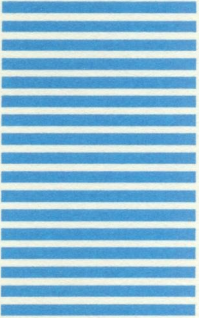
Order **QUEST FOR CLUES™** and receive a coupon for 3 FREE issues of *Questbusters™: The Adventurer's Journal*. This publication is considered to be THE magazine for serious gamers. Every issue is packed full with valuable, need-to-know information about today's newest fantasy games.

QUEST FOR CLUES™ is edited by Shay Addams, columnist for Family and Home Office Computing and Commodore Magazine, and publisher of **QUESTBUSTERS: The Adventurer's Journal**.





Origin Systems, Inc.
 136 Harvey Road, Building 'B'
 Londonderry, NH 03053



Postage Will Be Paid By Addressee

BUSINESS REPLY MAIL
 FIRST CLASS PERMIT NO. 86 LONDONDERRY, NH

NO POSTAGE
 NECESSARY IF
 MAILED
 IN THE
 UNITED STATES



WAIT!



DON'T TOSS THIS CARD!

It's very important !!!

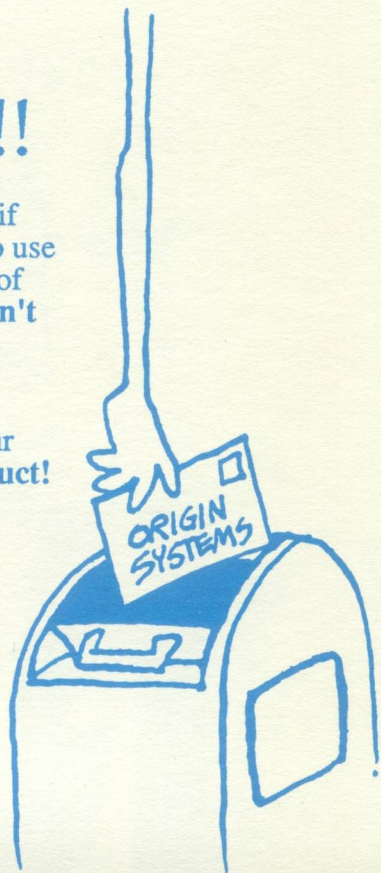
We need to know more about you so we can find you if there's ever a (GASP!) need for an upgrade. We'll also use the information you provide to help us make the kind of software you enjoy for your kind of computer. We won't send you junk mail and we won't sell your name and address.

To thank you for your help, we'll enter your card in our monthly drawing to win a free Origin Systems' product!

If you would like to receive advance news of forthcoming games or see what other Origin gamers have to say, then check the box at the bottom of the card. Then just drop this card in the nearest mailbox, (we'll even pay the postage!)

Thanks,

Origin Systems



MR/ MS/ MRS NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

COUNTRY _____ PHONE NUMBER _____

This card came in a box titled: _____

My age is: Under 13 years 13-18 19-24 25-34 35-44 45+

I have read at least three of the last six issues of these magazines:

A+ Ahoy PC World Family Computing MacWorld
 inCider Compute! Gazette Analog Compute! MacUser
 Nibble Antic Run Computer Gaming World
 Personal Computing Other _____

In deciding to buy this product I relied on:

Magazine Review Computer Store Magazine Advertisement
 Friend A Former Friend Other _____

I own the following computers:

Atari Atari ST Commodore 64 Commodore 128 Macintosh
 Apple II Apple IIGS Amiga IBM Tandy
 IBM compatible (Name) _____ Other _____

My favorite computer comes especially equipped with: (If it sounds strange, you don't have it)

0 1 2 Drives

3.5"
 5.25"
 Hard
 RAM

Everyone

Color Monitor
 RGB Monitor
 Mouse/Trackball
 Joystick

Apple

Mockingboard
 Other Soundboard
(name) _____
 _____RAM

Commodore

CBM 1902 Monitor
 New Mouse
 Old Mouse

I am a member of a computer club called: (Name) _____

I would like to receive Origin's newsletter.

AFFIX
STAMP
HERE

**FIX APPLICABLE ADDRESS
LABEL AND MAIL TODAY**

Imagineering Micro Distributors Ltd
86 Wairau Road, Takapuna
Auckland 10, New Zealand

Imagineering Micro Distributors Ltd
Rm 405-6, 4/F Citicorp Centre
18 Whitfield Rd,
Causeway Bay, Hong Kong

Imagineering Micro Distributors Ltd
#14-04/05 Hong Leong Finance Building
Robinson Road, Singapore


FOR RETURNS ONLY

Fix this label to top of carton

**Imagineering
Returns Department
Cnr. Morley & Dunning Ave
Rosebery N.S.W. 2018**

RA No.: _____

IMAGINEERING™



SYDNEY
Imagineering, 77 Dunning Avenue, Rosebery, N.S.W. 2018. Private Bag 20, Rosebery, N.S.W. 2018

MELBOURNE
Imagineering, 51-53 Park Street, South Melbourne, Vic. 3205

BRISBANE
Imagineering, Unit 3, 249 Coronation Drive, Milton, Brisbane, Qld. 4064.

AUCKLAND
Imagineering Micro Distributors Ltd, 86 Wairau Road, Takapuna, Auckland 10, New Zealand

HONG KONG
Imagineering Micro Distributors Ltd, Rm. 405-6, 4/F, Citicorp Centre, 18 Whitfield Rd, Causeway Bay, Hong Kong

SINGAPORE
Imagineering Micro Distributors Ltd, #14-04/05 Hong Leong Finance Building, Robinson Road, Singapore

TAIPEI
Suite 1101, 148 Sec 4, Chung Hsiao East Road, Taipei, Taiwan, R.O.C.

**FREE
MEMBERSHIP
OF THE
IMAGINEERING CLUB**

Act Now.

Complete this warranty **NOW** to ensure legal coverage...and receive your free Imagineering Club Membership and Newsletter, invitations to training sessions and seminars, pre-release information on new products and "Members Only" special offers. Exclusive to warranted owners.

IMAGINEERING SOFTWARE WARRANTY POLICY

1. In the event of any defect in the materials or any faulty workmanship under normal use which is notified to Imagineering within 90 days, Imagineering will replace for the original license only, the medium at no charge. The defective medium together with evidence of the date of licensing must be returned directly to Imagineering. To receive warranty coverage this warranty card must be completed within 7 days of the date of licensing the software. An additional charge will be levied to cover Imagineering's administrative costs if this warranty card is not returned within 7 days of licensing. (Refer to unregistered charge in Replacement Table.)

2. Outside the warranty period and within a year of licensing the software, Imagineering will provide registered users with a replacement service as outlined in the Replacement Table. Unregistered users will also be eligible for replacement services as outlined in the Replacement Table. To obtain replacement service between 90 and 365 days after licensing the product, please return faulty media in suitable protective packaging directly to Imagineering together with a cheque or money order for the amount outlined in the Replacement Table.

Registration. To take advantage of Imagineering's warranty policy you must return the Registration card to Imagineering within 7 days of purchase.

Copyright. Any person/persons reproducing any portion of the medium for any reason shall be guilty of copyright violation and shall be subject to legal action at the discretion of the copyright holder.

Disclaimer of Other Warranties. (a) Except for the above warranties and subject to (b) below, Imagineering makes no warranties expressed or implied, including that the software is suitable for a particular purpose or for any purpose whether such purpose was made known to Imagineering or not. Imagineering has not authorised any other person to warrant that the software is suitable for a particular purpose or for any purpose. Imagineering shall have no liability for any damages or injuries to persons or property of any kind arising out of the license, installation or use of products distributed by it.

(b) Nothing contained in this warranty policy shall be read or applied so as to exclude, restrict or modify or have the effect of excluding restricting or modifying any conditions or warranties implied by law (including, without limiting the foregoing, conditions or warranties implied by the Australian Trade Practices Act 1974) and which by law cannot be excluded, restricted or modified.

Please note: • Freight is payable by licensee • Only return faulty disk, cassette or cartridge **along with proof of purchase and description of fault** • Do not return the original packaging • Ensure the product is in suitable protective packaging to ensure against physical damage.

IMAGINEERING SOFTWARE LICENSING AGREEMENT

The terms of this agreement are in addition to any of the terms and conditions which may be implied into the arrangements between Imagineering a division of Studio Australia Pty. Limited and the Licensee as a result of any law or specific terms contained in the agreements or arrangements with suppliers of Imagineering products (provided that in the latter case if there be any inconsistency between the terms of such agreements or arrangements and this agreement, it is expressly agreed that this arrangement shall take precedence.)

In return for Imagineering continuing to permit the use of the Software (including updates, if applicable) the Licensee from time to time agrees that —

(a) the Software remains the property of Imagineering;

(b) the Software shall not, other than for back-up purposes, be copied (whether in whole, or part or in any way whatsoever).

This License Agreement and the right to use the software automatically terminates at any time the licensee violates any provision contained herein. Imagineering retains all rights not expressly granted. Nothing in this agreement constitutes a waiver of Imagineering's rights under copyright laws of Hong Kong, Singapore, New Zealand, Indonesia, Malaysia, Korea, Philippines, Brunei or Australia or any other laws.

• A testing charge will be made if Imagineering technicians find the product to be in proper working order.

REPLACEMENT TABLE

Software Table	Registered		Unregistered	
	\$A, \$N.Z. H.K. & Taiw — \$US	S'pore \$	\$A, \$N.Z. H.K. & Taiw — \$US	S'pore \$
Entertainment/Education (Cart./Disk/Cassette)	12	20	24	40
Business	18	30	28	50
Lotus Products	24	40	36	60

Replacement Table applies to software out of warranty within one year of licensing.

This is your Warranty Registration Number. ▶ **S 2808936**
Be sure to quote it whenever you contact us.

PROTECT YOUR PURCHASE — WARRANTY COVERAGE IS FREE

All Warranty Registration Forms mailed within seven (7) days of purchase entitle you to FREE Imagineering Club membership, including regular Newsletters, personal invitations to training sessions and seminars, advance information on new releases and "Members Only" special product offers.

Imagineering will be pleased to provide you with all warranty services.

Simply quote the Warranty Registration Number indicated on your retained portion of this Warranty Card.

Please note that if your Warranty Registration Form is NOT received within seven (7) days there is a service fee (refer Administration Charge Table above) to cover administration costs of registering you in our system as a user.

Please complete all sections clearly in full and return within seven (7) days of purchase.

All information supplied will be treated as confidential.

Title: Mr/Mrs/Other	Surname	Given Name
<input type="text"/>	<input type="text"/>	<input type="text"/>
Company Name (if applicable)		No. of People in Company
<input type="text"/>		<input type="text"/>
No. of PC's in Company		<input type="text"/>
Company Address No.	Street	Suburb
<input type="text"/>	<input type="text"/>	<input type="text"/>
City	State	Postcode
<input type="text"/>	<input type="text"/>	<input type="text"/>
Home Address No.	Street	Suburb
<input type="text"/>	<input type="text"/>	<input type="text"/>
City	State	Postcode
<input type="text"/>	<input type="text"/>	<input type="text"/>
Telephone Nos. Home	Work	
<input type="text"/>	<input type="text"/>	
Name of Computer Software	<input type="text"/>	
Name of Computer Store	Suburb	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
What type of Computer do you have?	Other (please specify)	
<input type="checkbox"/> Apple Mac <input type="checkbox"/> Apple <input type="checkbox"/> IBM <input type="checkbox"/> C64	<input type="text"/>	

Please provide me with Imagineering Warranty Coverage.
I understand the terms of the Imagineering Warranty Agreement.

S 2808936

Signed _____ Date ____/____/____

Shankar