ORIGIN PRESENTS

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ULTIMA WORLDS OF ADVENTURE 2: MARTIAN DREAMS

Travel back to the Victorian Era where astronomer Percival Lowell's space cannon is poised to hurl a bullet-ship to Mars. Then disaster strikes and a group of accidental space travelers are stranded on the red planet. Here's your chance to rescue Mark Twain, Nellie Bly and Sigmund Freud and make sure history doesn't change.

"...do yourself a favor and spend this year's vacation on Mars."
(Compute)

WORLDS OF ULTIMA: THE SAVAGE EMPIRE

Enter the time-lost land of Eodon, where dinosaurs still rule and ancient mysteries abound. Only keen wits, nerves of steel and a good hunting rifle can make the difference between conquering the Savage Empire and becoming a Tyrannosaur's next lunch.

"...should be considered indispensable."
(Video Game & Computer Entertainment)

For IBM-PC and 100% compatibles
Required: Hard drive, 640K RAM (expanded RAM and Roland®, Adlib®, Sound Blaster or 100% compatible sound board required for music)
Recommended: 10MHz+; mouse
Graphics: 256-color VGA/MCGA; EGA

AVAILABLE ONLY FROM ORIGIN CALL 1-800-999-4939 FOR MC/VISA. OUTSIDE THE US CALL 512-328-0282.

NEW CHALLENGES BEYOND WING COMMANDER



*THE SECRET MISSIONS 1**

A human colony has been obliterated by the Kilrathi. How will you answer this new challenge? *The Secret Missions 1* offers an all-new 16-mission campaign of unparalleled intensity, new goals and higher levels of excitement than ever before. Thrill to the stunning graphics of 4 new ships, from eight-man Confederation fighters to the *Sivar*-class dreadnaught, pride of the Kilrathi fleet! **$29.95**

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The action is hot, and you're at the flash point once more! A huge Kilrathi fleet maneuvers toward a planet of peaceful natives, while a Kilrathi renegade defects with the crew of his small destroyer. 16 new missions, the Kilrathi Imperial Guard, two new wingmen, an experimental Kilrathi fighter and carrier, and the chance to fly an alien *Dralthi* combine in the most clandestine missions yet! **$29.95**

*Wing Commander I required to play either Secret Missions.





PRIVATEER

Become a battle-hardened mercenary, secret agent, enemy spy, shrewd merchant or all of the above, in *Privateer*, a whole new saga in the popular *Wing Commander* series. *Privateer* is filled with all the space combat action you've come to expect, plus new perils and dilemmas no Confederation pilot has yet to face. *Privateer* — be the captain of your own destiny! **$79.95** (Coming fall '92/winter '93.)

STRIKE COMMANDER

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 *F16* and the *F22 Lightning 2* as you engage rival squadrons, third-world dictators and the armies of the dread IRS. 40 missions take you a step beyond *Wing Commander*, into a true 3-D world, both on the ground and in the air, for an intense, cinematic experience unlike any seen before! **$79.95** (Coming fall '92/winter '93.)



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ADD TO THE ENJOYMENT OF YOUR GAMES WITH...

Mercedes Lackey, one of Baen's biggest stars, and Ellen Guon, a Wing Commander director, collaborate on a novel set in the most exciting game universe of this decade (or any other)!



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Get the whole story on *Wing Commander I* and *II*. Learn the tricks of the master pilots, and the secrets they never taught you in flight school! The *Strategy Guide* includes:

- Maps of the most important missions
- Illustrated hints and tips
- Tactical maneuvers used by ORIGIN's own playtest team



Also contained in this amazing volume is a revealing interview with *Wing Commander's* creator Chris Roberts, and the inside story of the making of *Wing Commander*, a process as complex and detailed as the making of a Hollywood movie. Enhance your enjoyment of the *Wing Commander* universe — and your success against the Kilrathi — with *The Ultimate Strategy Guide*!
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U6HD/CPE/OSI/72092

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If you thought you could snatch a few Zs after that victory at K'tithrak Mang, you'd better look for another line of work! Launch into 20 non-stop missions with the most demanding dogfight scenarios in the award-winning *Wing Commander* series. In *Special Operations 1*, you'll pilot the recently commissioned *Crossbow* bomber and meet new pilots, both enemy and allied.
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The Confederation's electronic grapevine is running amok with rumors. Someone has to lead the way, and you're getting the call. Of course it's a suicide mission — it's *Special Operations*! 20 more missions, some at the joystick of the *Morningstar*, the Confed's newest superfighter, and another shot at Jazz Colson combine in just the compelling story that you've come to expect from the *Wing Commander* series.
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*SPEECH ACCESSORY PACK***

With the *Speech Accessory Pack*, you'll thrill to the voices of the characters in *Wing Commander II*. You'll hear Angel, Spirit and other wingmen confirm your commands, while you exchange taunts with your Kilrathi foes. **$19.95**



* *Wing Commander II* required for *Special Ops 1* and *2* and *SAP*.
** Sound Blaster or 100% compatible sound board required for *SAP*.

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