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PRODUCT CATALOG

LATEST RELEASES

"ORIGIN HAS STRIVEN MIGHTILY TO POSITION ITSELF ON THE EDGE OF THAT GREAT, IF SOMEWHAT DICEY, LEAP INTO THE FUTURE."

(GAME PLAYER'S PC STRATEGY GUIDE)



STRIKE COMMANDER

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In 2011, you command Stern's Wildcats, an elite squadron of mercenaries trying to fly straight in a world of deceit and violence. You'll pilot the F-16 and the F-22 *Lightning* as you engage rival squadrons, third-world dictators and the armies of the dreaded IRS. Forty missions take you a step beyond *Wing Commander* and into a true 3-D world, both on the ground and in the air, for an intense, cinematic experience unlike any seen before. Visit the world at Mach 2 as you blast across city vistas, zip through canyons and race down river valleys in an authentic simulation full of the hottest dogfighting action ever seen on a PC.

Available for IBM 386SX, 386, 486 and 100% compatible systems on 3.5" and 5.25" high-density disks. Requires hard drive, 4 megs RAM. Supports 256-color VGA/MCGA graphics, keyboard, mouse or joystick interface; Ad Lib, Sound Blaster, or Roland sound board for music/sound effects. Joystick, 486/25 with 4 megs RAM recommended for best performance.

STRIKE COMMANDER SPEECH ACCESSORY PACK \$24.95

Enhance your *Strike Commander* game experience with the *Speech Accessory Pack*, and hear communications from ground installations, enemy pilots and the joystick jockeys flying on your wing. *Strike Commander* game and a Sound Blaster or 100% compatible sound card required.

ULTIMA VII PART TWO: SERPENT ISLE \$79.95

Trapped by the same circumstances that thwarted the Guardian in *Ultima VII The Black Gate*, you find yourself in a world strangely out of balance. A wave of magic storms sweeps across the land; a strange sickness plagues the Gargoyles and Emps; Batlin has fled justice. The solution to the chaos lies on the legendary Serpent Isle. *Ultima VII Part Two* features new terrain, larger close-up portraits, "paper doll" character generation, digitized speech** and a dynamic musical* score.

Available for IBM-PC 386SX, 386, 486 and 100% compatibles on 3.5" and 5.25" high-density disks. Requires 2 megs RAM, 21+ MB hard drive, 256-color VGA graphics and MS-DOS V3.3 or higher. Microsoft® or 100% compatible mouse, 20+ MHz and sound board recommended.

ORIGIN FX SCREEN SAVER \$39.95

ORIGIN FX protects your monitor from burn in and provides an enthralling entertainment package. The modules reflect the creativity and technical ingenuity that have delivered the award-winning *Wing Commander* and *Ultima* series with stunning graphics and dynamic music* and speech**.

Available for IBM 386SX, 386, 486 and 100% compatibles on 3.5" and 5.25" high-density disks. Requires hard drive, 2 megs RAM, Windows 3.1 or higher, VGA/MCGA graphics. Windows 256-color VGA/SVGA mode recommended.

* Ad Lib®, Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.

** Sound Blaster or 100% compatible required for digitized speech.

Strike Commander



Serpent Isle



ORIGIN FX



LATEST RELEASES

"ORIGIN SYSTEMS DIDN'T INVENT THE IDEA OF TEAM ELECTRONIC GAME DEVELOPMENT, BUT IT MAY HAVE BROUGHT THE CONCEPT TO ITS HIGHEST LEVEL OF SOPHISTICATED SO FAR." (MEGAGAMING)



PRIVATEER

\$79.95

Travel to the seamy side of the *Wing Commander* universe in *Privateer*, where pirates, merchants, militia and mercenaries all struggle to make a quick buck in the shadow of the Kilrathi border. Opportunities abound for the resourceful and ruthless as you choose your own path and attempt to pay off and improve your ship. Between fighting back the Kilrathi, trying to avoid bankruptcy and dodging asteroids, a privateer's days are long, dangerous and full of adventure.

Available for IBM 386SX, 386, 486 and 100% compatible systems on 3.5" or 5.25" high-density disks. Requires 256-color VGA/MCGA graphics, hard drive, 2 megs RAM, expanded memory manager, MS-DOS v.3.3 or higher. Supports keyboard, mouse or joystick; Ad Lib, Sound Blaster or Roland sound board for music/sound effects.

UNDERWORLD II LABYRINTH OF WORLDS

\$79.95

This installment in the *Underworld* saga features the return of *Ultima VII*'s Guardian. Thwarted in his efforts to subvert Britannia, he traps the world's leaders, including the Avatar, within Lord British's castle. In seeking escape, players discover a portal to other worlds where they can solve the mysteries of the Guardian's trap and save Britannia. *Ultima Underworld II* features a larger view window, enhanced graphics, eight new dungeons, new terrain types, traps, puzzles and magic spells.

Available for IBM 386SX, 386, 486 and 100% compatible systems on 3.5" or 5.25" high-density disks. Requires 256-color VGA/MCGA graphics, hard drive, 2 megs RAM, MS-DOS v.3.3 or higher, expanded memory manager, Ad Lib, Sound Blaster or Roland sound board for music/sound effects.

CD-ROM EDITIONS \$79.95

Enjoy the complete *Wing Commander II* saga with *Wing Commander II*, *Special Operations 1*, *Special Operations 2* and the *Speech Accessory Pack* on CD-ROM. The *Wing Commander II Deluxe Edition* takes you on more than 80 dogfight-filled missions where you can hear your wingmen and enemies speak**, thrill to a dynamic music* score and pilot some of the most exciting spacecraft on the electronic battlefield.

Combining *Ultima Underworld The Stygian Abyss* and *Wing Commander II: Vengeance of the Kilrathi* in another CD release delivers the best of both worlds. Critically acclaimed for its continuous movement, first-person, 3-D fantasy action, *Underworld* is as close as you can get to virtual reality on a PC. Add *Wing Commander II* and the *Speech Accessory Pack*, and you're rocketing into the middle of an intergalactic brawl with a bunch of flea-bitten, battle-scarred felines from Kilrah.

Available for IBM-PC and 100% compatibles on CD-ROM. Requires 386SX+ processor, 2 megs RAM, 21+ MB hard drive, 256-color VGA graphics, MS-DOS v5.0 or higher and Microsoft CD Extensions 2.1 or higher. Microsoft® or 100% compatible mouse, 20+ MHz, 350 ms or faster drive and sound board recommended.

* Ad Lib®, Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.
** Sound Blaster or 100% compatible required for digitized speech.

Privateer



Ultima Underworld II

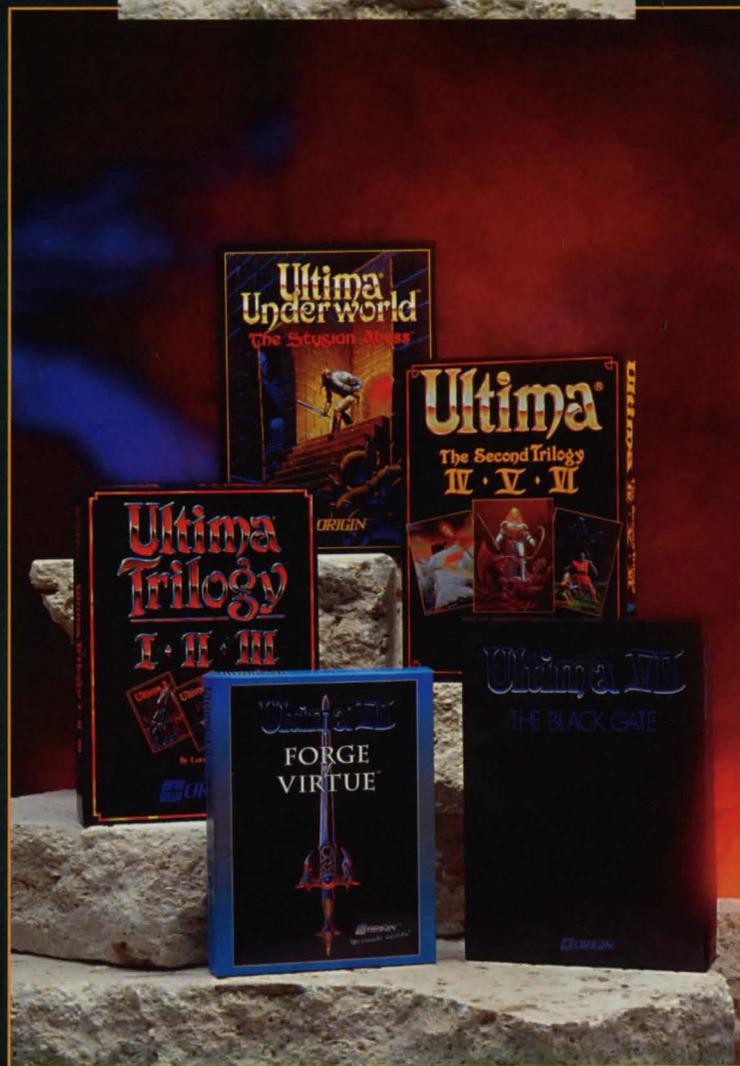


Wing Commander II Deluxe Edition CD-ROM





IN THE *ULTIMA* SERIES, I TRY TO DELIVER THE MOST COMPLETE AND REALISTIC SIMULATIONS OF LIVING, BREATHING WORLDS AVAILABLE ON THE PERSONAL COMPUTER — WORLDS WHERE PLAYERS CAN EXPERIENCE ANOTHER LIFE IN THE ALTERNATE REALITY OF BRITANNIA.” — RICHARD GARRIOTT



ULTIMA TRILOGY I • II • III

\$59.95

More than a million fans have been enchanted by the captivating story of Lord British's struggles against the Triad of Evil. Now you can confront those forces of darkness in *Ultima I, II* and *III*.

Available for IBM-PC and 100% compatibles on 5.25" low-density disks with 16-color EGA (*Ultima I* only) or CGA graphics.

ULTIMA IV • V • VI THE SECOND TRILOGY

\$79.95

Follow the spellbinding tale of the Avatar in computer gaming's most richly detailed and challenging story. *Ultima IV, V* and *VI* present a relentless test of character as you demonstrate the eight virtues of Avatarhood, oppose a tyrannical leader and resolve a clash of cultures.

Available for IBM-PC and 100% compatibles on 3.5" and 5.25" low-density disks. Requires 640K RAM. A hard drive, mouse and 10+ MHz recommended. *Ultima VI* features 256-color VGA/MCGA graphics and optional music and sound*.

ULTIMA VII THE BLACK GATE

\$79.95

The award-winning saga begins a new chapter in *Ultima VII The Black Gate*, where sword-and-sorcery is interwoven with mystery, horror and intrigue. *Ultima VII* features a full-screen view, totally mouse-driven interface and almost 20 megabytes of characters, towns, magic, combat and objects. Enjoy a feast of sound and music with digitized speech** and a dynamic music* track.

Available for IBM-PC/100% compatibles on 3.5" and 5.25" HD disks. Requires 386SX+, 2 megs RAM, 21+ MB hard drive, 256-color VGA graphics, MS-DOS v3.3 or higher. Microsoft® or 100% compatible mouse, 20+ MHz recommended.

FORGE OF VIRTUE \$24.95

No matter how far you've progressed in *Ultima VII The Black Gate*, install this disk, complete the quests, and you'll return to Britannia as the most powerful character in the land, with the most formidable weapon. Includes four new quests to challenge your combat, puzzle-solving and magic skills.

You must own *Ultima VII* to play *Forge of Virtue*.

ULTIMA UNDERWORLD THE STYGIAN ABYSS \$79.95

The first continuous movement, 3D-dungeon, action fantasy marks a new vision for the distinctive *Ultima* series. View the world from a first-person perspective as you walk and turn smoothly down passageways, leap across chasms and swoop magically through the air in a blur of real-time motion. Features auto-mapping, 3-D modeled terrain and objects, and a full orchestral music* score!

Available for IBM-PC/100% compatibles on CD-ROM, 3.5" and 5.25" high-density disks. Requires 386SX+ processor, 2 megs RAM, expanded memory manager, 256-color VGA graphics and hard drive. Mouse/sound board recommended.

* Ad Lib®, Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.
** Sound Blaster or 100% compatible required for digitized speech.

Ultima VII: The Black Gate



Forge of Virtue



Ultima Underworld



W

ITH ITS CINEMATICS, *Wing Commander* HELPS PLAYERS FEEL LIKE PART OF THE STORY. IT'S THE FIRST GAME I'VE DEVELOPED WHERE THE VISION AT THE BEGINNING MATCHED WHAT WAS THERE AT THE END. I WOULDN'T CHANGE ANYTHING ABOUT IT."

— CHRIS ROBERTS



WING COMMANDER

\$29.95

OMNI and *Computer Gaming World's* Game of the Year! *Wing Commander* turned the action-simulation category upside down with a unique combination of spectacular 3-D graphics, an emotion-filled storyline and a dynamic musical* soundtrack that alters the music to match the action. Grab a joystick and prepare for the sci-fi dogfighting experience of your life when you take on the nimble, cat-like Kilrathi in head-to-head space combat. *Special \$29.95 limited time offer!*

Available for IBM-PC and 100% compatibles on 3.5" and 5.25" high-density disks. Requires 640K and dual floppies or hard drive. Supports 256-color VGA/MCGA and 16-color EGA/Tandy graphics. A 12+ MHz processor and joystick is recommended.

THE SECRET MISSIONS

\$29.95

The action sizzles and you're at the flash point again when a Kilrathi strike fleet unleashes a devastating secret weapon and destroys a Terran colony. Now it's time to pay them back, but the *Tiger's Claw* must invade enemy territory and take on overwhelming odds. Transfer your *Wing Commander* character and race into a new 16-mission campaign featuring four new enemy ships.

Wing Commander required to play *The Secret Missions*.

SECRET MISSIONS 2 \$29.95

When an impending treaty between the Confederation and the Firekkans is threatened by Kilrathi battle fleets, the *Tiger's Claw* races to intercede. In 16 new missions, you'll pilot a captured Dralhti, meet new wingmen and take on more difficult challenges than ever before.

Wing Commander required to play *The Secret Missions 2: Crusade*.

WING COMMANDER DELUXE EDITION \$79.95

You may be the hottest pilot in the starfleet, but 72 dogfight-filled missions against the Kilrathi oughta cool your jets. Race into the *Wing Commander Deluxe Edition* and blast your way through the Vega Campaign, Operation Thor's Hammer and the Firekka Missions. The deluxe edition includes the original *Wing Commander* and both *Secret Missions* all in one package. A super value!

Available only on 3.5" and 5.25" high-density disks. Requires 640K and dual floppies or hard drive. Supports 256-color VGA/MCGA and 16-color EGA/Tandy graphics. A 12+ MHz processor and joystick is recommended.

* Ad Lib®, Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.
** Sound Blaster or 100% compatible required for digitized speech.

Wing Commander



Secret Missions 1



Secret Missions 2



WING COMMANDER II HAS MORE OF THE PLOT THREADS OF A MOVIE, AND CONCENTRATES UPON BUILDING REALISTIC RELATIONSHIPS BETWEEN THE CHARACTERS. I THINK IT INVOLVES PLAYERS IN THE PLOT MORE THAN ANY OTHER COMPUTER GAME."

— CHRIS ROBERTS



**WING COMMANDER II
VENGEANCE OF THE KILRATHI**

\$79.95

Ten years ago, you were the hero of the Vega Sector — the starfighter pilot who singlehandedly turned the tide of a major Kilrathi invasion. Then something went wrong. A court martial and transfer left you behind, while your friends fought the battle on the front lines. Now you're back — prepared to put your life on the line once again. *Wing Commander II* features five different fighters and all-new guns, missiles, tailguns, turrets and tractor beams. You'll thrill to amazing 3-D rendered graphics, digitized speech**, instant replays, a new musical score* and gripping storyline.

Available for IBM-PC 286+ and 100% compatibles on 3.5" and 5.25" high-density disks. Requires 640K, hard drive, 12+ MHz processor and VGA or EGA graphics. Joystick, sound board and expanded memory manager recommended.

SPECIAL OPERATIONS 1 & 2

\$29.95 EACH

If you thought you could snatch a few Zs after that victory at K'tithrak, you'd better look for another line of work. With 20 missions in each, the *Special Operations* disks are loaded with value. You'll fly the Morningstar superfighter, the Crossbow bomber, and encounter some of the toughest pilots in the Kilrathi forces. You'll meet new friends, make new enemies, and settle some old scores.

Wing Commander II required to play either of the *Special Operations*.

**WING II SPEECH
ACCESSORY PACK \$19.95**

With the *Speech Accessory Pack*, *Wing Commander II* really comes alive in digitized speech**. You'll hear Angel, Spirit, Jazz, Doomsday and other wingmen confirm your commands and praise your successes. Kilrathi aces will scream their defiance, cursing a defeat and gloating over a victory.

Wing Commander II required for the *Speech Accessory Pack*.

**WING COMMANDER II
DELUXE EDITION-CD \$79.95**

You were proclaimed the hero of the Vega Sector in *Wing Commander*, but you'll have to prove yourself again in the 87 missions in the *Wing Commander II Deluxe Edition*. Transferred to a backwater outpost after a court martial, you must earn the respect of the High Command and prevent the destruction of the Terran homeworlds. Along the way, you'll encounter dynamic enemies who match your skill level, hear radio messages from your wingmen and foes, master the latest weapons and spacecraft. Includes *Wing Commander II*, *Special Operations 1*, *Special Operations 2* and the *Speech Accessory Pack*.

Available for IBM-PC and 100% compatibles on CD-ROM. Requires 640K, hard drive, 12+ MHz processor, VGA or EGA graphics, and MS-DOS v.5.0. 350 ms drive recommended.

* Ad Lib®, Sound Blaster™, Roland® or 100% compatible sound card required for music/sound effects.
** Sound Blaster or 100% compatible required for digitized speech.

Wing Commander II



Special Operations 1



Special Operations 2





ORIGIN'S CLUE BOOKS

Maps and notes on every town and dungeon!

Secrets of Sosaria (Ultima III)	\$12.95
The Way of the Avatar (Ultima IV)	\$12.95
Paths of Destiny (Ultima V)	\$12.95

Hints, tips, maps, tactical maneuvers and everything else ORIGIN's playtesters used to solve our strategy games!

Strike Commander Playtesters' Guide	\$14.95
Privateer Playtesters' Guide	\$14.95

Complete solutions, including maps, stats, walk-throughs and other notes!

The Book of Prophecy (Ultima VI)	\$12.95
Key to the Black Gate (Ultima VII)	\$14.95
Balancing the Scales (Serpent Isle)	\$14.95
Malone's Guide to the Valley of Eodon (Savage Empire)	\$12.95
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Mysteries of the Abyss (Ultima Underworld)	\$14.95
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QUEST FOR CLUES

Maps and step-by-step solutions to the most popular computer adventure and role-playing games! Find just the map you need to get your bearings, or follow an entire solution from start to finish. Plus, there's a review and system requirements for each game, to help you decide where next to go adventuring.

Quest for Clues III \$24.99

Solutions for 40 games including Bad Blood, BattleTech, Chamber of the Sci-Mutant Priestess, Curse of the Azure Bonds, Knights of Legend, The Magic Candle, Police Quest 2, Indiana Jones & the Last Crusade, SpaceRogue, Windwalker, Wizardry V and more!

Quest for Clues IV \$24.99

Solutions for 40 games including Bane of the Cosmic Forge, Buck Rogers I, Chronoquest I and II, Dark Heart of Uukrul, Elvira, Eye of the Beholder, James Bond, King's Quest V, Monkey Island, Secret of the Silver Blades, Spellcasting 101, Tunnels and Trolls, and more!

Quest for Clues: the Book of Orbs \$16.95

Solutions for 20 games including Willy Beamish, Buck Rogers II, Conan the Cimmerian, Cruise for a Corpse, Elvira II, Martian Memorandum, Might and Magic III, Monkey Island 2, Police Quest 3, Pools of Darkness, Roger Rabbit, Robin Hood, Spellcasting 201, Star Trek: 25th Anniversary, Vengeance of Excalibur and more!

Quest for Clues: the Manual of Swords \$16.95

Solutions for 20 games including Dagger of Amon-Ra, Dark Seed, Dune, Goblins, Indiana Jones & Atlantis, Kings Quest IV, The Legend of Kyrandia, Lord of the Rings 2, Might and Magic IV, Quest for Glory III, Sherlock Holmes, Spellcasting 301, The

COMPUTE BOOKS

The Official Book of Ultima (Second Edition) \$18.95

Solutions to every Ultima, from I to VII, including Savage Empire, Martian Dreams, Underworld, the Nintendo Ultimas (III, IV and V) and Game Boy's Ultima: Runes of Virtue. Plus, the story of Richard Garriott (a.k.a. Lord British) and ORIGIN's first ten years, and a behind-the-scenes look at the making, and makers, of Ultima VII!

BAEN BOOKS

Wing Commander: Freedom Flight \$4.99

by Mercedes Lackey and Ellen Guon
Ralgha nar Hhallas, Kilrathi captain of a war cruiser ... K'Kai, one of the first Firekkans to leave her planet for the stars ... Hunter, who thinks he's in it just for the thrills of behind-the-lines action — as unlikely and mismatched a crew as any that ever flew between the stars. But together, they might free a world!

Wing Commander: Intruder/End Run (April) \$4.99

by Christopher Stasheff and Bill Forstchen
What are the Kilrathi protecting on the remote world of Vukar Tag? Mission Specialist Ramona Chekhova and the crew of the Johnny Greene must go where no human has gone before to discover their secret, even at the cost of their lives. And once it is revealed, how can Jason "Bear" Bondarevsky, former mutineer and now commander of the Tarawa's ragtag fighter wings, exploit it when the Confederation is most desperately in need of a miracle?

ORIGIN/PRIMA BOOKS

Wing Commander I & II: The Ultimate Strategy Guide \$18.95

Meet Chris Roberts and the Wing Commander design team. Discover the hints, tips and maps to ace your way through both games and both secret missions!

Ultima: The Avatar Adventures \$18.95

An exciting narrative that "walks through" the complete Avatar Trilogy in story form. A detailed guide to Ultimas IV, V and VI, plus bonus introductions to Ultima VII and Underworld, and a 25-page interview with Richard Garriott.

Ultima VII and Ultima Underworld: The Official Strategy Guide \$18.95

Continuing the narrative style of The Avatar Adventures, Caroline Spector describes everything you could possibly want to know about these two games, and more! Includes interviews with the Underworld I and II designers.

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Most ORIGIN software is designed to run on IBM PC and 100% compatible systems. Basic hardware specifications are indicated. We cannot assure the compatibility of our software with some brands of computers, nor with disk drives manufactured by companies other than the original computer makers. If you have any questions related to probable compatibility, please call ORIGIN Customer Service at (512)328-0282 and we'll try to help!

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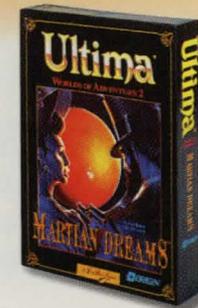


Worlds of Ultima: The Savage Empire

Dinosaurs still rule and ancient mysteries abound in Eodon, but keen wits, nerves of steel and a good hunting rifle can keep you from becoming a Tyrannosaurus's lunch.

Ultima Worlds of Adventure 2: Martian Dreams

A disaster leaves a group of accidental space travelers stranded on Mars. Here's your chance to rescue Mark Twain, Nellie Bly and others and make sure history does not change.



Available for IBM-PC and compatibles on 5.25" high or low density and 3.5" low density disks. A hard drive, 640K RAM (expanded memory required for music), EGA or 256-color VGA/MCGA graphics required. A mouse and 10+ MHz processor recommended.

MORE VALUE - PACKED



WING COMMANDER

\$79.95

Enjoy the complete *Wing Commander* saga with *Wing Commander*, *The Secret Missions*, and *The Secret Missions 2: Crusade* all on one CD. You'll match your dogfighting skills against the best in the Kilrathi fleet and experience the most intense 3-D starship action outside of a movie theater.

ULTIMA VI/WING COMMANDER \$79.95

Two of ORIGIN's most popular interactive adventures are now combined on one CD. Journey to Britannia and unravel the mystery of the Gargoyles in *Ultima VI The False Prophet*. Then launch *Wing Commander*, OMNI magazine's 1990 Game of the Year, and find out what it's like to star in an action-filled 3-D space combat adventure.

Wing Commander



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The first two trilogies in the world's best-selling fantasy and role-playing adventure series span 10 years of software development. In *Ultima I, II and III*, Lord British weaves the captivating story of the Triad of Evil. Then explore the Avatar™ Trilogy of Virtue in *Ultima IV, V and VI* and pursue spiritual enlightenment, oppose a tyrannical leader and resolve cultural conflict.

Ultima VI: The False Prophet



Required: Above titles require CD-ROM drive, DOS 3.3 or higher, 640K RAM, 256-color VGA graphics, MS-DOS CD-ROM Extensions version 2.1 or higher and an Ad Lib, Sound Blaster or Roland MT32/LAPC-1 for music (Wing Commander and Ultima VI only). Recommended: DOS 5.0, 12MHz+ processor, expanded memory manager (for Wing Commander only), and 350ms or faster CD-ROM drive.

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