

D. W. Bradley's





This comic is based on the computer game CyberMage:

Darklight Awakening by D. W. Bradley — the newest
adventure from one of the world's most popular and
successful computer game designers. These CyberMage
comics chronicle the CyberMage's adventures outside of
the events of the game.

D. W. Bradley is an internationally acclaimed author and designer, and has won numerous gaming awards for his creations *Heart of the Maelstrom, Bane of the Cosmic Forge*, and *Crusaders of the Dark Savant*, the three epic adventures that form the capstone to the best-selling *Wizardry* * series, from Sir-tech Software.

Now D. W. Bradley has combined his talents with the resources of ORIGIN Systems, the company that produces the legendary Ultima and Wing Commander series, to create an entirely new fantastic action-adventure. In CyberMage: Darklight Awakening, you become a cyber-hero, using your strange, alien powers to survive in a dangerous, futuristic world. Now, more than ever





before, you can immerse
yourself in the game action, through first-person
perspective and the game's simple but powerful
control interface. In CyberMage, fans will find all the
strange and unexpected plot twists, exotic and
mysterious characters, challenging puzzles
and (most of all)

non-stop action that are the hallmark of a D. W. Bradley game.



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A.D. 2000

BY THE TURN OF THE CENTURY, PROFIT HAS BECOME THE ONLY LAW.

HUGE CORPORATE STRUCTURES
BEGIN TO REPLACE GOVERNMENTS
AS THE REAL WORLD POWERS
ON PLANET EARTH.

TECHNOLOGY ADVANCES UNCHECKED, WITH THE SOLE PURPOSE OF FUELING THE CORPORATE POWER MACHINE.

A.D. 2005

THREE PERMANENT SPACE STATIONS ARE LAUNCHED INTO ORBIT, EACH CONTROLLED BY A COMPETING CORPORATION . . .











... IN THE SAME YEAR, THANOS CORP. SETS THE TONE FOR THE FUTURE BY PROCLAIMING ITSELF TO BE A SOVEREIGN COUNTRY.

THANOS CLAIMS ALL
TERRITORY WITHIN A 200-MILE
RADIUS OF ITS CORPORATE
HEADQUARTERS AND ENLISTS
ITS OWN FUSION-POWERED
AIRCRAFT AND TANKS TO
PROTECT THESE NEW BORDERS.

RATHER THAN CHALLENGE THE MOVE, 27 OTHER LEADING CORPORATIONS IMMEDIATELY FOLLOW SUIT.



A.D. 2010
THE WORLD'S FIRST
PERMANENT MOON BASE
IS ESTABLISHED BY
TEVAR ENTERPRISES.



TWO GENE BANKS ARE CREATED BY RIVAL CORPORATIONS. THE FIRST CLONING AND REGENERATION HOSPITAL, DESIGNED FOR HUMAN BODY REPLACEMENT, OPENS ITS DOORS TO THE PUBLIC.

GLOBAL RELIGIOUS LEADERS JOIN FORCES IN A DESPERATE LAST ATTEMPT TO REGAIN SOME OF THEIR FORMER POWER.

THEY LAUNCH A FANATIC CAMPAIGN OF SPIRITUAL RETRIBUTION AND DIVINE SCARE TACTICS, BUT THEIR EFFORTS EVENTUALLY SPLINTER INTO LITTLE MORE THAN A SCATTERING OF MANIACAL CULTS AND SECRET COVENS.



A.D. 2015
WARS CEASE TO BE
FOUGHT BETWEEN
NATIONS. CORPORATIONS
WITH THE MOST MONEY,
THE MOST TECHNOLOGY,
BECOME THE NEW
PATRONS OF THE
REMAINING NATIONAL
MILITARY FORCES.

THE FORMER GOVERNMENTS OF THE WORLD ALL BUT VANISH, LEAVING CIVILIZATION TO FEND FOR ITSELF AGAINST THE CORPORATE MACHINE.







BETWEEN THE CORPORATE NATIONS, WARS TAKE THE FORM OF ESPIONAGE AND MARTIAL LAW.

LESS DEVELOPED
NATIONS BECOME THE
TESTING GROUNDS FOR
THE NEW CORPORATE
MILITARY FORCES.



CORPORATE GREED FULLY REVEALS ITS AWFUL CAPACITY FOR DESTRUCTION IN THE MARS WAR. THE TEVAR MOON BASE, WHICH HAD BECOME A SELF-SUSTAINING COLONY, CLAIMS EXTRATERRITORIAL JURISDICTION OVER MARS, BUT TEVAR'S BITTER RIVAL, GENDYNE TECHNOLOGIES, LAUNCHES A PRE-EMPTIVE STRIKE BY ESTABLISHING ITS OWN SETTLEMENT ON THE RED PLANET.

TEVAR RETALIATES AGAINST GENDYNE'S PRODUCTION FACILITIES ON EARTH, DESTROYING TWELVE MAJOR CITIES IN THE PROCESS. MILLIONS DIE BEFORE THE COMPANIES SETTLE INTO AN UNEASY TRUCE.

HOPING TO AVOID SUCH COSTLY CONFLICTS IN THE FUTURE, THE CORPORATE NATIONS FORM A GLOBAL EXECUTIVE COUNCIL AND GIVE LIP SERVICE TO AN ALLIANCE CALLED THE CORPORATE STATES.

ELECTRONIC NEURAL IMPLANTS ARE INTRO-DUCED TO AUGMENT HUMAN BRAIN CAPACITY.

SURGICALLY ATTACHED MECHANICAL ENHANCE-MENTS TO THE HUMAN BODY BECOME FASH-IONABLE, SPAWNING THE FIRST GENERATION OF CYBERWEAR.



A.D. 2020
MOST MAJOR
INNER CITIES
BECOME WAR
ZONES BASTIONS OF
RESISTANCE
AGAINST
CORPORATE
CONTROL.



CORPORATE WARS FOR DOMINANCE OF ELECTRO-MECHANICAL TECHNOLOGIES FADE AS GENETIC ENGINEERING BEGINS TO DEFINE VAST NEW TERRITORY FOR ADVANCEMENT.



HYBRID BEINGS - KNOWN AS "EXOTICS" - ARE FIRST ENGINEERED TO LEAD THE CORPORATE RACE FOR POWER.

A.D. 2025

SARCORP LAUNCHES THE FIRST INTERSTELLAR ROCKET, WITH A CREW OF SIX NEUTRONIC BRAIN ROBOTS.







THE CORPORATE STATES
BEGIN WAGING ALL-OUT WAR
UPON INNER-CITY REBELS.

IT IS A CONCERTED EFFORT TO CAUTERIZE THE FESTERING POCKETS OF POVERTY-STRICKEN DISCONTENT THAT REFUSE TO BE HEALED BY THE GLEAMING PROMISE OF CORPORATE STERILITY.





REBELLIOUS FACTIONS DIG IN DEEPER, THEN RETALIATE WITH A BARRAGE OF COORDINATED INDUSTRIAL AND ELECTRONIC SABOTAGE.





A.D. 2028
SARCORP ROCKS THE SCIENTIFIC
ESTABLISHMENT WITH PHYSICAL
PROOF THAT TELEKINETIC AND
TELEPATHIC ABILITIES EXIST AND
CAN BE TAPPED.

BY SETTLING OVERNIGHT MORE THAN 6,000 YEARS OF DEBATE OVER SUPERNATURAL PHENOMENA OF ALL KINDS, THE SARCORP EXPERIMENTS DRAW THOUSANDS OF FANATIC VOLUNTEERS.



MANY OF THESE TEST SUBJECTS COME BACK AS RAVING MADMEN. SEVERAL OF THESE DEMENTED GRADUATES PROCLAIM THEMSELVES TO BE MESSIAHS AND LEAD THEIR FLOCKS INTO THE WILDERNESS.

IN AN UNPRECENDENTED MOVE, SARCORP OFFERS REVOLUTIONARY NEW TECHNOLOGIES TO THE CORPORATE STATES IN EXCHANGE FOR RAW RESOURCES FROM THE MEMBER STATES.



... IT IS A THINLY VEILED LICENSE FOR THE USE OF TELEPATHIC POWERS TO FERRET OUT THE REMAINING INNER-CITY REBELS.

A.D. 2030



SARCORP FORMS A NEW ALLIANCE WITH THE CORPORATE STATES TO HELP "ERADICATE

ALL POVERTY" THROUGH NEW TECHNIQUES

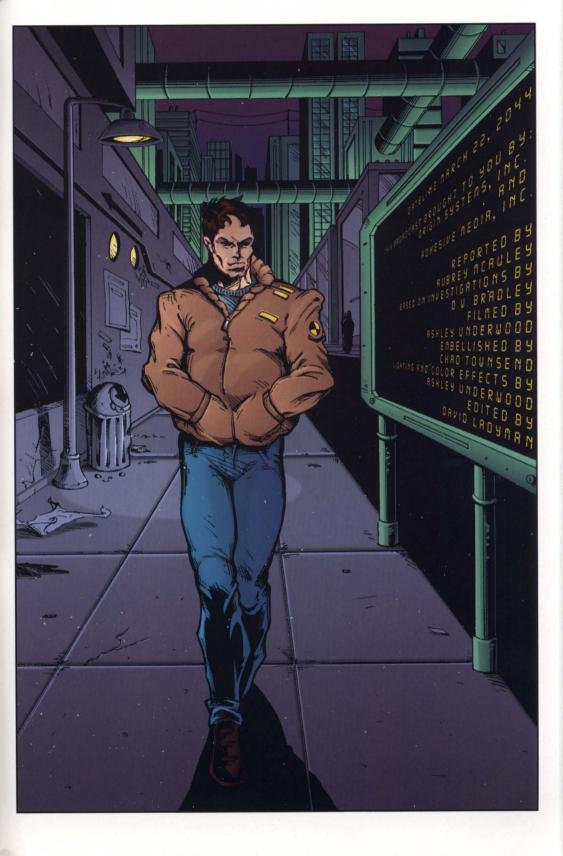
DEVELOPED AT A TOP SECRET RESEARCH

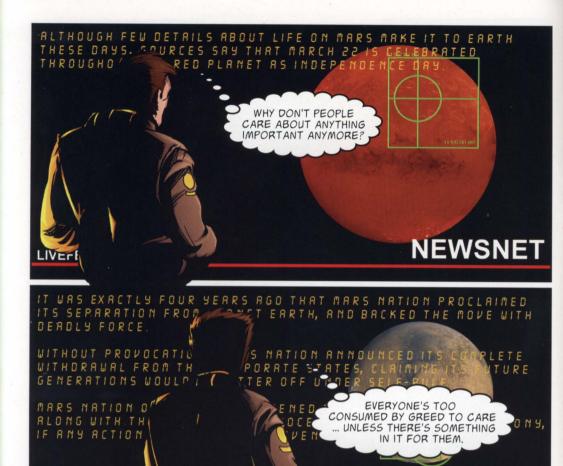
A.D. 2040

RUMORS OF A SPECTACULARLY SUCCESS-FUL RAID ON THE SARCORP MATRIX QUICKLY SPREAD AND ARE AS QUICKLY STIFLED. ALTHOUGH IT IS UNCLEAR WHETHER THE RUMORS ARE BASED ON AN ACTUAL SECURITY BREACH OR REBEL-PLANTED MISINFORMATION, SEVERAL WELL-KNOWN REBEL HACKERS CLAIM TO HAVE ACQUIRED BOTH POWERFUL TECHNOLOGY AND "HORRIFYING" DETAILS ABOUT HOW SARCORP IS GAINING ITS TECHNOLOGY FROM AN EVIL RACE OF ALIENS CALLED THE SRI-FENG.

THE INCIDENT, KNOWN AS THE BLACK SUN AFFAIR IN THE HIGHEST CORPORATE CIRCLES, IS LATER DEEMED TO BE THE SINGLE GREATEST FEAT IN COMPUTER INFILTRATION EVER ACHIEVED.



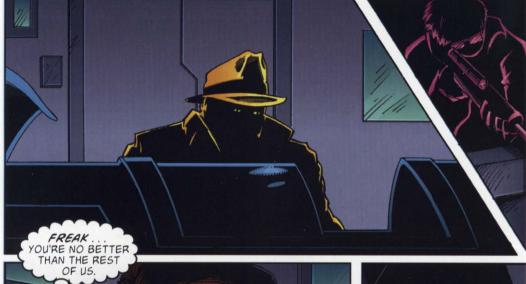










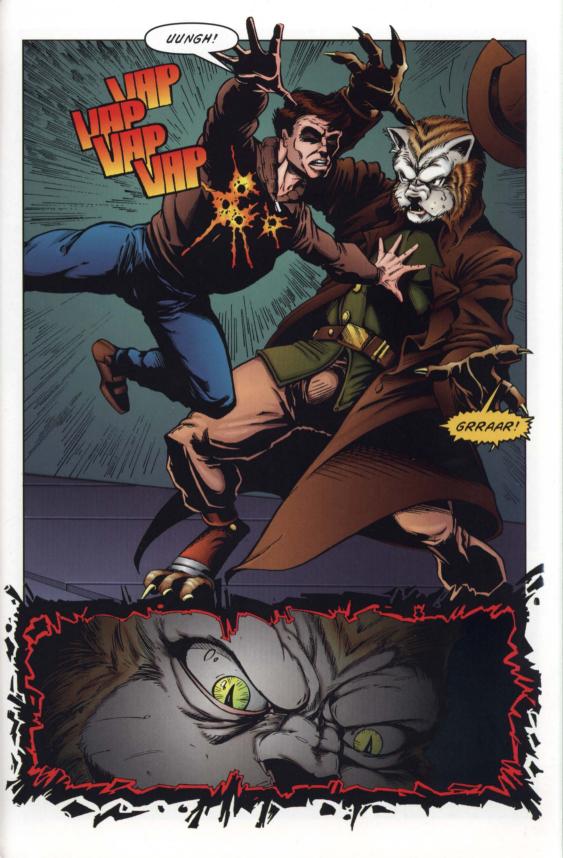




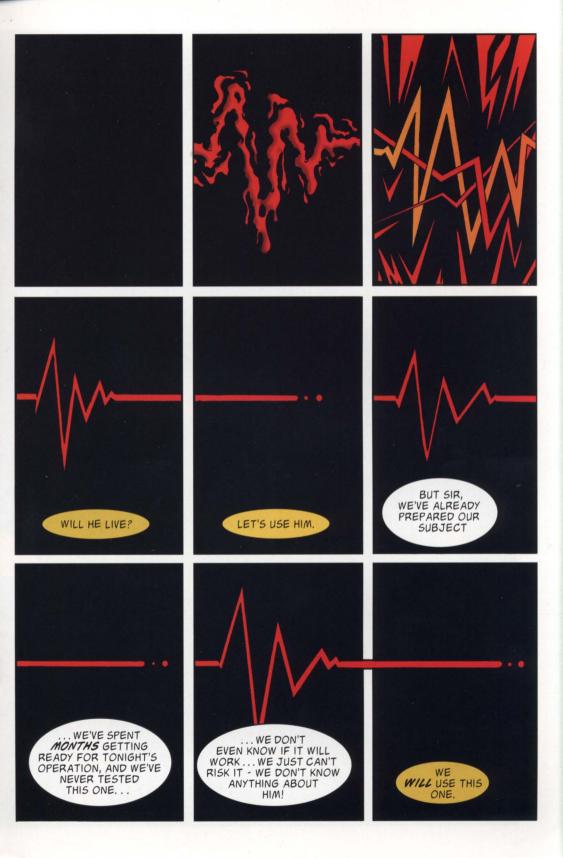




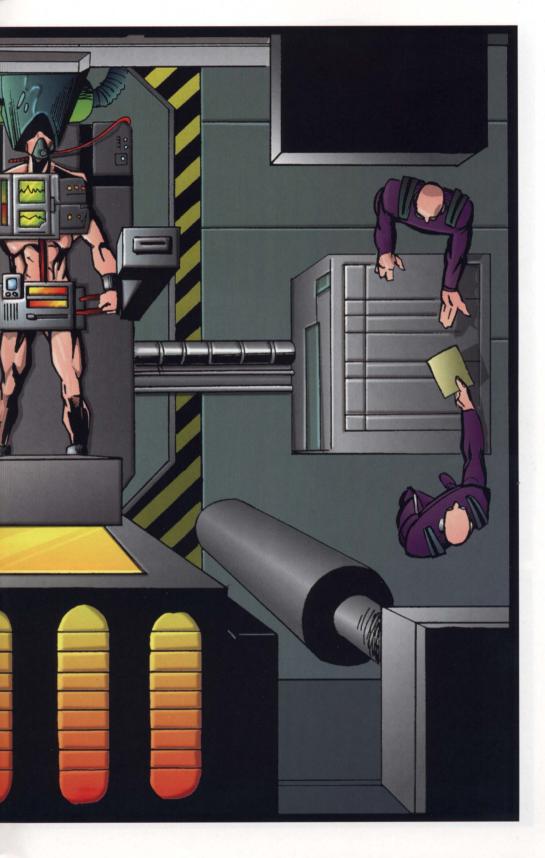








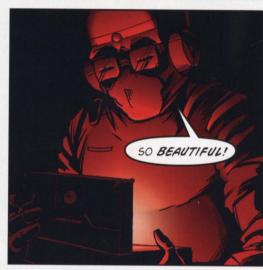
















THE BIO-GEN WILL TAKE THAT LONG ANYWAY...



DAMN ...



























WHAT HAVE YOU FOUND? NOTHING, SIR. THERE'S NO TRACE OF THE TARGET SPECIMEN. DAMN!

















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