

Coming in late December, 1996:

## Exile III: Ruined World

The epic conclusion to the Exile saga

Spiderweb Software proudly presents Exile III: Ruined World, the sequel to the shareware fantasy role-playing hits Exile: Escape From the Pit and Exile II: Crystal Souls!

Exile III: Ruined World is a huge, highly detailed shareware fantasy role-playing game for the Macintosh! It features gorgeous, professionally done graphics, an elegant interface designed for ease and speed of use, and one of the largest and most detailed worlds and plots a fantasy role-playing game has offered! Although Exile III is a sequel to Exile II, it is designed to be completely playable as a stand-alone game, with absolutely no experience with previous Exile games required.

What makes Exile III exceptional? Well, it features ...

- \* An enormous, evolving world. Do nothing, and the world changes around you. Refugees move from

town to town. Villages will be destroyed. Characters will die. Monsters will gain territory.

- \* Detailed, open ended system. Don't want to go on adventures? Do odd jobs. Save up and buy a

house. Go on one of dozens of side missions. Explore an enormous outdoors with well over a hundred

dungeons and towns. Just go through people's houses and rummage through their stuff!

\* Lavish, professionally done graphics and sound.

\* Intricate plot, with a full novel's worth of text, dialogue, and action!

\* Completely redesigned interface, with amazing online help, adventure journals, and design

with an eye towards enabling you to do everything with the minimum amount of fuss.

The story:

The surface world is ruled by the Empire, and has been as long as anyone can remember. As long as you followed the rules and kept quiet, it was a good life. But stand out, not fit in, say the wrong thing, and the punishment was swift, sure, and horrible. You were cast into Exile, a huge series of caverns far below the surface of the surface of the earth, there to live out the rest of your days in misery.

But all that ended. An Exile, helped by wizardry, assassinated the ruler of the Empire. The Empire invaded Exile, and was narrowly defeated. And then nothing was heard of the Empire for years.

Now, the Exiles chafe at their imprisonment, and have found a way to reach the surface. But before they can emerge, they need to send a small group up to see who is up there, and if it's safe to come out. Your group is who they're sending up.

But all will not be as it seems, and the unthinkable has a nasty habit of actually happening. Enemies will become friends, friends enemies, and unless you test all your skills, all your courage, and complete an adventure taking you from one end of the continent to the other, and beyond, Exile will be granted ownership of the surface of the world.

But that will only be because no sane person would want it.

Exile III: Ruined World requires System 7, a 13" monitor, and 256 color quickdraw. It takes up 7 MB on disk and requires 2 MB RAM. Exile is compatible with AV Macs.

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To find Exile III: Ruined World, be sure to look at

WWW: <http://members.aol.com/SpidWeb/>