

SOFTWARE TOYS
CATALOG

EXODOS

INFOCOM™

1979 - 1989

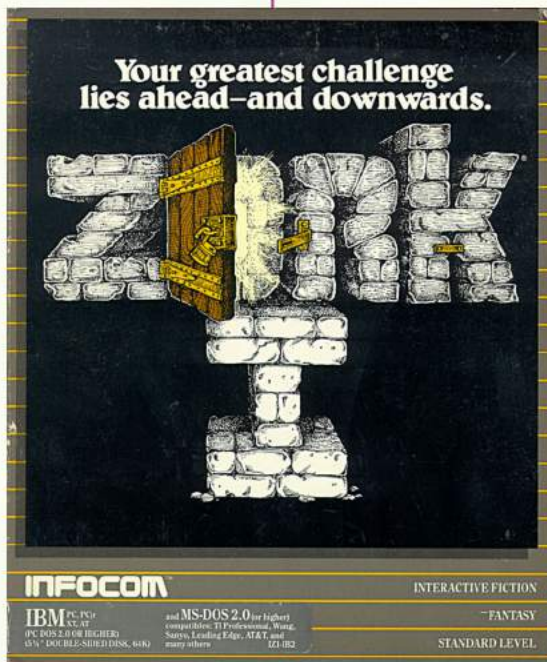
"You are standing in an open field west of a white house." This line has become synonymous with the Interactive fiction genre. Inspired by *Colossal Cave*, two MIT students created Zork for their friends to play.

By 1983 they were the most successful computer game company in the world.

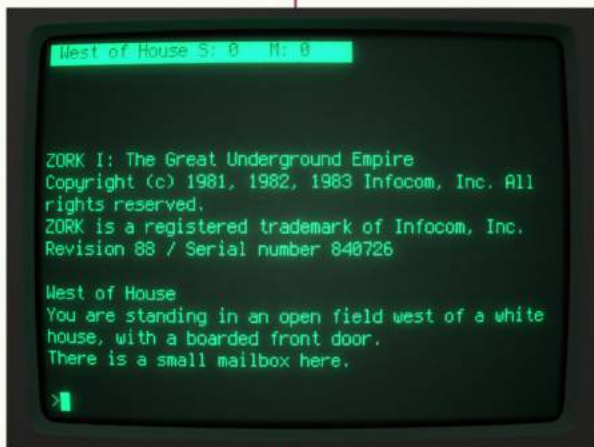
Infocom games became known for their "feelies" which were packed in props from the game world. These often included letters, maps, memos, or even plastic rocks. They also established the trend of hint books, with their particular brand being known as InvisiClues. Answers to hints were printed in invisible ink which could be revealed using the included highlighter. Over time the highlighter ink would fade, rendering the hint invisible again.

- ➔ Die repeatedly as random events kill you or steal your treasure.
- ➔ Relive the Hitchhiker's Guide to the Galaxy in glorious text.
- ➔ Try to guess the right verbs to accomplish your task.
- ➔ Use scratch n' sniff to solve copy protection schemes while meeting leather goddesses.
- ➔ Get all the cool-kid references in Ready Player One.

Available for eXoDOS
\$15 Credits

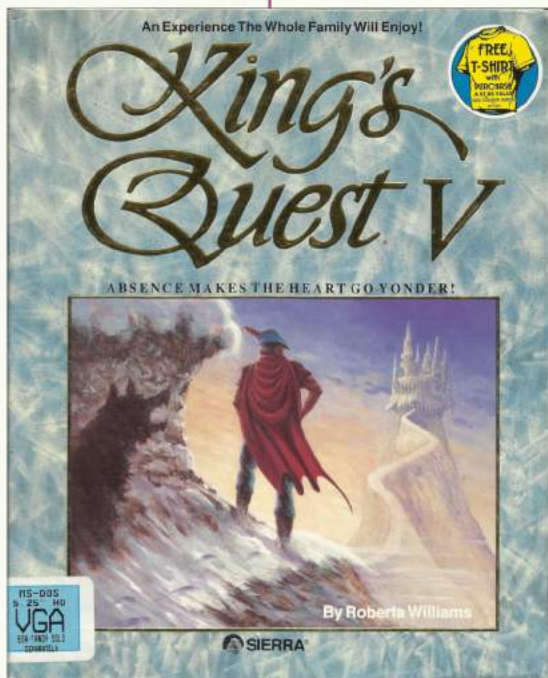


Beware of Grues! They may only be fiction, but they are still interactive!

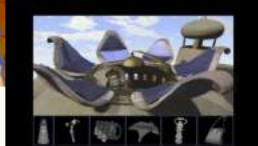




1979 - 2002



Whatever you do, don't eat the custard pie!



Sierra pioneered the graphical adventure game genre. Starting with the standard parser and evolving into point & click, they dominated the market in the 1980's. Sierra continued to find success through the 90's as Ken Williams continually acquired developers to expand into strategy, racing, and even home productivity.

But it will always be the "Quest" series that Sierra is remembered best for. Unforgiving puzzles, pixel hunting, moon logic, and many ways to die would normally be seen as negative traits, but not in Sierra games.

Unfortunately, Sierra wasn't the same after going through multiple acquisitions and they were never quite able to transition into 3D polygonal graphics. Their 2D adventures still influence developers today.

- ➔ Assist King Graham in defending Daventry from evil magic and poisonous snakes.
- ➔ Help poor Larry find pixelated love in unlikely places.
- ➔ Witness Roger Wilco continually get demoted to space janitor.
- ➔ Watch early FMV combined with bad CGI, neo-Gregorian chants, and a highly controversial rape scene...
- ➔ Or don't... and just help Mother Goose not be so mixed up.

Available for eXoDOS
\$59.95 Buckazoids

SSI

STRATEGIC SIMULATIONS, INC.®
1979 - 1994

Strategic Simulations, Inc. was founded when Avalon Hill refused to publish the work of SSI founder Joel Billings. SSI proceeded to set the standard in early war games and continued to be the most prominent war game publisher into the 90's.

SSI developed some of the earliest real-time strategy titles as well as their renowned turn-based hex games.

In 1984 SSI expanded into Role Playing games and quickly signed a deal with TSR to license Dungeons & Dragons. This became their primary source of income until losing the license to Interplay.

Known as the "Gold Box Games", these D&D RPG's are still regarded as gems from the DOS era.

- Dozens of ways to play the American Civil War.
- D&D without the body odor and cheeto dust. Well, other peoples anyways...
- Panzer General lets you play as a Nazi. Wait... that's not good...
- Create your own dungeons with Unlimited Adventures. Then try to find someone who will actually play them.
- Attempt to pronounce Menzoberranzan.

Available for eXoDOS
2 Meat

Coming for MS-DOS 8.0 Summer 1998



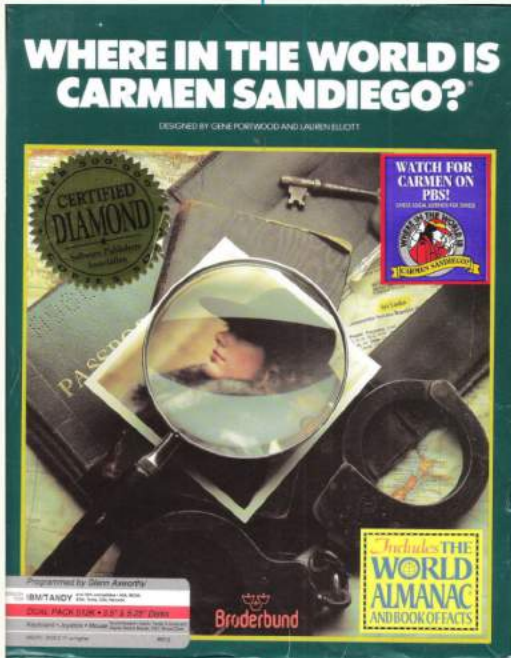
Fun Fact: The Beholder and the Cacodemon are first cousins, however they haven't spoken in years!



These three icons usually represent to six blue. You have the three icons in and you. SSI's calls "Pretel".

Broderbund®

1980 - 1998



Carmen isn't even from Sandiego
Lying bitch.



Broderbund started as an Apple II publisher with a large presence in schools. Mavis Beacon, The Print Shop, and the Carmen Sandiego series were often a child's first introduction to a computer (along with MECC titles, such as The Oregon Trail).

Broderbund was likely better known as a publisher opposed to a developer as they published Prince of Persia, Myst, and DOS ports of several Maxis titles.

However it was the Carmen Sandiego series that made the name recognizable to most children. Chasing this kleptomaniac and her band of rejects around the globe helped teach geography, history, and astronomy. There was even an entry called *Where in North Dakota is Carmen Sandiego*. I'm serious.

- ➔ Run until you find all of the Lodes!
- ➔ Don't forget your World Almanac. Copy Protection can be a real pain.
- ➔ You only have 60 minutes to beat Prince of Persia. You probably should have just kept playing it at Radio Shack instead of spending all that money to buy a copy of a game that most people never play for more than 5 minutes. But man, it sure does look good.

Available for eXoDOS
2 Gold Coins

MICRO PROSE®

1979 - 2000

Founded by Sid Meier and former military pilot Bill Stealy, MicroProse was best known for their simulation and strategy games.

Their early games centered around military simulations with a heavy focus on flight simulations.

In the 90's Sid Meier branched out and became a household name with *Pirates!*, *Railroad Tycoon*, and *Civilization*.

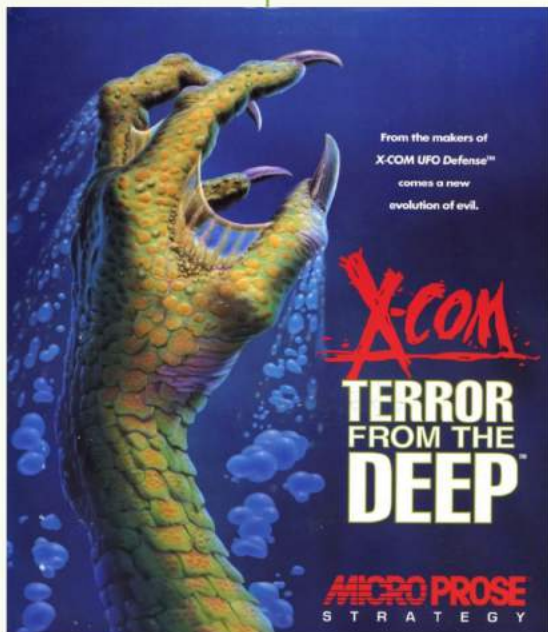
In 1993 they merged with Spectrum Holobyte and released major titles like *X-COM*, *Magic: The Gathering*, and several *Star Trek* games.

Despite the successful sales of these titles, MicroProse continued to face financial trouble and went through a series of acquisitions before publishing their last title in 2000.

- ⇒ Make use of every key on your keyboard as you try to fly military jets.
- ⇒ Master the Orion Galaxy in one of the best 4x games ever made.
- ⇒ Find out who Sid Meier is and why he was so obsessed with civility.
- ⇒ Experience *Pirates!*, which laid the groundwork for social and life-based simulations.
- ⇒ Violate the Geneva Conventions and dissect alien POWs in order to make your base nicer.

Available for eXoDOS

SALE! ~~\$59.95~~
Only \$3.50!

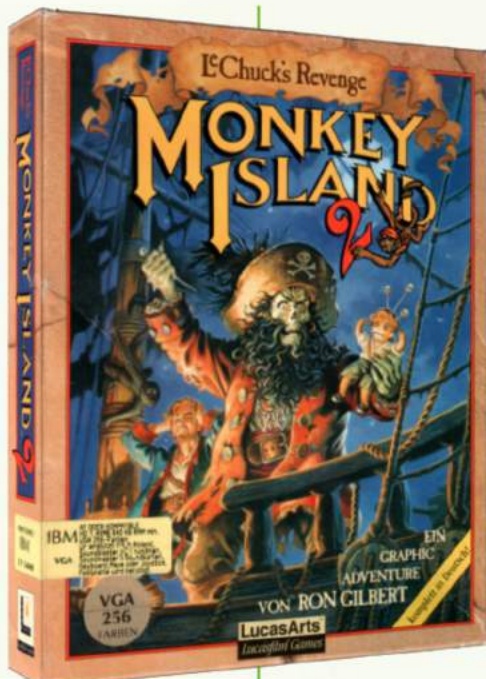


90% Chance to hit "actually" means you have a 90% chance to miss!



LUCASARTS

1982 - 2013



Look behind you! A three-headed monkey!



LucasArts was spun off Lucasfilm in order to produce computer games, however the rights to Star Wars were held by Atari at the time. This led to the creation of some of the most beloved adventure game properties ever created.

LucasArts separated themselves from parser-based games of the time by using a set list of verbs that could be clicked on to perform various tasks. They steered away from deaths and unwinnable situations with a focus on humor and large cartoonish sprites.

Once they got the Star Wars license back they used their prior experience on flight sims to create X-Wing and Tie Fighter, which became two of the best selling simulation games on the platform.

Dark Forces marked their entry into the booming FPS genre and the beginning of the end for original IPs.

- ➔ See the world's largest ball of twine
- ➔ Blow up boxes of bunnies.
- ➔ Meet vegan cannibals!
- ➔ Help a mummy win a beauty contest.
- ➔ Build and run heaven & hell for all the sims who have perished due to your insistence on pushing the disaster button in SimCity.

Available for eXoDOS
& eXoMAC
10 Dead Hedgehogs

ORIGIN

1983 - 2004

Origin was founded by Richard Garriot, AKA Lord British, following a dispute over royalties with Sierra On-Line. Their early games were almost exclusively RPGs, with Ultima as their flagship series.

In 1990 Origin released the first Wing Commander game which stood out from other space flight sims by placing the story in a well developed universe described as "World War II in Space."

Origin also published System Shock, which took steps to infuse the FPS genre with complex gameplay, cutting edge physics, and an in-depth story.

Origin was acquired by EA in 1992, and eventually released the first MMORPG with Ultima Online. EA shut down all new development after poor reception of Ultima IX in 1999 and the final 4 years of the company was spent supporting Ultima Online.

- Transfer saves from one Ultima to the next as you slay endless beasts.
- Become best friends with SHODAN and she'll let you live (maybe).
- Crusade without remorse or regret.
- Take the fight to the Kilrathi across 4 games, 4 expansions, 2 spin-offs, 2 expansions for the spin-offs, 10 books, a TV series, and a feature film.

Available for eXoDOS
\$10 Shekles per Month



Don't kill Lord British or he'll ban you from the game!



Interplay

1983 - PRESENT



Originally Fallout only gave you 500 days in-game to win or you got an automatic loss.

While Interplay is primarily thought of as a publisher these days, they developed several key titles for DOS. They got their start in Interactive Fiction before becoming known as one of the premier RPG developers.

Interplay diversified in 1988 by developing Battle Chess and an entire series of licensed Star Trek adventure games.

Fallout, a spiritual sequel to Wasteland, was released in 1997 and quickly became one of their most successful games. These hits along with revenue from several very successful published titles still wasn't enough to stave off near bankruptcy in 1998.

This marked the end of Interplay as a successful company. While they still technically exist today they have been through multiple bankruptcies. As of 2016 Interplay is attempting to sell off of their IPs.



Robot Brosses
 Michael v24
 Maxie Staff
 Master Hand # 9
 Master Hand # 7
 Hand of Fury # 1
 Occer's Staff #10

↑ ESC ↓

CHARACTER	AC	WIT	PTS	SPL	PTS	QL
1 MIDNIGHT	100	100	100	100	100	100
2 SILVER TOUCH	100	100	100	100	100	100
3 GOLDEN TAP	100	100	100	100	100	100
4 STONER	100	100	100	100	100	100
5 GAIN	100	100	100	100	100	100
6 ELMINSTER	100	100	100	100	100	100
7 SAMISE	100	100	100	100	100	100

- Play chess against yourself just to watch pieces get killed in fun ways.
- Create your own extremely similar adventures in the Bards Tale.
- Find the muffin recipe hidden on the Stonekeep CD-ROM and make dessert.
- Try to beat Fallout with low intelligence! <GRUNT>
- Wear a red shirt while playing Judgement Rights and try to find every possible death.

Available for eXoDOS
 300 Sunset Sasparilla Caps

Westwood™

STUDIOS

1985 - 2003

Westwood started out porting titles for several years before developing the key RPG series *Eye of the Beholder*.

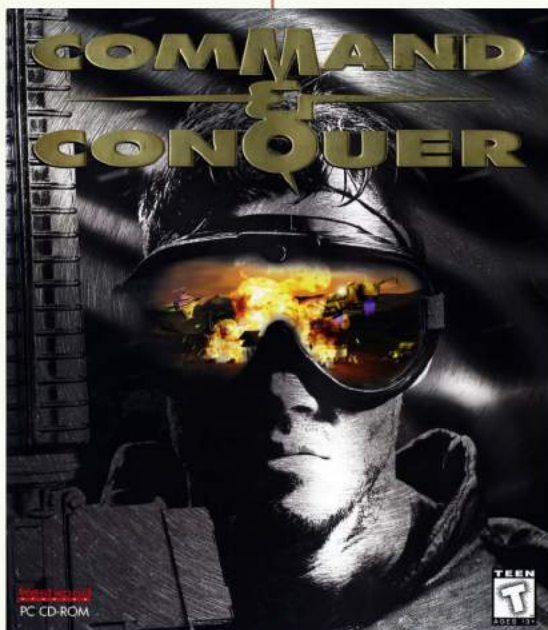
In 1992 they were acquired by Virgin Games. That same year they released *The Legend of Kyrandia* and *Dune II*. *Dune* set the standard for the RTS genre in PC gaming going forward, eventually leading to the *Command & Conquer* series.

The following year Westwood released *Lands of Lore: The Throne of Chaos*. The *Lands of Lore*, *Kyrandia* and *Command & Conquer* franchises proved to be incredibly successful for Westwood.

Sadly, this success led them to be acquired by Electronic Arts in 1998. Between the changing game industry and expectations that every game be a hit, the studio was shuttered by EA.

- Watch poorly acted cut scenes in glorious full motion video.
- Try to do the impossible and max out your points in *Kyrandia*.
- Attempt to beat *Guardians of Destiny* without the game crashing.
- Go back in time and assassinate Adlof Hitler!
- Question why they didn't just go back again, this time to kill Stalin.

Available for eXoDOS
3 Trucks of Tiberium



Cha-Ching!





1987 - 2001



Your creatures are developing a strange accent.



Bullfrog was founded by baked bean peddler Peter Molyneux and the actually talented Les Edgar. After conning their way into the games industry by pretending they were a different company, Bullfrog found success in developing the God Game genre.

Bullfrog's portfolio is not very deep, but many of the games they developed are considered unique and influential on their genres. Their games often combined the somewhat dry simulation genre with fantastical scenarios.

In what has become a familiar situation, Bullfrog's success led to an acquisition by Electronic Arts. No studio can thrive under both Peter and EA, and the final few years were primarily games with the Bullfrog logo. It was just sad.

- Experience Peter's God complex and subject your will on helpless creatures.
- Cure strange diseases, likely caused by baked beans.
- Try to guess which features from the box are actually in the game and which are just crap Peter made up.
- Fall asleep every night crying because Dungeon Keeper 3 was canceled

Available for eXoDOS
\$59 Hyperboles

APOGEE 3D REALMS

1987 - 2013

Apogee established their fame on early BBS by releasing the first part of a game for free and requesting the user pay for the rest of the game. This episodic system established shareware as a primary means of distribution.

Apogee was the most successful developer of platform games on the PC during their time. Eventually they started a second company, 3D Realms, focused on the burgeoning 3D games market.

The Build Engine was developed and became the basis for some of the most popular FPS games of the decade. This popularity led to the retirement of the Apogee name.

It also led to an indecisiveness in what to release next, which put their key franchises in development hell. While still technically around today, 3D Realms has spent the better half of the last 2 decades re-releasing games from the DOS era.

- ⇒ Play registered levels you couldn't afford when you were younger.
- ⇒ Experience a dozen platform games that all feel eerily similar.
- ⇒ Chew bubble gum and kick ass (and try not to run out of bubble gum)
- ⇒ Try to explain to a millenial why ZTT was ever popular.
- ⇒ Pretend Duke Nukem Forever never existed.

Available for eXoDOS
\$5 per Level



Setting gender equality back by decades! Shake it Baby!



MAXIS

1987 - PRESENT



*If your splines are reticulating,
go see a chiropractor.*



Founded by Will Wright, Maxis was synonymous with simulations. The company was founded in order to publish *SimCity*. Other publishers felt there would no be interest in a game lacking win/lose conditions.

The success of *SimCity* led to an entire line of Sim games. The company marketed their games as "software toys" and encouraged consumers to "explore" them versus "play" them.

Many of the games released during this time didn't perform well due to their experimental nature.

This didn't stop Electronic Arts from acquiring them though. Under EA Maxis became the exact opposite of what they once were. Now they only worked on one game, and each iteration was based on the same formula as the previous entry.

- ➔ Spend hours building a city just to get bored and burn it down.
- ➔ See if you can figure out how to play *SimEarth* without a manual.
- ➔ Discover ancient petrified llama droppings.
- ➔ Cure insomnia with *SimHealth*.
- ➔ Read the *SimAnt* manual with 86 pages dedicated to the topic of various ants.

Available for eXoDOS
\$59 Simoleans

LEGEND

ENTERTAINMENT COMPANY

1989 - 2004

Legend was born from the ashes of Infocom, however the games featured illustrated scenes to keep up with the graphic adventures of the time. By 1993 they were forced to switch to a 100% graphic adventure interface.

Legend developed a reputation for comedy adventure games and games based on popular book licenses. Steve Meretzky, a legend himself from Infocom, designed many of their original games and brought a large following with him.

More often than not, success meant doom during this time. GT Interactive acquired Legend in 1998 and made the brilliant decision to have a bunch of experts in interactive fiction and adventure games begin work on FPS games and Unreal expansions.

In the world of interactive fiction, this is known as "a bad choice."

- Enjoy all of the death and dead ends of a Sierra game with a text parser interface!
- Relive your favorite fantasy & sci-fi novels one command at a time.
- Realize that Steve Meretzky spent a lot of time writing about nerds trying to get laid.
- Live your dream as a surreal superhero from New Jersey in an Action RPG Adventure hybrid.

Available for eXoDOS
5 Verbs and 2 Nouns



Death Gate had 2 sets of artwork, Hi-Res and Lo-Res, with the Lo-Res version being drawn from scratch.





1991 - PRESENT



SPISPOPD



Founded by 4 former Softdisk programmers, id's background had been in side-scrolling platform games. Unable to get a license from Nintendo to release a PC port of *Super Mario Bros. 3*, they instead began developing games for Apogee.

id adopted Apogee's shareware model for its first game, the seminal *Wolfenstein 3D*. Just one year later id released *DOOM*, which introduced multiplayer, and became one of the best selling games of all time.

After releasing a sequel, id moved on to a fully 3D game engine and released the highly successful *Quake*.

While id has not been shuttered, the company has never enjoyed the same success it once did. The instant success led a majority of the original developers to start Ion Storm, which imploded after a few short years.

- Hunt for the dopefish!
- Push against every wall while making grunting noises to find secrets!
- Achtung!
- Descend into the Catacombs in the first FPS ever made.
- Find the hidden boss in *DOOM II* to make Romero *your* bitch.
- Rock out to Nine Inch Nails and tackle *Quake's* hidden Nightmare mode

Available for eXoDOS
2 Carmacks

ORDERING

Your local software retailer has likely gone out of business and no longer sells any of these games.

DOWNLOAD Simply grab the files from your favorite file source. No Mastercard or Visa required! There is no minimum purchase for credit card orders. (Minors must be properly authorized to play games such as Leisure Suit Larry.)

Our customer service representatives will be able to answer any questions you have. Unless they are about babies.

ORDER BY MODEM 56K (V.92) Modems only! Dial 206-812-5590 to download the shareware version.

ORDER BY MAIL To get the entire eXoDOS collection printed on punch cards, please send 4 large semi-trailers to the Seattle Port of Entry and spell out EXODOS in semaphore. Then allow 6-8 years for printing and delivery.

SHIPPING Once your order has been received, we will likely be highly confused, as we haven't had an order in nearly 30 years and all of the methods listed here have stopped working years ago. However your order will go out on the next Pony Express delivery.

SHIPPING CHARGES Shipping charges depend on method of delivery. Please use our BBS to check current shipping methods, charges, and Legend of the Red Dragon scores.

OVERNIGHT DELIVERY Unfortunately we do not offer Overnight Delivery due to an incident we had a few years back. Randy has never been the same since that night, and still mumbles about the "lights in the sky". We think he had too many Zima's (we are still not sure where he found them), but he is convinced the probing was real.

PAYMENT The following forms of payment are accepted: Bottlecaps, gold coins, credits, gil, simoleons, buckazoids, bananas, rings, vespene, dinar, pesetas, rupees, and meat. But not munny. WE DON'T ACCEPT MUNNY!

SALES TAX Yes.

THE EXODOS GUARANTEE We want you to be happy with your product. However Peter Molyneux does not share our feelings. He would rather promise you features that have absolutely zero chance of ever existing. Luckily we were able to convince John Romero to "make him his bitch". We thought this had solved the problem, but now they are working together on an overhyped game that will take several decades to release. I'm really sorry.

EDUCATORS Shouldn't you be doing something more productive with your time? Like finding Carmen Sandiego or something?

Prices and availability subject to change without notice.

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eXoDOS brings you a unique type of computer entertainment that we call Software Toys. When you play with our toys, you set your own goals and decide for yourself when you've reached them. But the rest of us know whether you quit early.

The fun and challenge of playing with our toys lies in exploring the worlds you create out of your own imagination. You're rewarded for creativity, experimentation, and understanding, with a healthy, thriving universe to call your own.

Our Software Toys entertain and educate. We hope that after you've played with them, you'll "look beyond the game" and see your spouse you've been ignoring this whole time.

Please sterilize your Software Toys before sharing them with others.



retroexo@gmail.com
<https://discord.gg/KNV4BFS>