

PRELIMINARY

The Lost Vale

Ultima 8: Pagan

Add-In Module

IBM-PC

Why Origin?

1.0 High Concept

The Lost Vale is an add-in disk for Ultima VIII that increases game play via additional story-lines, new monsters, additional areas to explore, and greater powers (i.e., magic items and increased attributes) to help the Avatar conquer the Titans.

2.0 Why this is an Origin Product

- a) As an add-in to U8, the target market is the players of the original *Ultima VIII* game.
- b) Good sales vs. production cost potential, in addition to increasing the sales potential of U8

3.0 Resources

The core development team involves only a few Origin employees, all Ultima experienced.

4.0 Product Overview

The Lost Vale is an add-in module designed to lengthen the playing time and excitement of *Ultima VIII*. The module adds approximately five new maps, a new culture (i.e., additional NPCs), two new monsters, and an additional story-line that leads to new magic items and increased attributes for the Avatar.

5.0 Story

Ages ago during the Zealan-Pagan wars, Lithos and Hydros, the Titans of Earth and Water, worked to entomb the bulk of the Zealan communities within the valley that was their homeland, separating them from their warriors. To further prevent escape or entry, all four Titans banded together to forge impenetrable magical seals, all contained with a hidden dungeon.

Trapped within their Lost Vale, inbreeding and a dearth of food and water have left the Zealans weak. Relatively recent events have caused a rift, dividing the proud race into two factions. Having heard nothing of their once powerful deities in far too long, they have banished their shaman, speaker to the gods, and abandoned all hope of producing further surviving generations.

But Lord British, speaking through a mystical channel created by Nystul, pierces the Guardian's veil and speaks momentarily to the Avatar, bidding him to learn more of the ancient race of Zealans from the mage called Mythran. Mythran directs the Avatar to the studies of other explorers, revealing the probable location of magical seals that lead to the Lost Vale.

PRELIMINARY

Once in the dungeon, the Avatar must face many perils to find the seals and use the power of each one's antithesis against it. At that point the Avatar must use his magic of necromancy -- for the last time until departing the Vale -- to enter the Zealan homeland.

Once again on unfamiliar ground, the Avatar learns that the Titans hold little in the way of magical power in the Vale, and therefore so does he. Inside the Vale the Avatar encounters many physical and mental challenges, all which must be overcome to reunite the warring factions not only with each other, but also with their shaman. Only then can the Avatar free the ancient Zealan deities and gain of their wisdom and power.

6.0 Technical Overview

IBM-PC 486 (and 100% compatibles)/33, 4Mb RAM, 320x200x256 VGA with full sound board support. Mouse required.

7.0 Audience

Like the original U8, the game will appeal to the existing Ultima fans, and hopefully attract those who had fun with games like Prince of Persia, but have never tried Ultimas.

8.0 Deal

\$?? budget, planned ship in the middle/end of August 1994 (3rd quarter)

9.0 Risks

The high sales of Ultima VIII and the relatively low cost required to produce this add-in module make The Lost Vale a good, low-risk product.

10.0 Status

The implementation phase is in full swing. With all of the design completed, work on the Lost Vale is in the first third of visible progress. With the consent of QA, The Lost Vale should be in BETA in six to eight calendar weeks.