Ground-Breaking
RPGs
Interplay™
BY GAMERS. FOR GAMERS.™

FORGOTTEN REALMS

Baldur's Gate™

"We can't wait to get our hands on it."
–PC Gamer

Baldur's Gate takes you back to the Forgotten Realms® campaign setting on a visually dazzling roleplaying adventure, one that brings to life the grand tradition of the Advanced Dungeons & Dragons® game through cutting edge art and technology.

- Huge game world — multi-CD set filled with nearly 10,000 scrolling game screens, all fully rendered in lush 16-bit SVGA graphics.
- Gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole.
- Transparent interface can be modified to play in a turn based fashion, and makes it possible to play without knowing AD&D® rules.
- Set in TSR's best-selling Forgotten Realms® campaign setting, the most popular and longest running of the Advanced Dungeon & Dragons® roleplaying game worlds.

Advanced Dungeons & Dragons

TEEN T AGES 13+ CONTENT RATED BY ESRB

BIOWARE

OFFICIAL TSR Licensed Product

BLACK ISLE ENTERTAINMENT™

AVAILABLE FALL 1998

SYSTEM REQUIREMENTS: Pentium™ 100 or faster, Windows®95 with DirectX 5.0 or later, 16 MB of RAM, 200 MB of hard drive space, 4x CD-ROM or faster, Direct X certified sound card, Direct X certified SVGA card, 100% compatible Microsoft mouse. DOES NOT RUN IN DOS. (Subject to change.)

Fallout™ 2

A POST NUCLEAR ROLE PLAYING GAME

Sequel to the RPG of the Year

"Interplay should again be in the running for RPG of the year for 1998 with Fallout 2"
–C/Net's Gamecenter.com

Fallout 2 is the sequel to 1997's critically acclaimed Role Playing Game of the Year, which took RPGing out of the dungeons and into a dynamic apocalyptic retro future.

- Adventure in the wasteland as long as you want – all-new story line features no time limits, tough choices with bigger consequences, a car for faster travel, and a variety of new locations such as mobster-infested New Reno.
- Interact with more than 30 intelligent and lifelike NPCs; equip them, arm them and teach them skills – just make sure they're on your side!
- Advance your character through 30 levels and learn over 100 skills and "perks" including weapons mastery and shamanistic martial arts.
- Brandish a whole new arsenal of customizable weapons against bigger and tougher droids, mutants, ghouls, flesh-eating plants and other post nuclear abominations.

AVAILABLE FALL 1998

MATURE M AGES 17+ CONTENT RATED BY ESRB

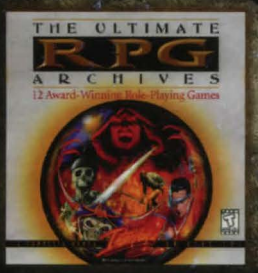
BLACK ISLE studios™

SYSTEM REQUIREMENTS: Pentium™ 90 or faster, Windows®95 only, 16 MB RAM, 30 MB hard disk space, 4x CD-ROM or faster, Direct X certified sound card, Direct X certified SVGA card, 100% compatible Microsoft mouse. DOES NOT RUN IN DOS. (Subject to change.)

NOW AVAILABLE:

The Forgotten Realms® Archives:

- Pool of Radiance™
- Curse of the Azure Bonds™
- Secret of the Silver Blades™
- Pools of Darkness™
- Hillsfar™
- Eye of the Beholder™
- Eye of the Beholder II™
- Eye of the Beholder III™
- Dungeon Hack™
- Gateway to the Savage Frontier™
- Treasures of the Savage Frontier™
- Menzoberranzan™



The Ultimate RPG Archives:

- The Bard's Tale™: Tales of the Unknown™
- The Bard's Tale™ II: The Destiny Knight™
- The Bard's Tale™ III: The Thief of Fate™
- The Bard's Tale™ Construction Set
- Stonekeep™
- Wasteland™
- Might & Magic® IV: Clouds of Xeen™
- Might & Magic® V: Dark Side of Xeen™
- Ultima Underworld™: The Stygian Abyss
- Ultima Underworld™ II: Labyrinth of Worlds
- Dragon Wars™
- Wizardry® Gold

CALL 1-800-INTERPLAY

(1-800-468-3775)

TO ORDER BY CREDIT CARD, AND MENTION CODE RGI2
OR VISIT YOUR FAVORITE GAME SOFTWARE RETAILER.

VISIT OUR WEBSITE AT: www.interplay.com

BALDUR'S GATE: ©1998 BioWare Corp. All Rights Reserved. Baldur's Gate, Forgotten Realms, the Forgotten Realms logo, Advanced Dungeons & Dragons, the AD&D logo, POOL OF RADIANCE, CURSE OF THE AZURE BONDS, HILLSFAR, SECRET OF THE SILVER BLADES, POOLS OF DARKNESS, EYE OF THE BEHOLDER, EYE OF THE BEHOLDER II, EYE OF THE BEHOLDER III, DUNGEON HACK, GATEWAY TO THE SAVAGE FRONTIER, TREASURES OF THE SAVAGE FRONTIER, MENZOBERRANZAN, BLOOD & MAGIC, DESCENT TO UNDERMOUNTAIN, DRAGON DICE and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. All Rights Reserved. The BioWare logo is the trademark of Bioware Corp. All Rights Reserved. Exclusively licensed and distributed by Interplay Productions. FALLOUT 2: A POST-NUCLEAR ROLE PLAYING GAME ©1998 Interplay Productions. All rights reserved. Fallout, Interplay, the Interplay logo, Black Isle Studios, the Black Isle Studios logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. Windows®95 is a registered trademark of Microsoft Corporation. All rights reserved. SSI and Strategic Simulations, Inc. are trademarks of Strategic Simulations, Inc., a Mindscape company. Computer game code (c) SSI and Strategic Simulations, Inc. Used under sublicense. Interplay is a trademark of Interplay Productions. All rights reserved. All other trademarks are property of their respective owners. The Bard's Tale © 1985-1998 Interplay Productions. All rights reserved. Wasteland © 1998 Interplay Productions. All rights reserved. Ultima Underworld © 1998 Origin Systems Inc. All rights reserved. The Bard's Tale, Tales of the Unknown, Destiny Knight, The Thief of Fate, Wasteland, Electronic Arts, the Electronic Arts logo, Origin, the Origin logo, Ultima, Underworld, Britannia and Stygian Abyss are trademarks or registered trademarks of Electronic Arts or its wholly-owned subsidiaries in the U.S. and/or other countries. / Might and Magic World of Xeen ©1993-1994 The 3DO Company. All rights reserved. 3DO, Might and Magic, New World Computing and their respective logos are trademarks or registered trademarks of The 3DO Company. New World Computing is a division of The 3DO Company. / Dragon Wars © 1989 Interplay Productions. All rights reserved. Package illustration by Brosi Vallejo. Package design by Page One/Russell Bostelman. Stonekeep © 1995 Interplay Productions. All rights reserved. Stonekeep programmed by Peter Oliphant. Dragon Wars, Stonekeep, Interplay, Interplay Productions, the Interplay logo, and "By Gamers. For Gamers" are trademarks or registered trademarks of Interplay Productions. All rights reserved. / Wizardry Gold application software © 1996 by Sirtech Software Inc. All rights reserved. Crusaders of the Dark Savant application software © 1992 by Sirtech Software Inc. All rights reserved. Wizardry is a registered trademark of Sirtech Software Inc. / Windows®95 and Windows NT are trademarks or registered trademarks of Microsoft Corporation. / All other trademarks and copyrights are properties of their respective owners.