

# PAGAN

## Ultima VIII



AVATAR,  
YOU'RE NOT  
IN BRITANNIA  
ANymore!

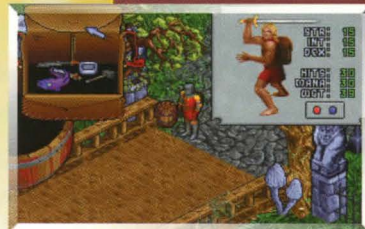
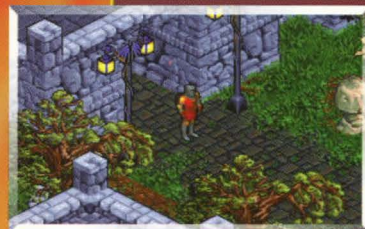
*Foiled by your defense of Britannia®, the evil Guardian transports you to a world already under his dominion. Now you must confront alien realms and powerful new enemies in a battle without allies. But wait! Perhaps more has changed than just the battlefield . . .*

- A richer, livelier story in this luxuriously detailed world—we've condensed the essential elements of an Ultima into a fast-paced, thrilling adventure.
- A closer blend of fantasy and reality than ever before—real-world physics and game play, including real-time combat where you make all the decisions.
- Incredibly smooth and lifelike animation — 400 frames of art per character (1200 frames for the Avatar™) and 10 times the character art of any previous Ultima!

Look for the new *Ultima VIII* Clue Book!

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Actual screens may vary.

VOLUNTARILY  
RATED MP-13  
(For Mature Players)

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## ULTIMA VIII: Pagan



### PRODUCT POSITION

Enjoy an ORIGIN-quality role-playing game with fast paced action that never stops. The focus is on excitement and adventure as you explore a world full of oddly unique monsters, treacherous foes and challenging mysteries. The gripping storyline will capture your imagination as the magnificent animation and special effects dazzle your senses.

### PRODUCT DESCRIPTION

Time and again you've proved yourself a powerful threat to the Guardian's plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian.

### KEY FEATURES

- A richer, livelier story in this luxuriously detailed world — we've condensed the essential elements of an Ultima into a fast-paced, thrilling adventure.

- Intense magic and fantasy — you invoke runes, rituals, reagents and enchantments against an array of creatures from a deceptively small doppelganger to dire trolls and demons.
- A closer blend of fantasy and reality than ever before — real-world physics and game play, including real-time combat where you make all the decisions.
- A wide variety of movements that complement the greater role-playing realism. Leaping, climbing, running, throwing and combat are more convincing than ever.
- Alone in a strange world — without any companions, you must rely on your own strength, dexterity, intelligence and magical abilities to interact with natives who have their own lives and schedules.
- Incredibly smooth and lifelike animation — 400 frames of art per character (1200 frames for the Avatar) and 10 times the character art of any previous Ultima!
- A new, more natural perspective.
- 4-voice digital sound that lets you hear more than one sound effect at a time — hear two sword strokes plus your opponents' cries over the murmuring of a nearby brook (with compatible sound cards).

### SPECS

Publishing Company: ORIGIN Systems, Inc.

Ship Date: February 1994

Format: (8) 3.5" disks

PART #: 10016

UPC Code: 0-17814-82011-3

Category: Adventure Role-Playing

Computers: IBM-PC, 386/33 or better, Intel 486™ or 100% compatible system

Sound Devices: Ad Lib, Sound Blaster or 100% compatible sound board, also supports MPU-401 General MIDI Standard

Graphics supported: 256-color VGA

Dimensions: H=10", W=7", D=1.75"

Docs: 32 page manual, 6-8 page install guide, 8 page playguide

RAM & HD Memory Req.: 4MB RAM required (29 MB on hard disk)