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VIDEO
GAMES

FUN
EXCITEMENT

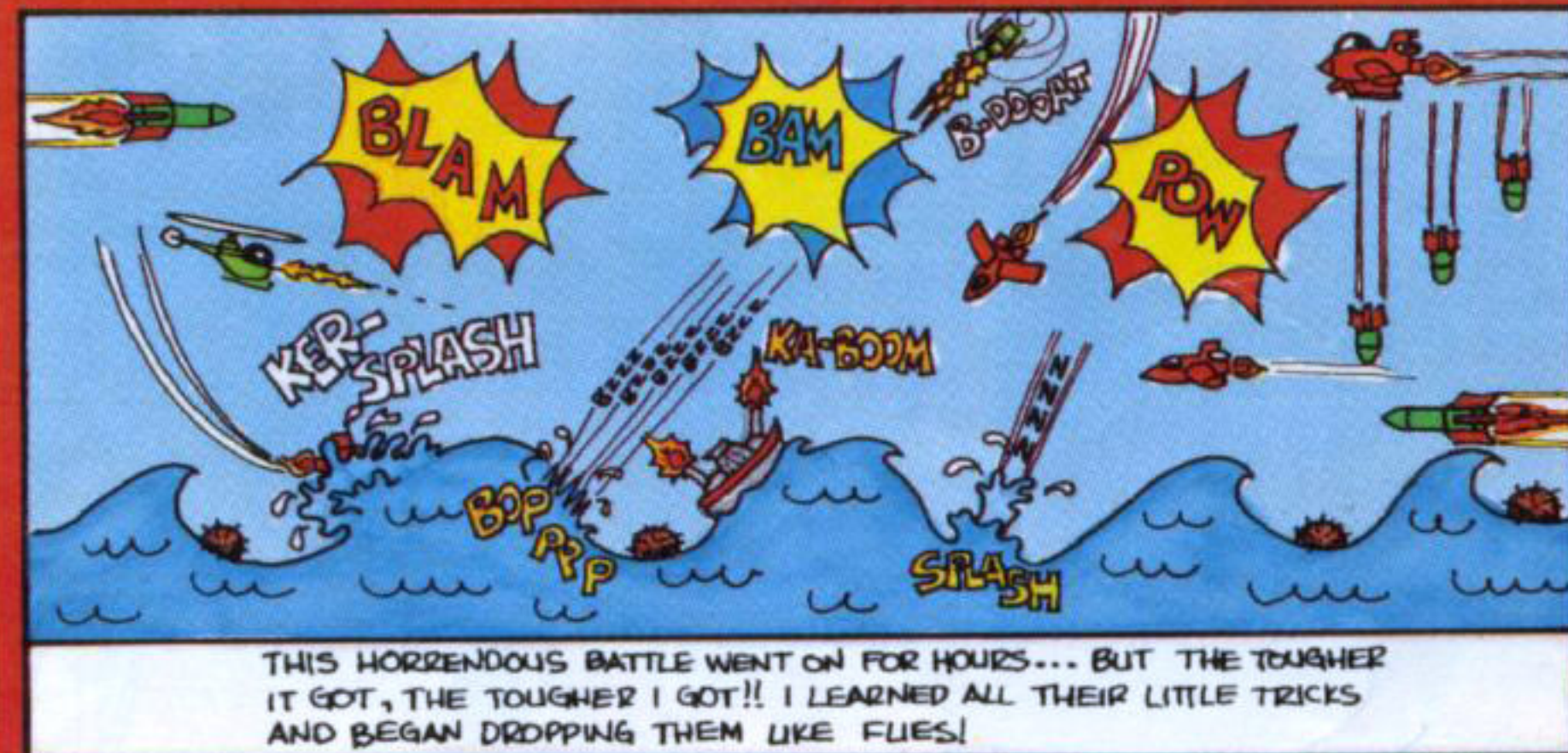
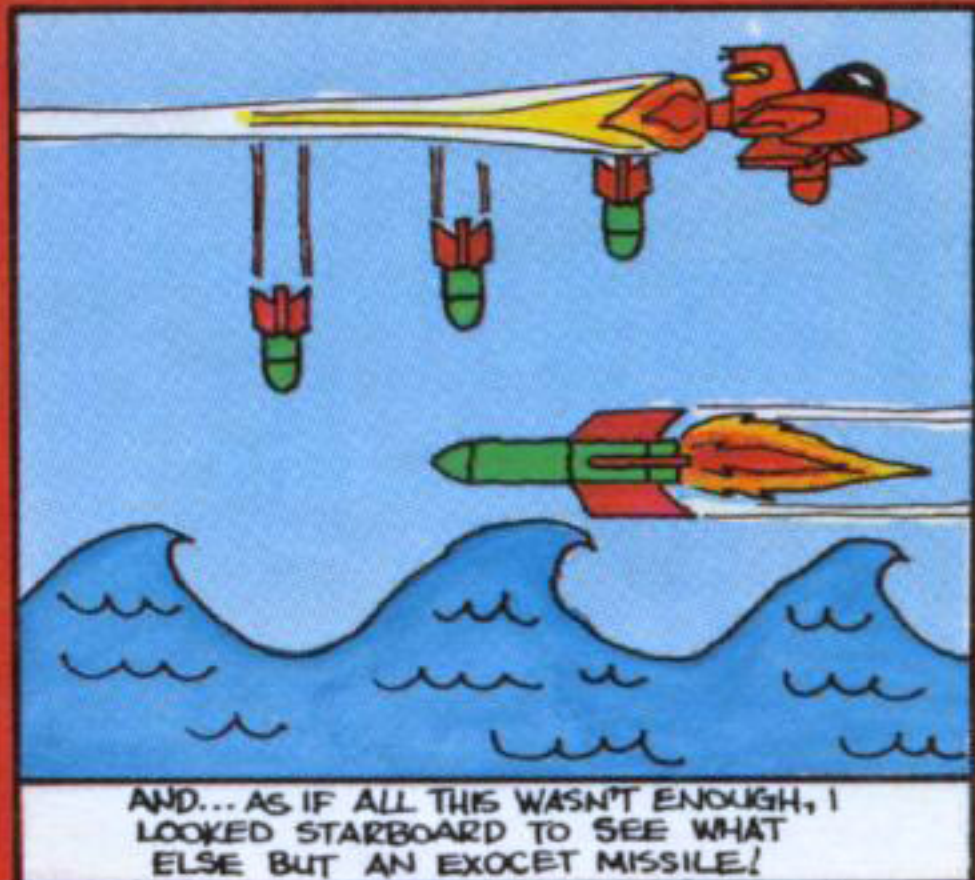
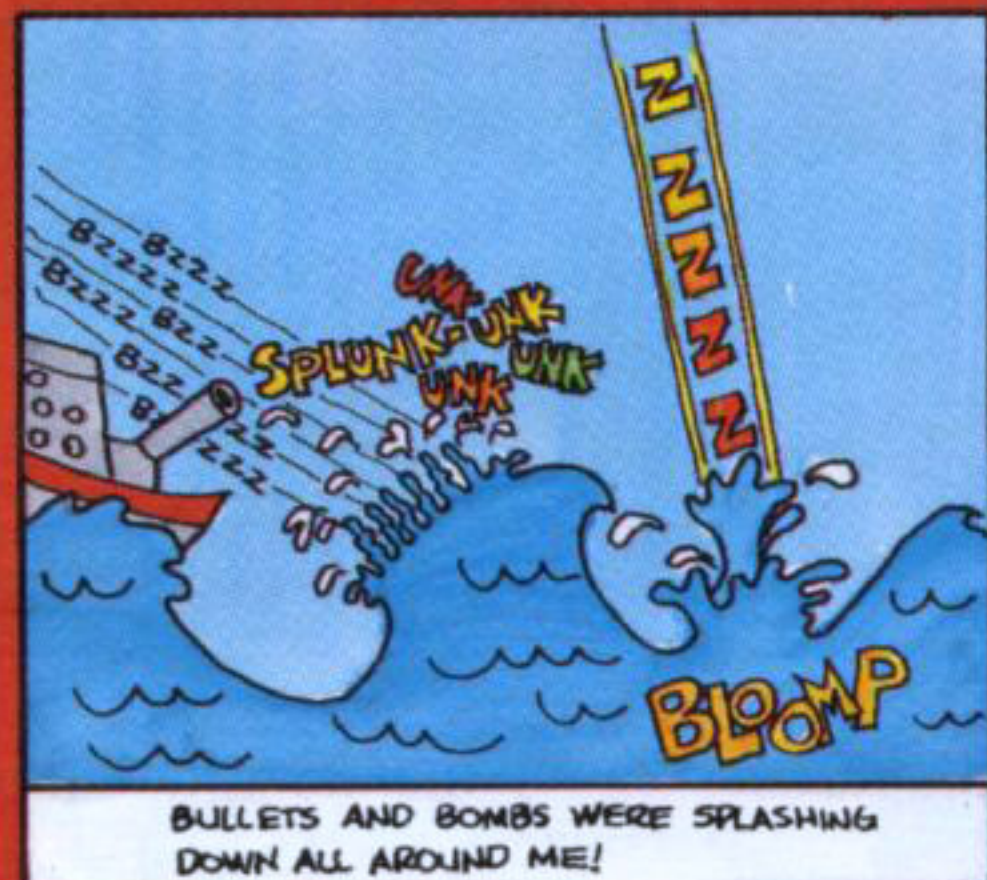
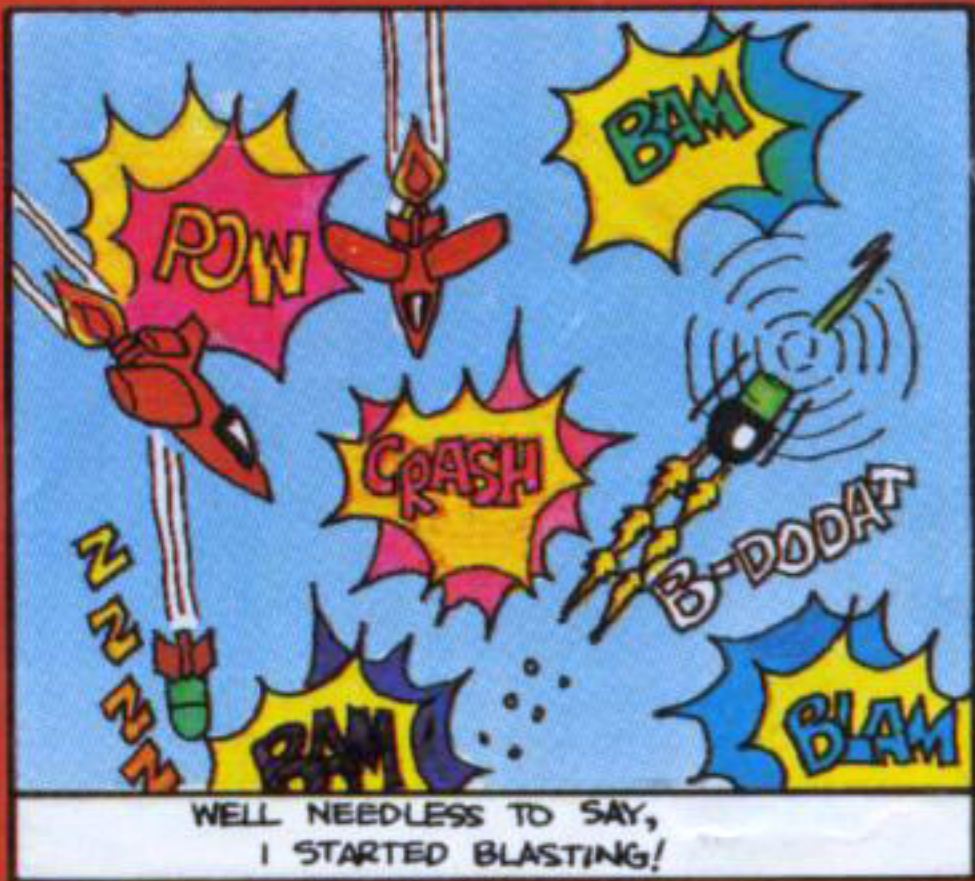
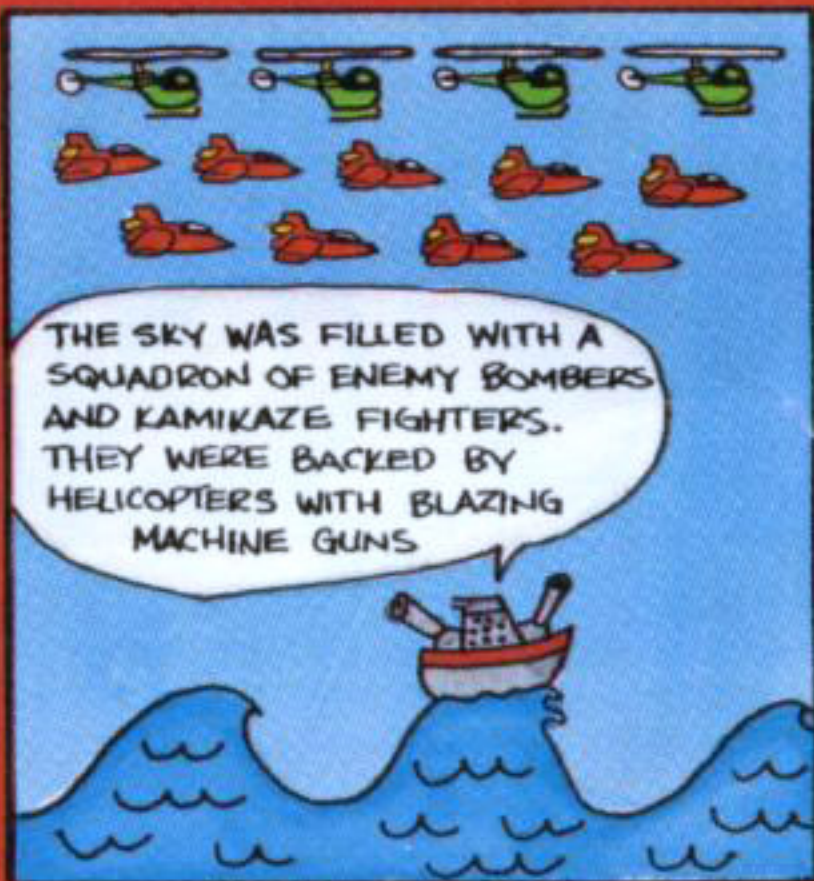
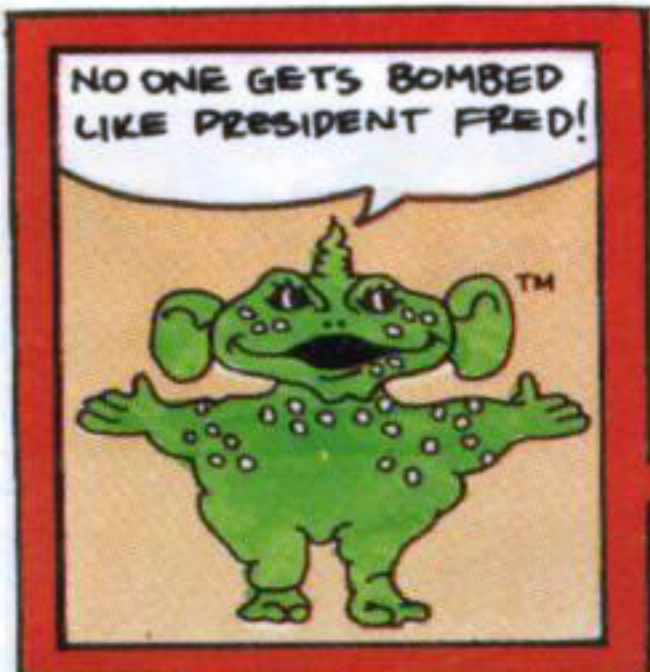
Product Catalog



SUMMER 1983

FRAN
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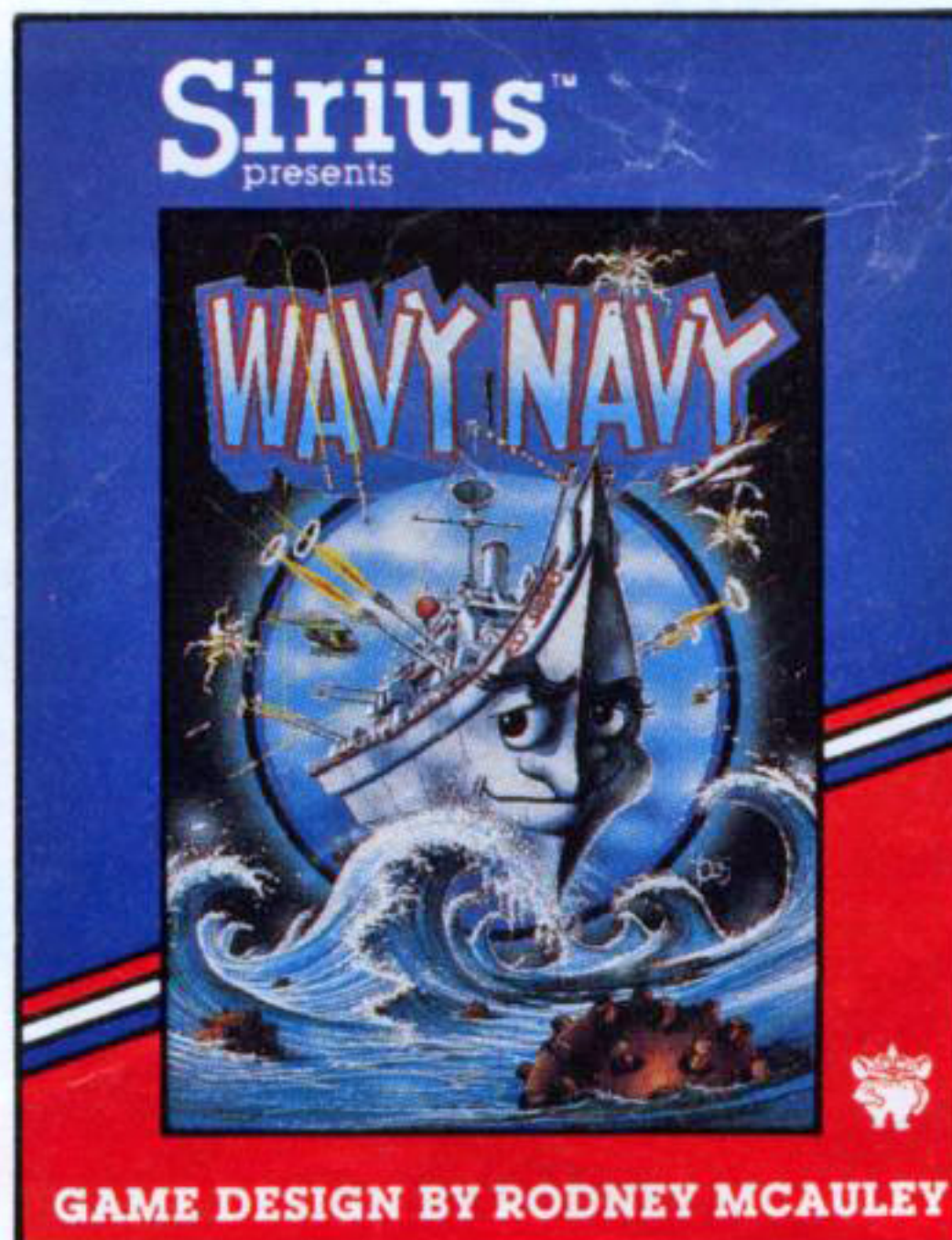
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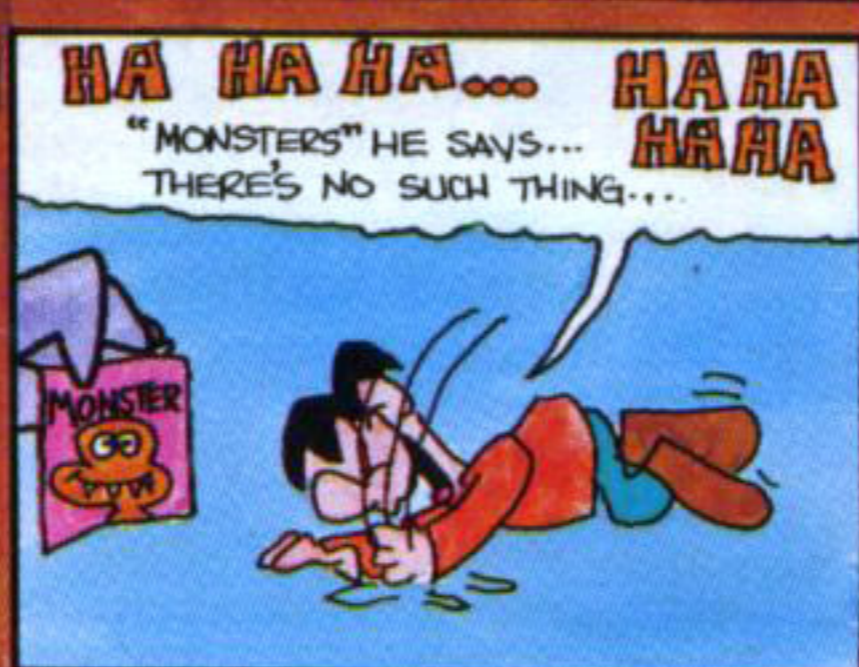
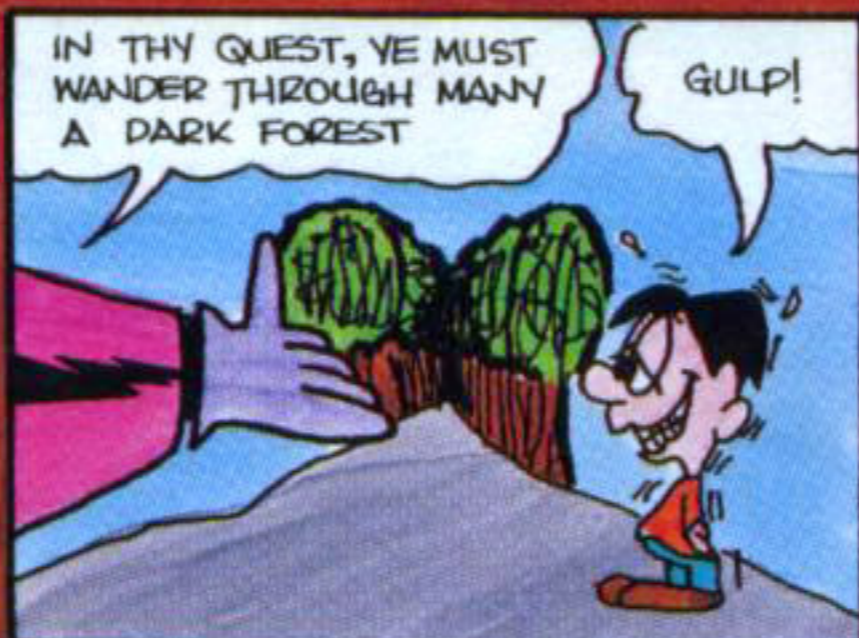
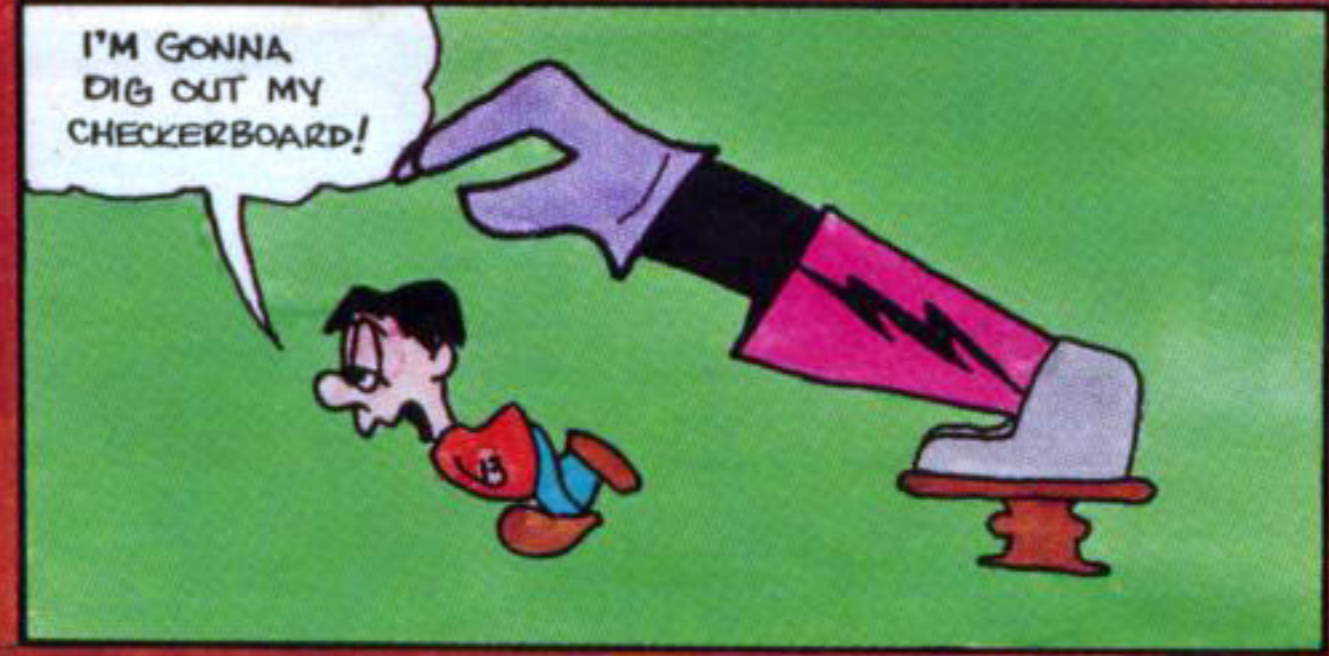
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Apple II, II+ & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk



THE BLADE OF BLACKPOOLE™



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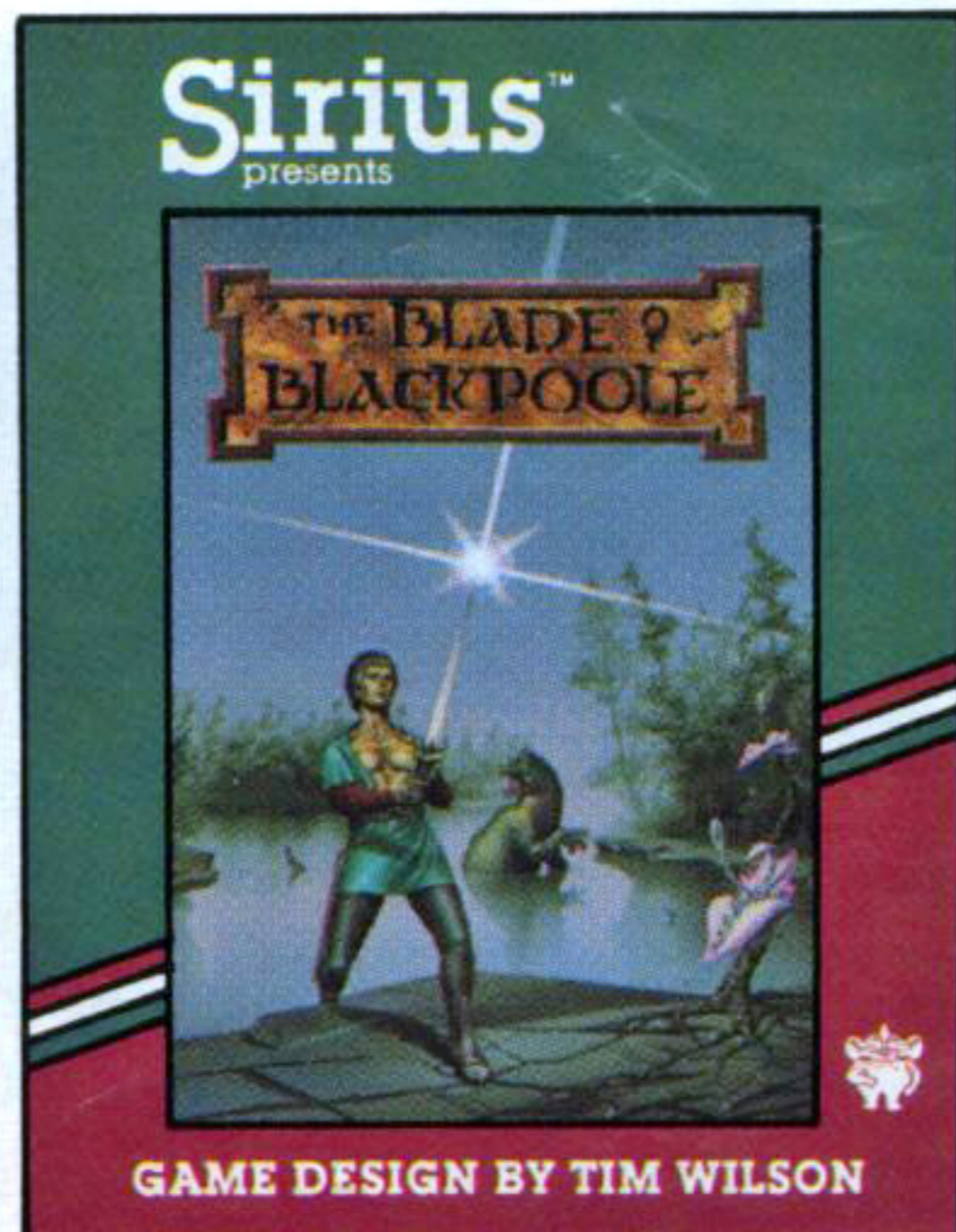
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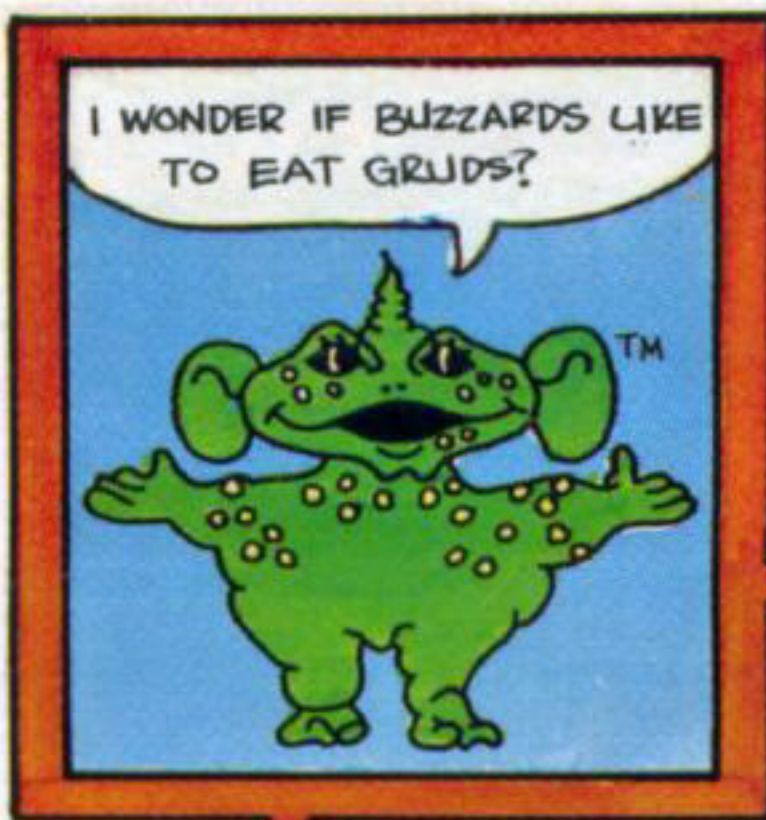


Commodore 64 Disk
Atari 800 & 1200 Disk
Apple II, II+ & IIe Disk

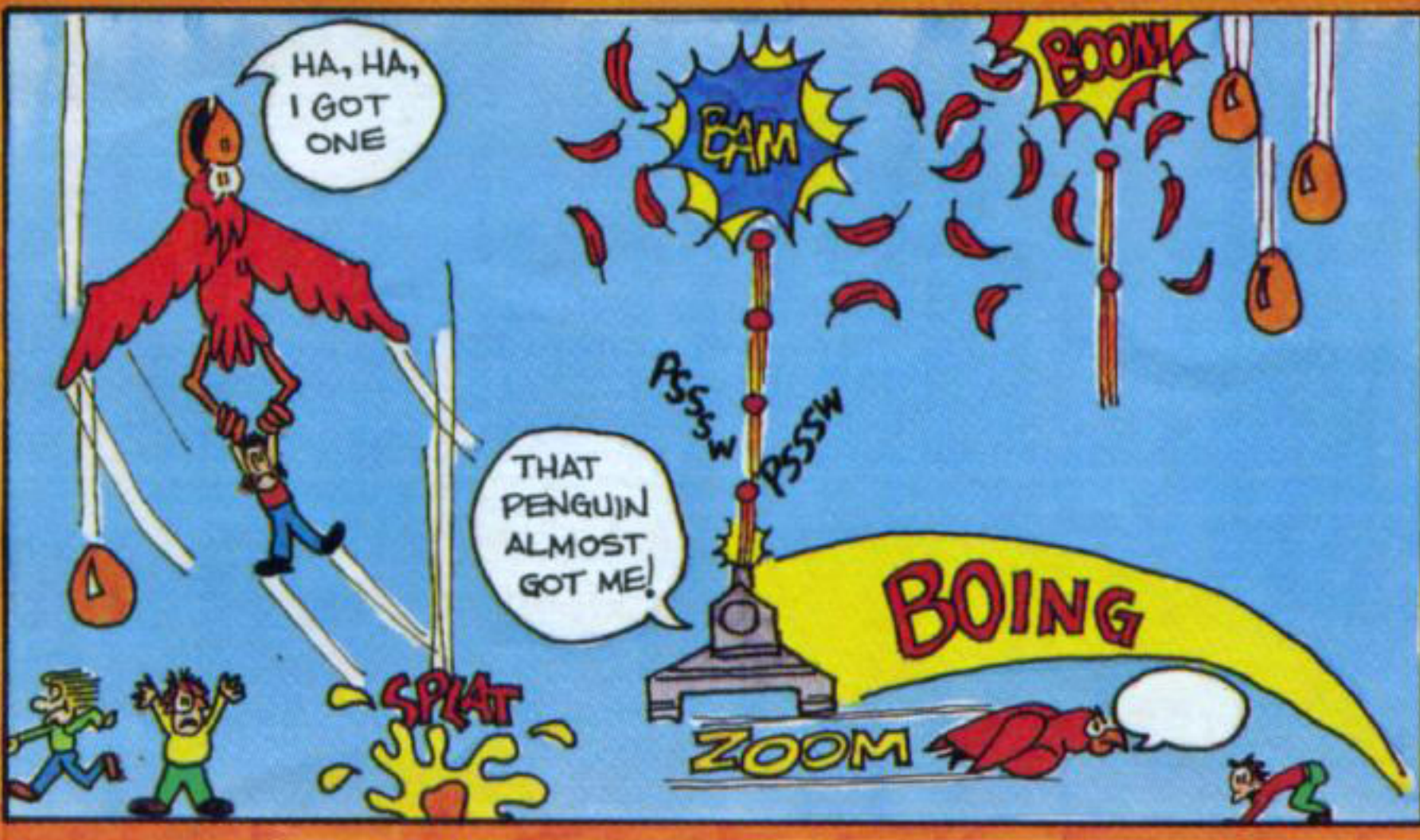
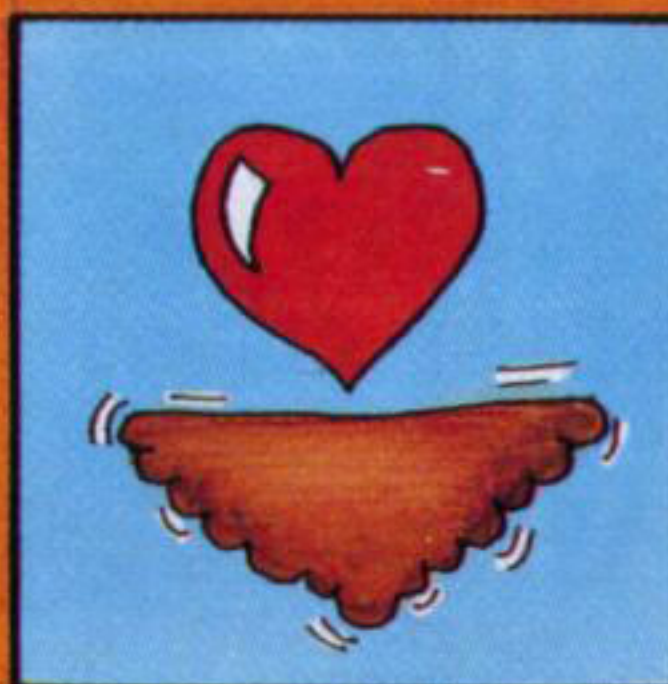
Game design by Tim Wilson.
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BUZZARD BAIT™



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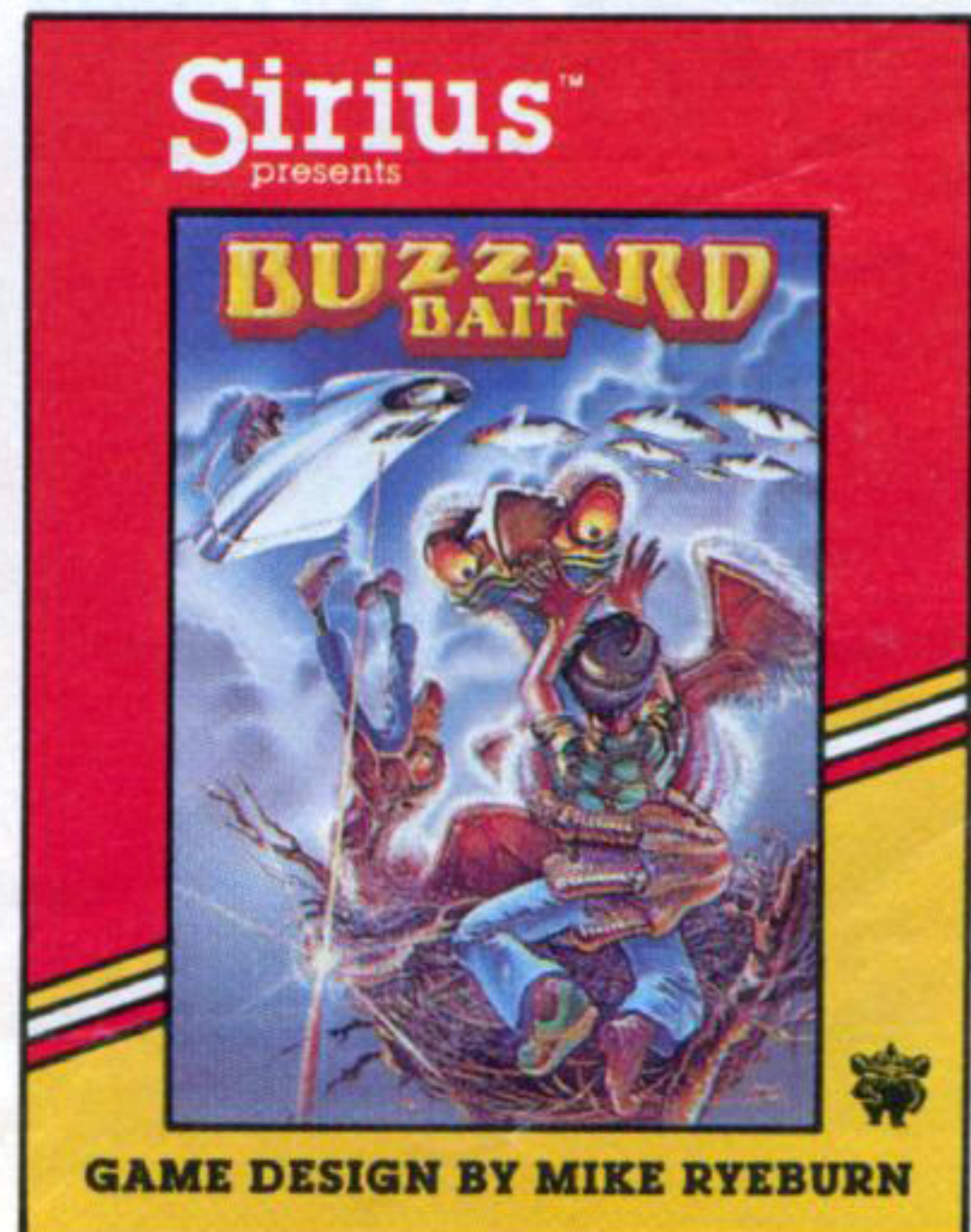
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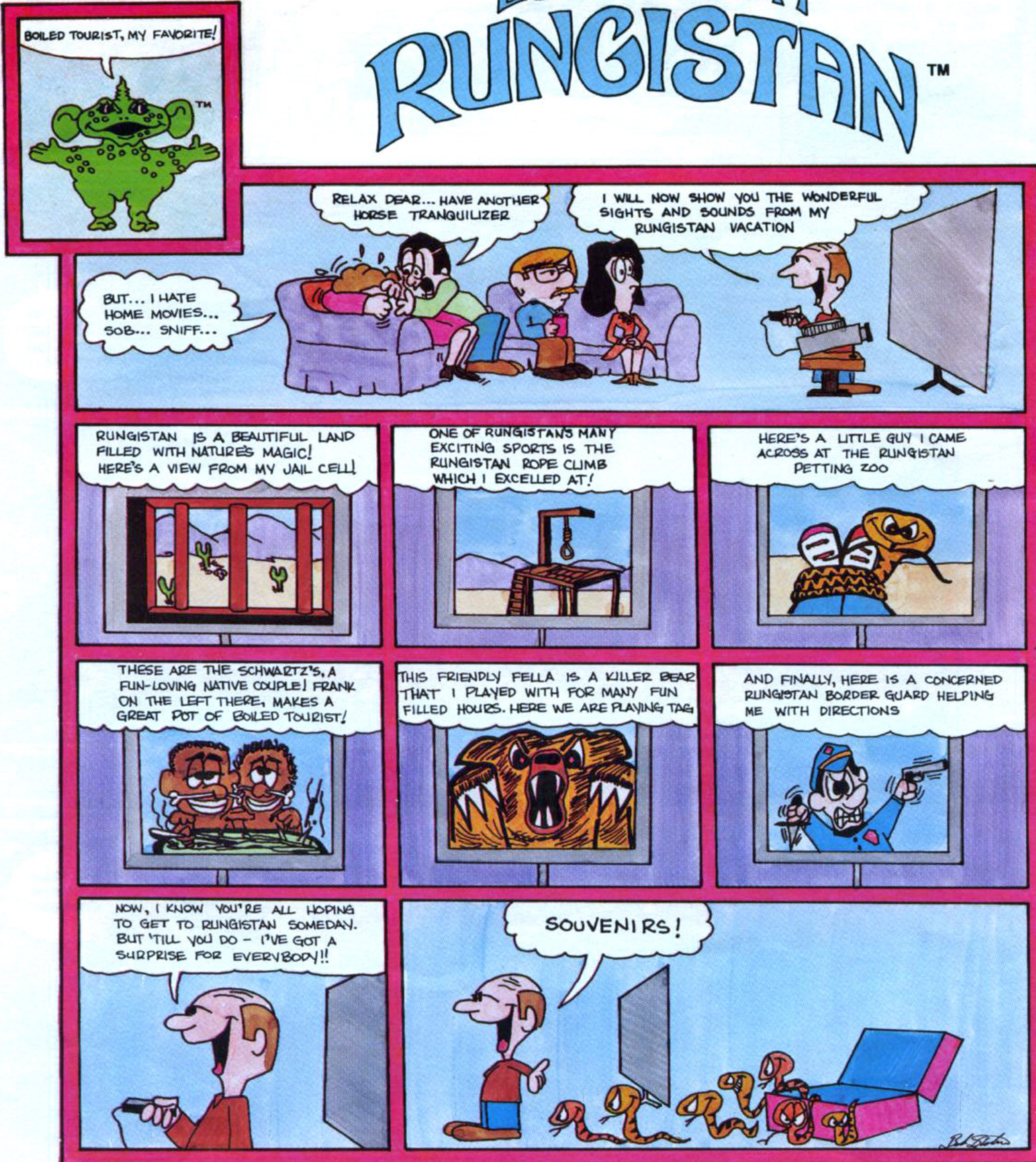
Apple II, II+ & IIe Disk
IBM-PC Disk

Game design by Mike Ryeburn.
IBM-PC version programmed by Uriah Barnett.
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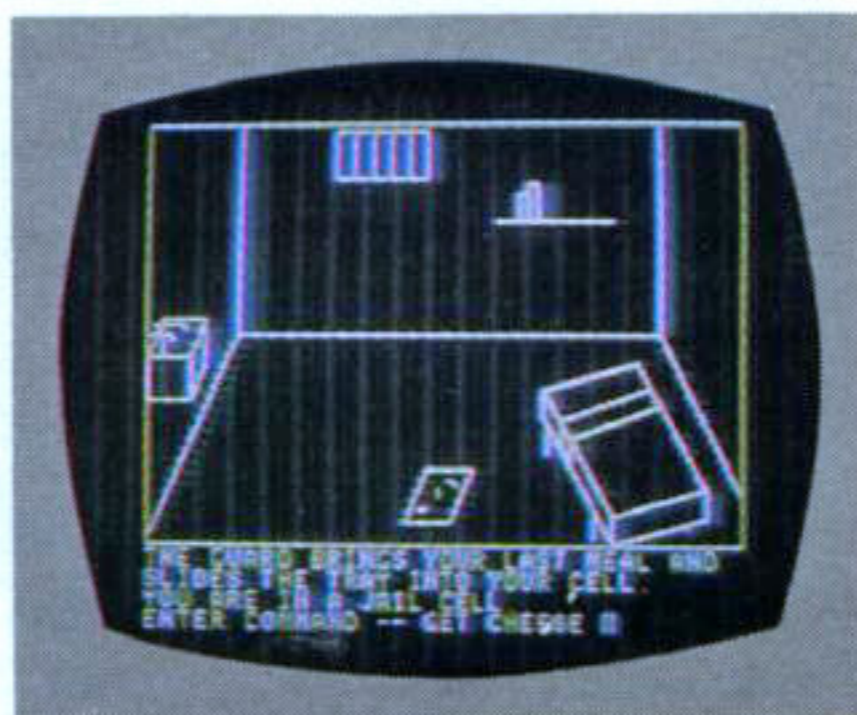
ESCAPE FROM RUNGISTAN™



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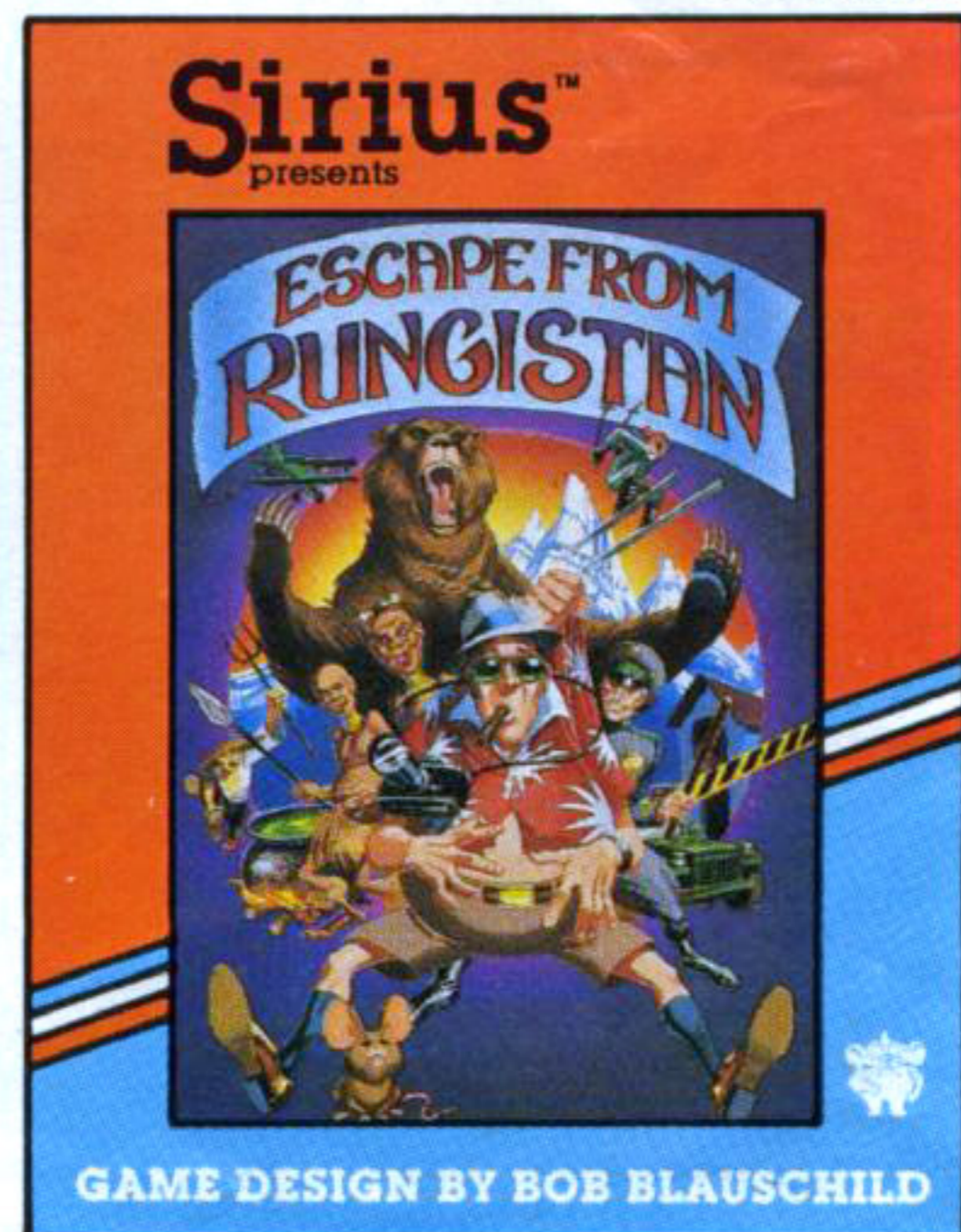
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Apple II, II+ & IIe Disk

Game design by Bob Blauschild
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FINAL ORBIT™

LOOKS LIKE CAPTAIN STAR AND HIS CREW HAVE THEIR HANDS FULL

ZIP

"CAPTAIN STAR! OUR ENERGY LEVEL IS CODE RED! WE CAN'T TAKE ANY MORE HITS AND SURVIVE!!"

"STEADY, MAN, WATCH YOUR RADAR, KEEP YOUR EYES OPEN... FOR MALADROIDS!"

"I'VE GOT THEM ON LONG RANGE" "WE'RE GOING IN!!"

BIAM

14300

WE'VE BEEN HIT!!

I'M FOLLOWING THAT FIGHTER TO HIS BASE WE'LL BLOW IT UP TO REFUEL"

"I'VE GOT TO SAVE EARTH!"

POW

POW

ZOOM

ZAP

DANG

976008

"DONE SIR... WE'RE CODE GREEN! OUR ENERGY LEVEL IS RESTORED" "GOOD, LET'S GET BACK"

"CAPTAIN STAR, OUR MISSION WAS A SUCCESS... GOOD JOB!!"

"THIS IS CAPTAIN STAR SAYING... SO LONG!!"

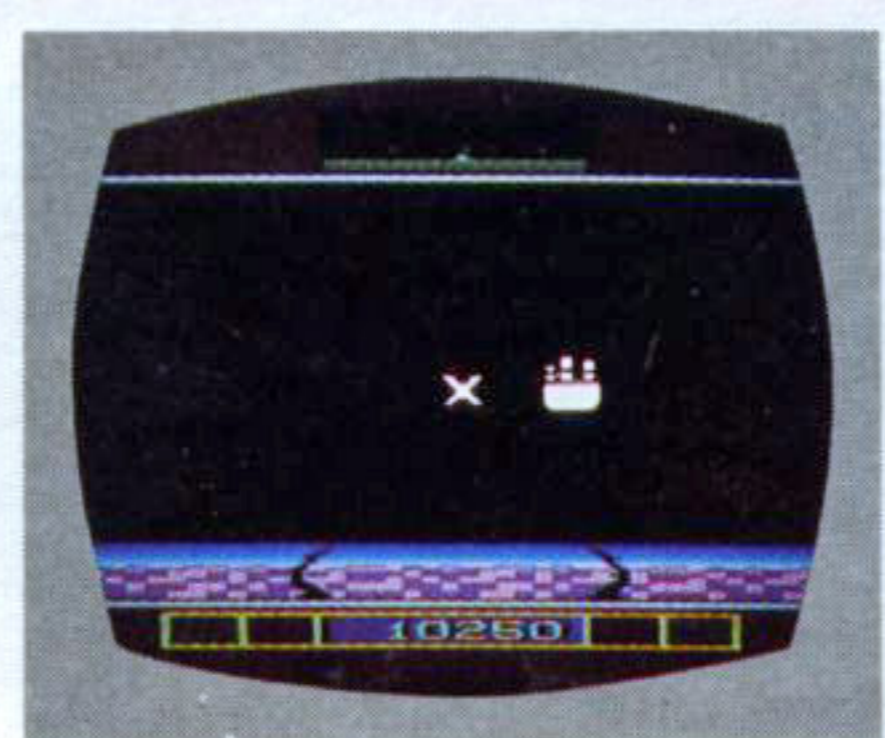
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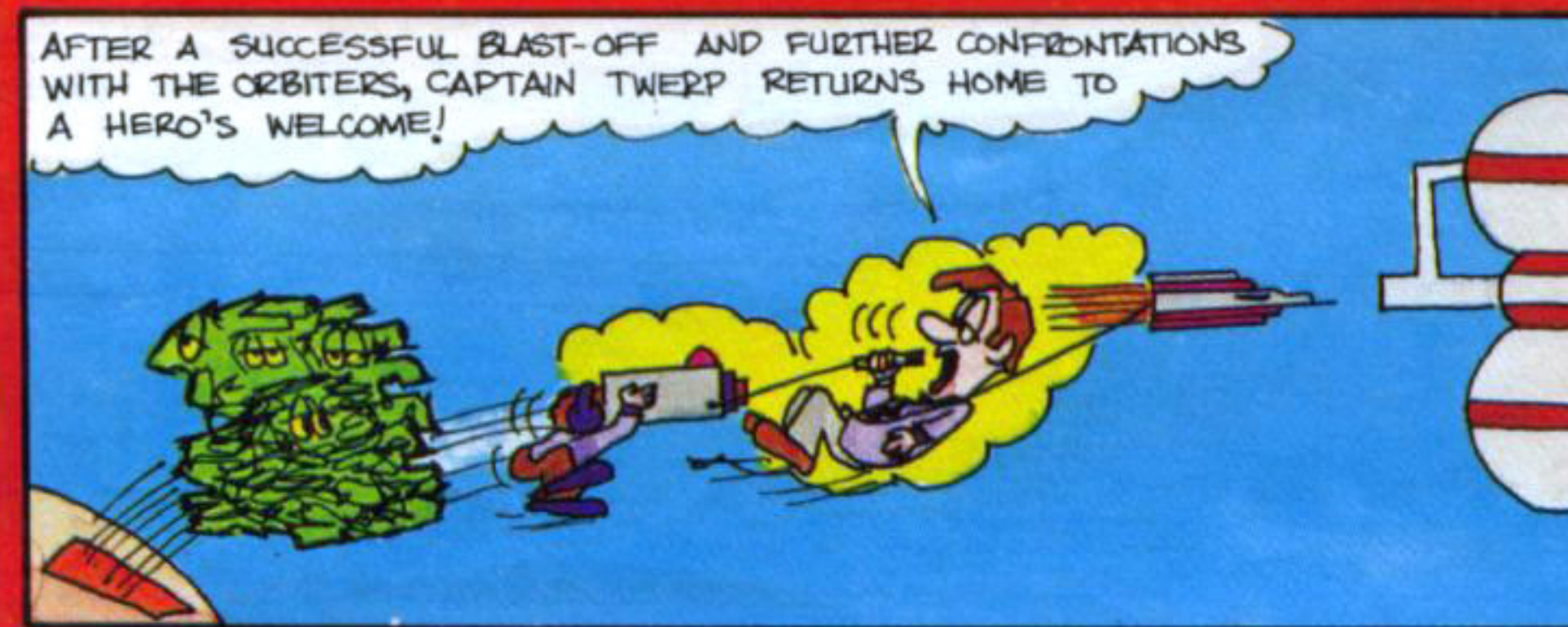
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Atari 400, 800 & 1200 Cartridge
VIC-20 Cartridge



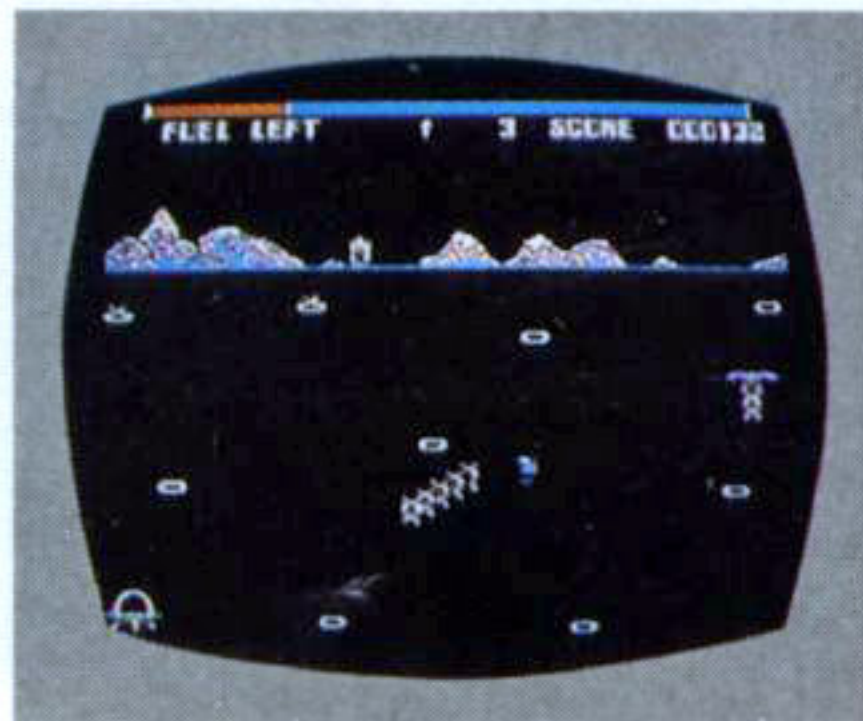
TWERPS™



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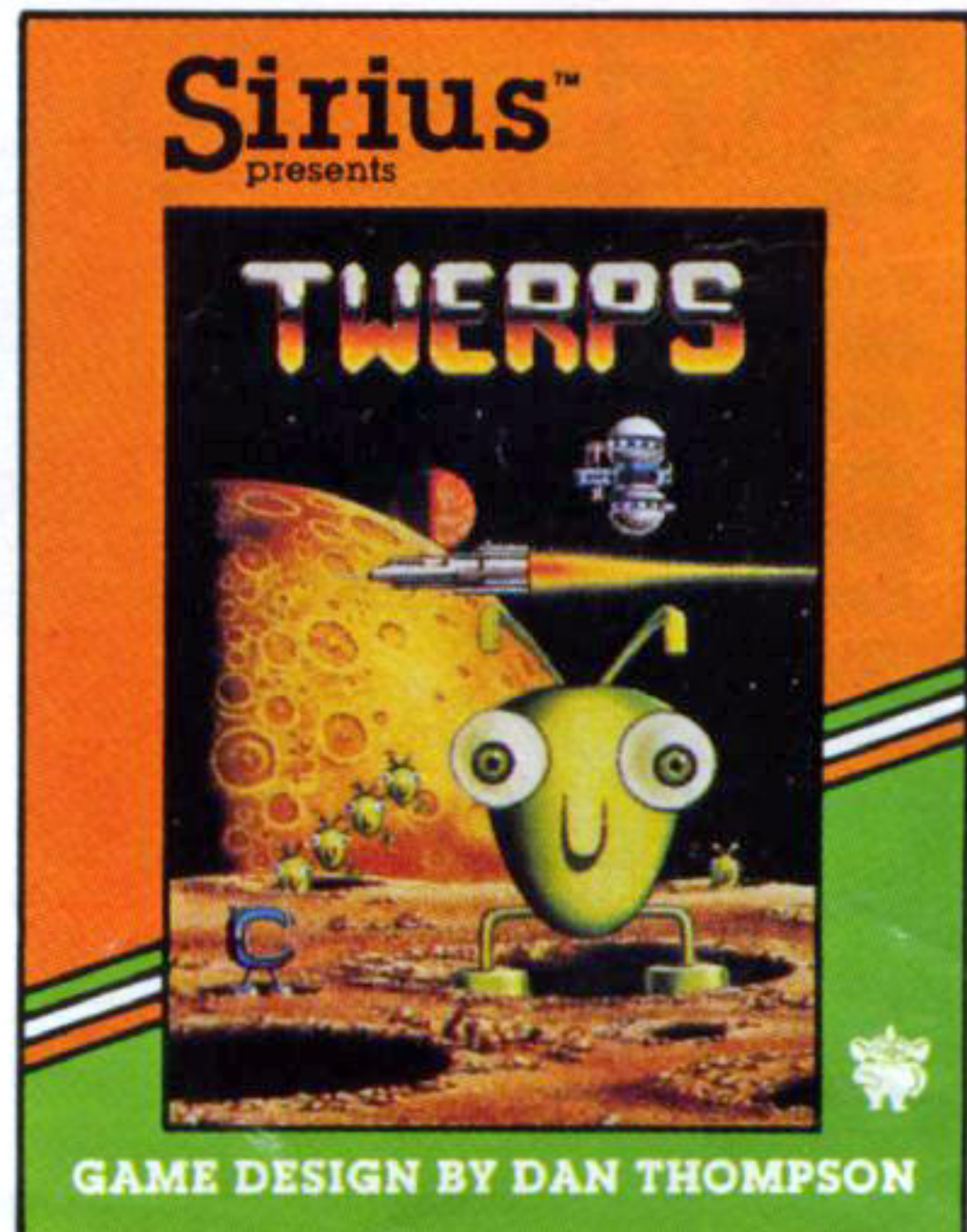
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Atari 800 & 1200 Disk
Apple II, II+ & IIe Disk

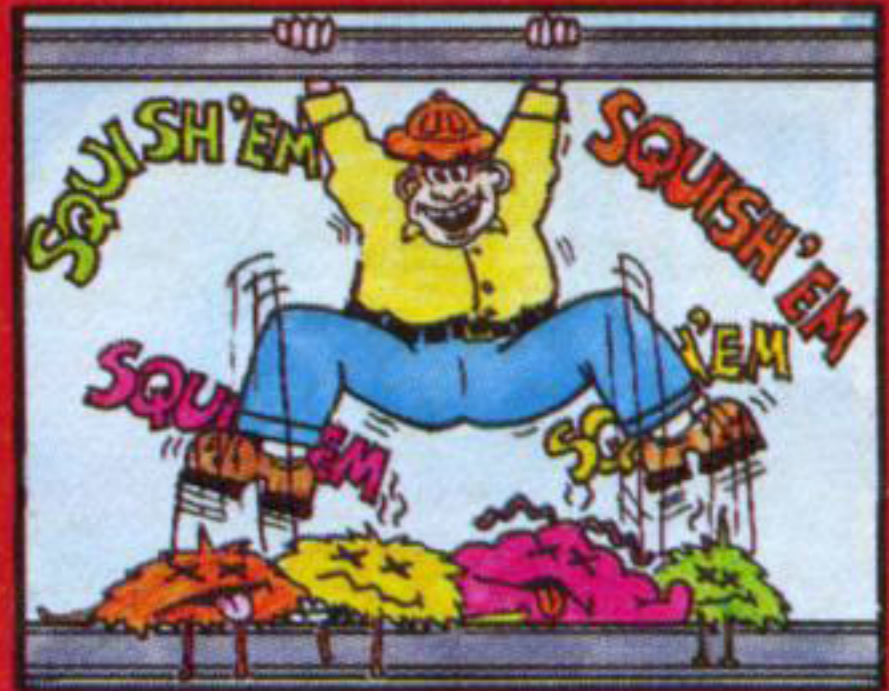
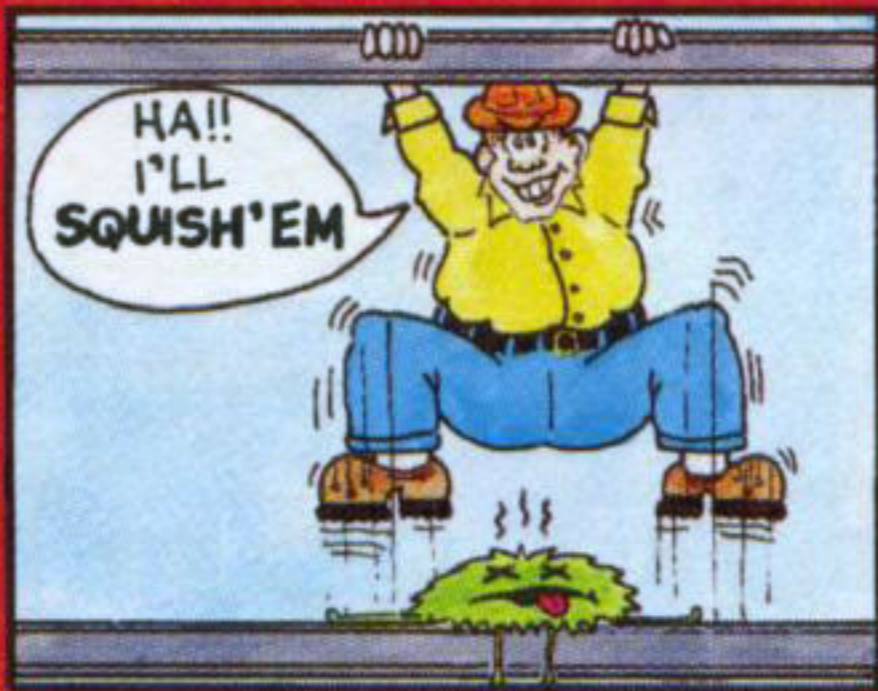
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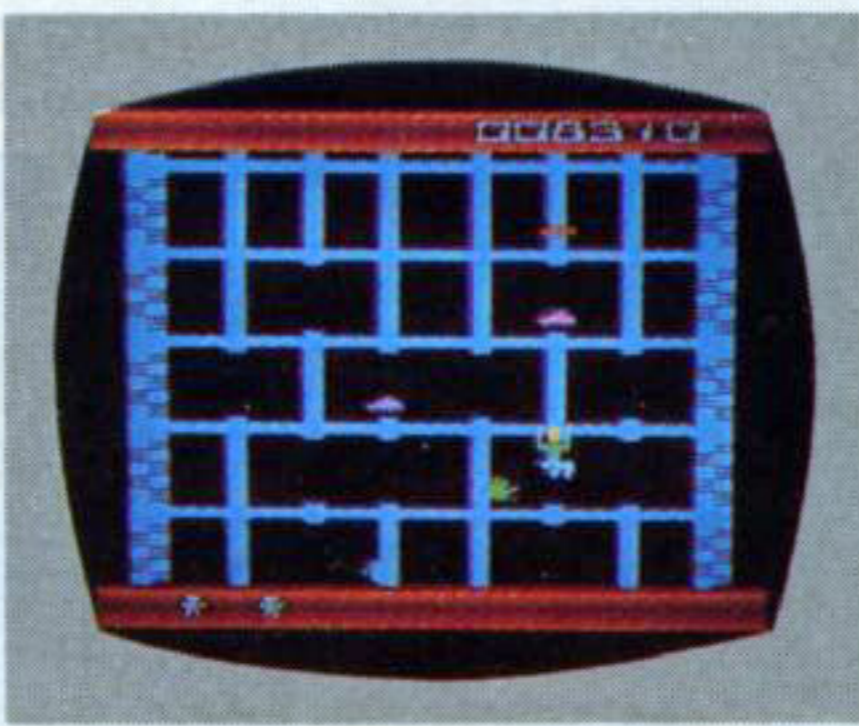
SQUISH'EM™



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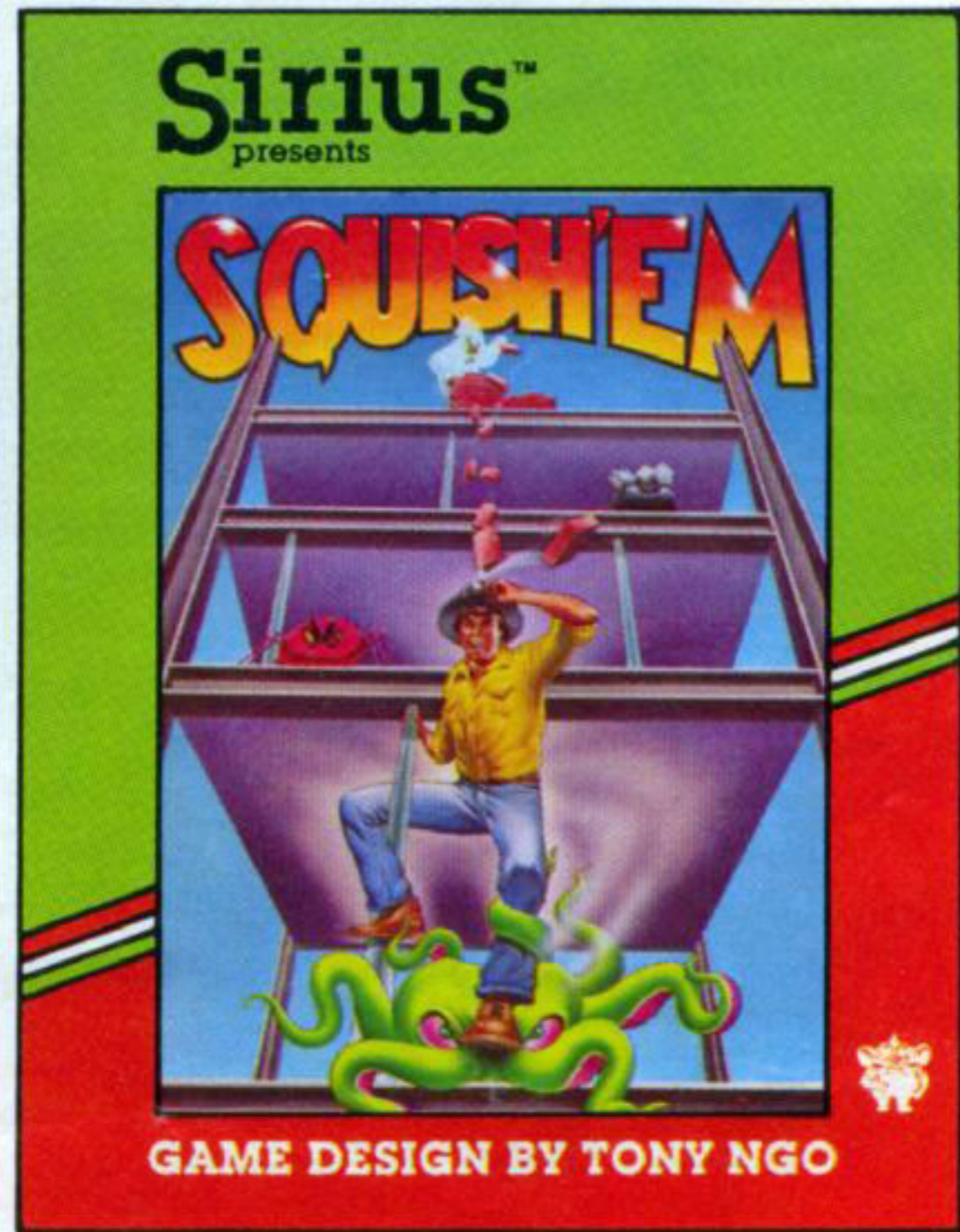
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Atari 400, 800 & 1200 Cartridge
Commodore 64 Disk
VIC-20 Cartridge

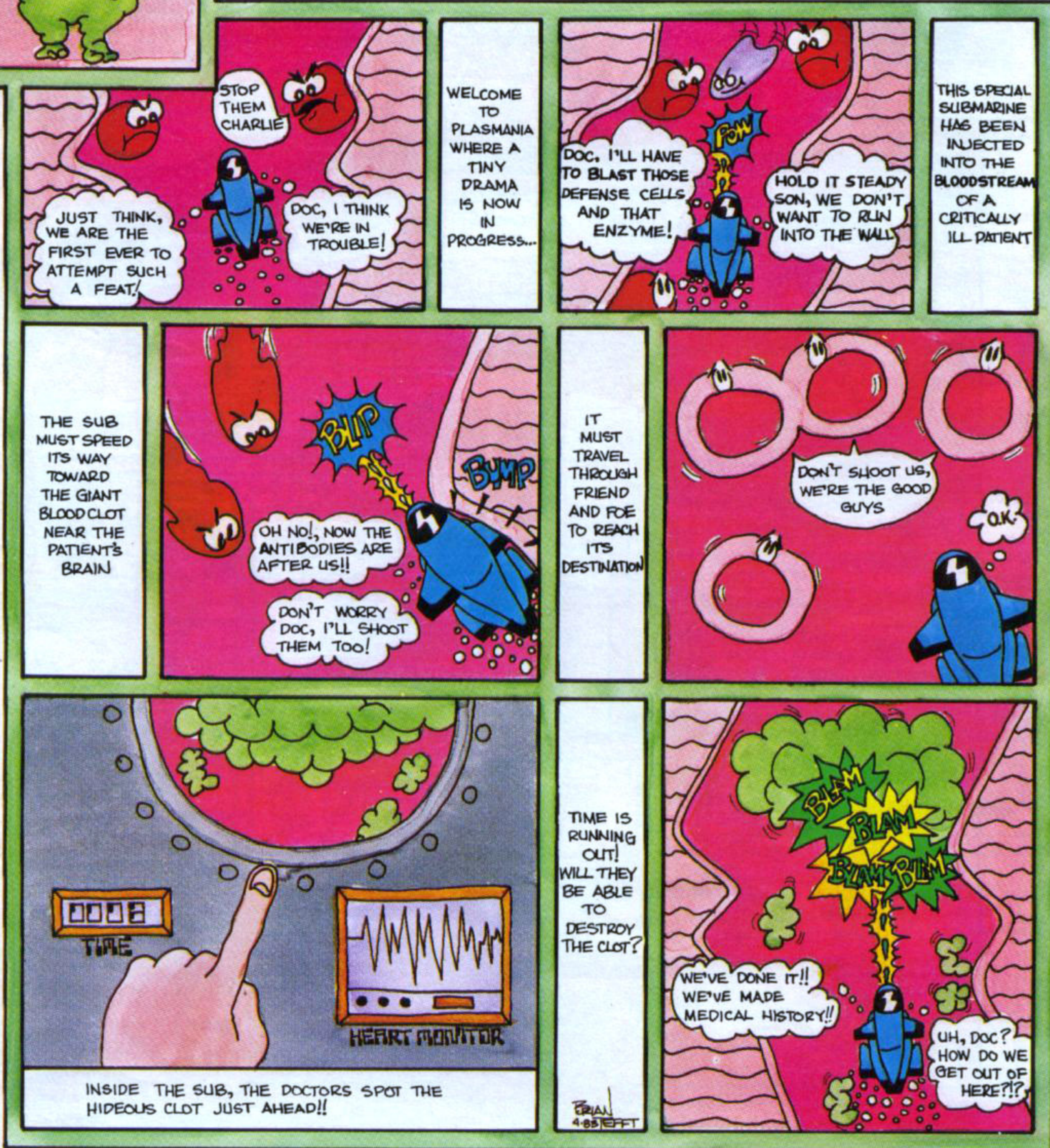
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PLASMANIA™



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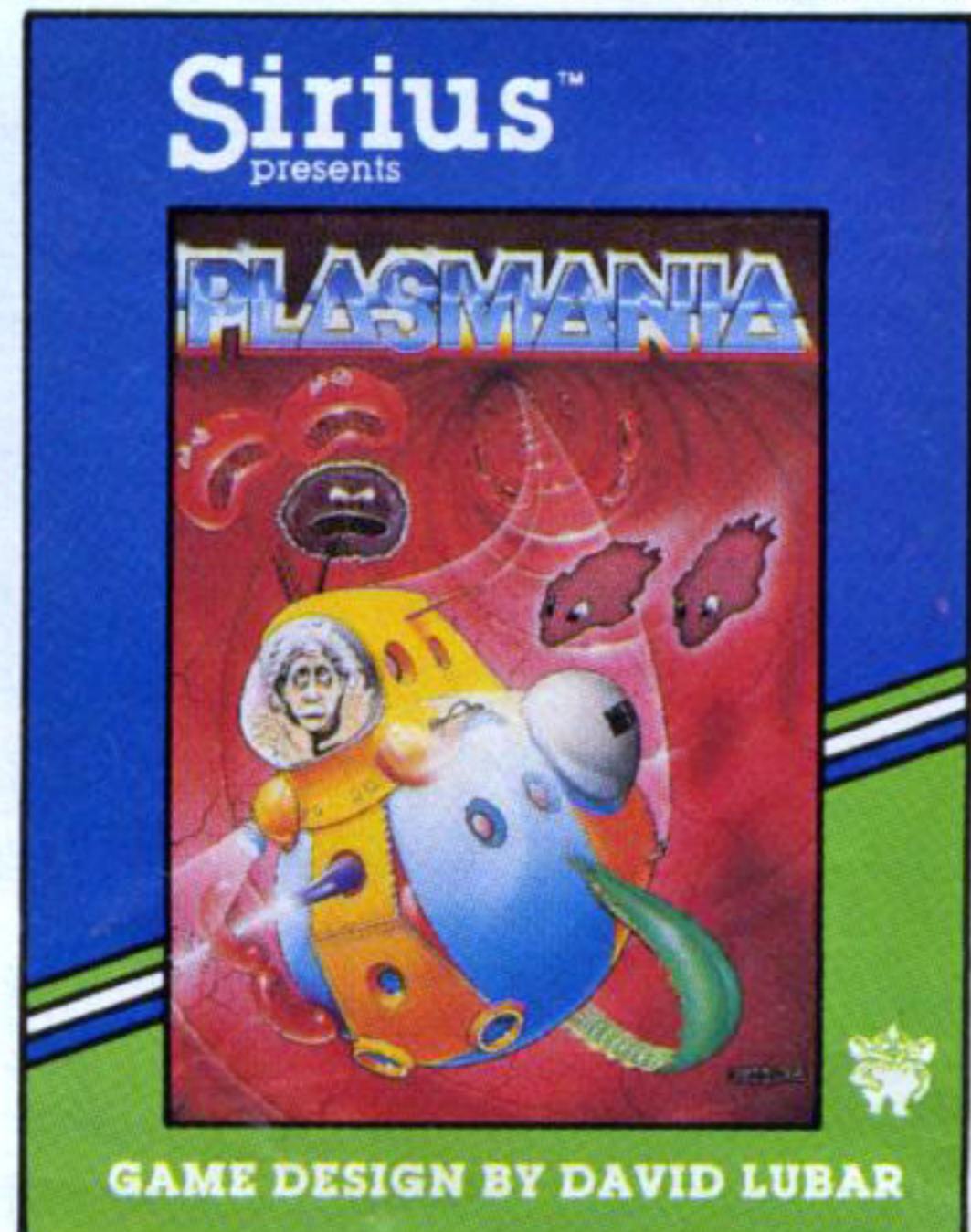
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Apple II, II+, IIe Disk
VIC-20 Cartridge

Game design by David Lubar.
Apple version programmed by Lewis Geer.
VIC-20 version programmed by Erich Horn.
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GUESS WHO'S COMING TO DINNER?



GORGON™ II

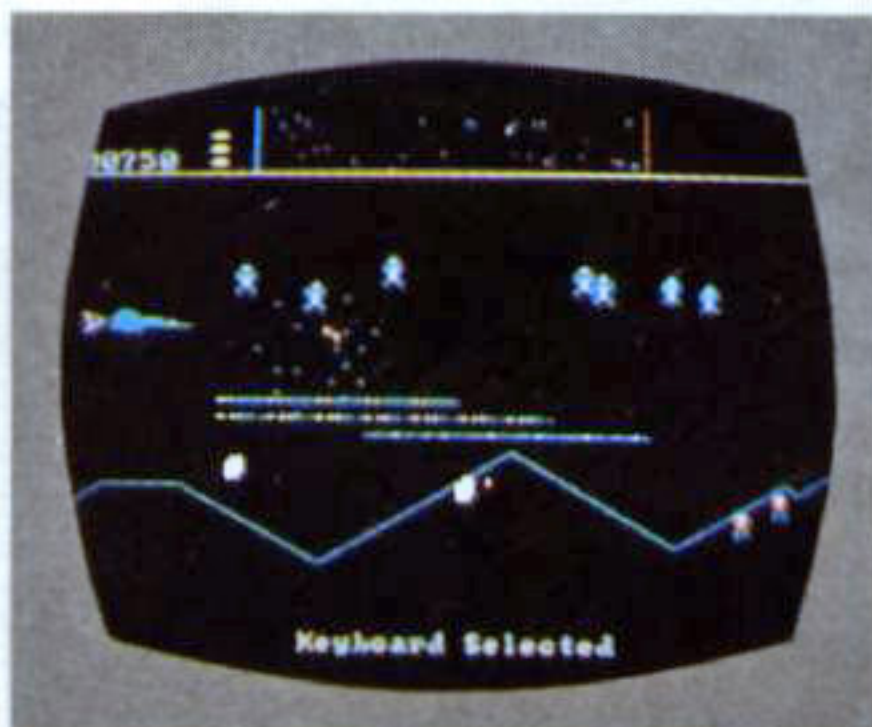


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IBM-PC Disk w/color card

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HAVE THE ALPHERIONS MET THEIR MATCH?



ALPHA SHIELD™

DEEP IN THE DARKEST DEPTHS OF SPACE, THERE LIES A BASE STATION...

BUT THIS IS NO ORDINARY BASE STATION, FOR THIS BASE SUSTAINS THE MOST FEARED SPACE RAIDERS OF ALL TIME... THE ALPHERIONS!



FOR YEARS BRAVE MEN AND WOMEN FROM THE FARTHEST REACHES OF OUR GALAXY HAVE TRIED TO DESTROY THIS EVIL OUTPOST, BUT NONE HAVE SUCCEEDED UNTIL...



I'LL WAIT UNTIL JUST THE RIGHT MOMENT, THEN I'LL ZOOM INSIDE AND BLOW THAT BASE TO BITS!!



I CAN SEE BY MY ENERGY METER THAT I'VE ALMOST DONE IT.

NOW!



A LITTLE BIT MORE

WE'RE DOOMED!

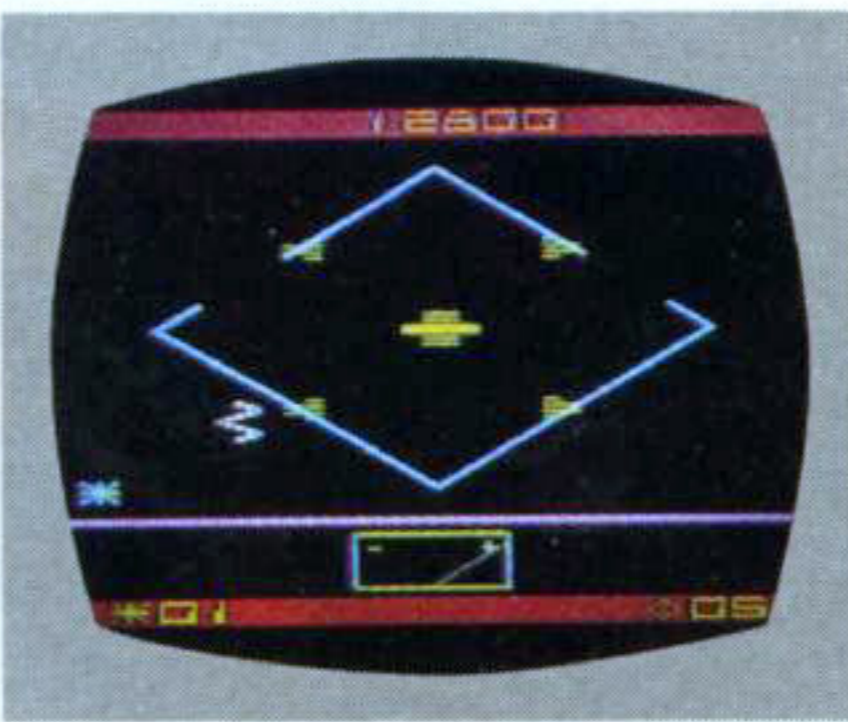


I DID IT!!

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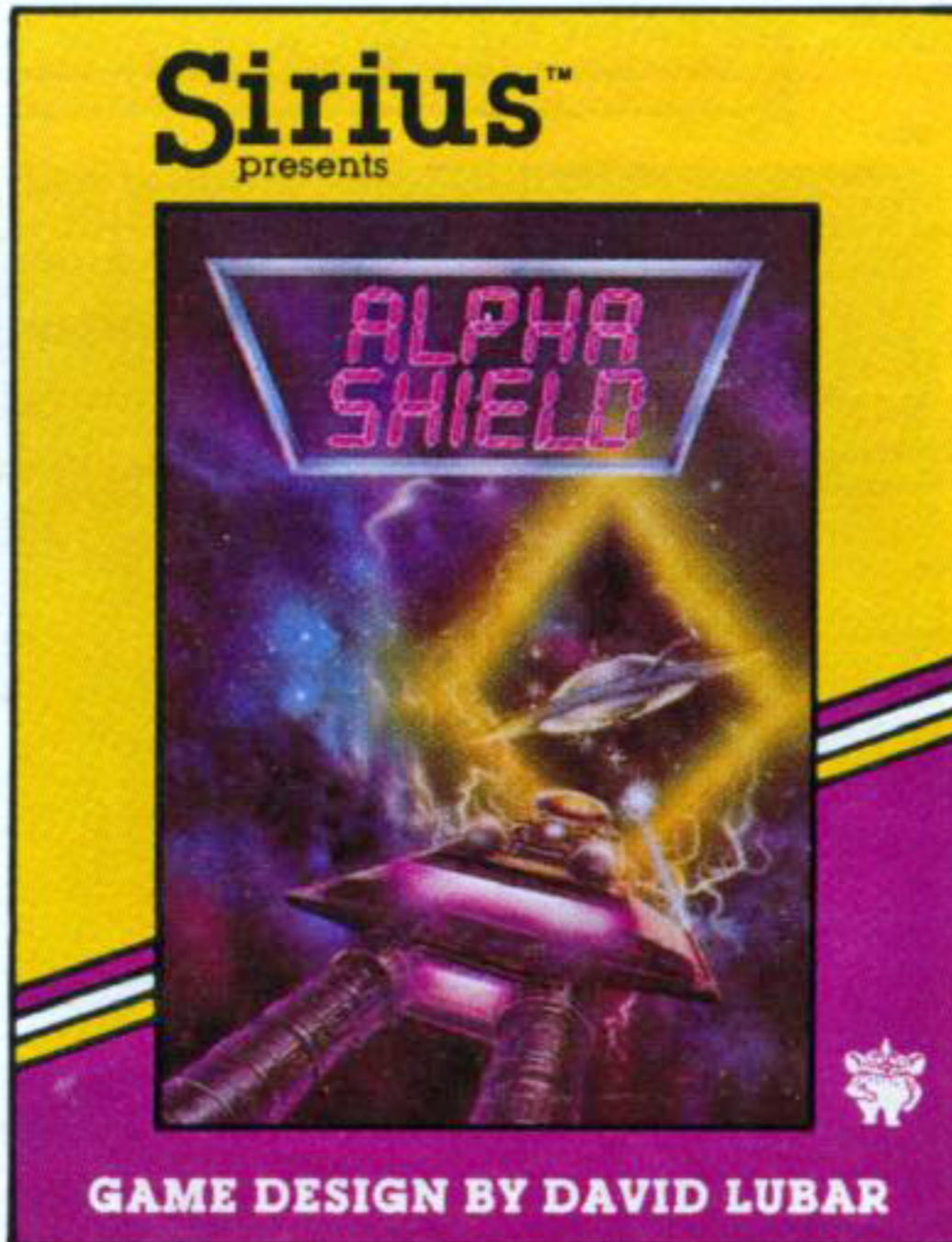
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Atari 400, 800 & 1200

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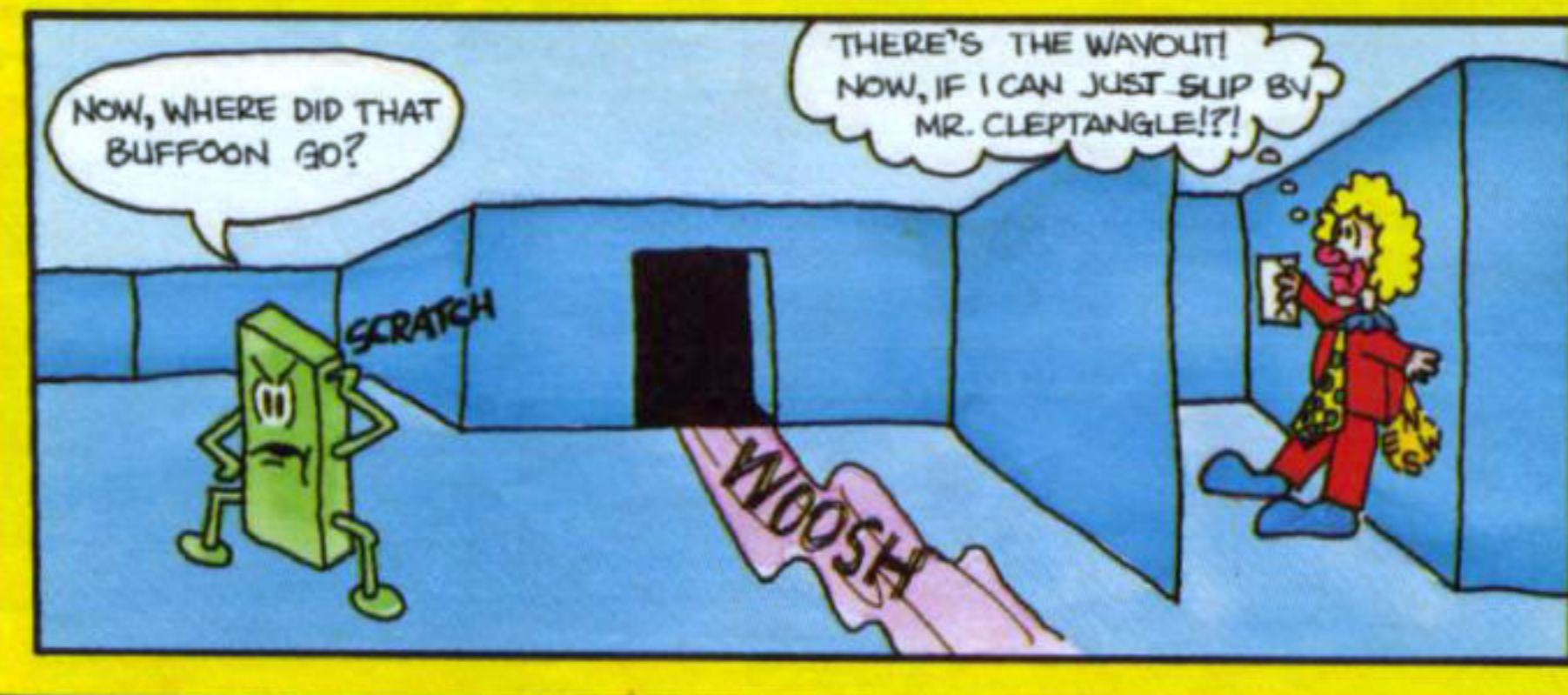
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GAME DESIGN BY DAVID LUBAR



WAYOUT™



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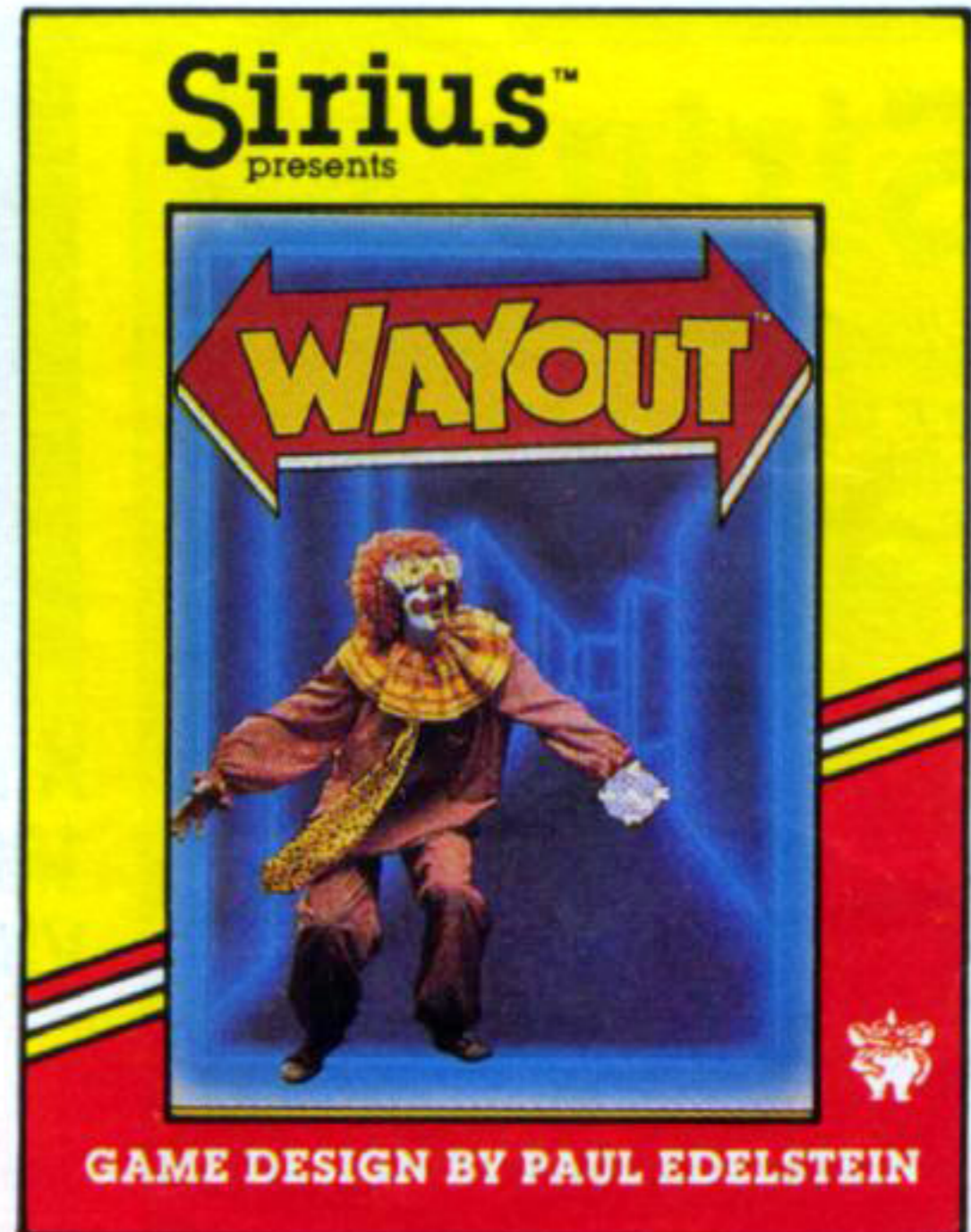
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Apple II, II+ & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk

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SPIDER CITY™



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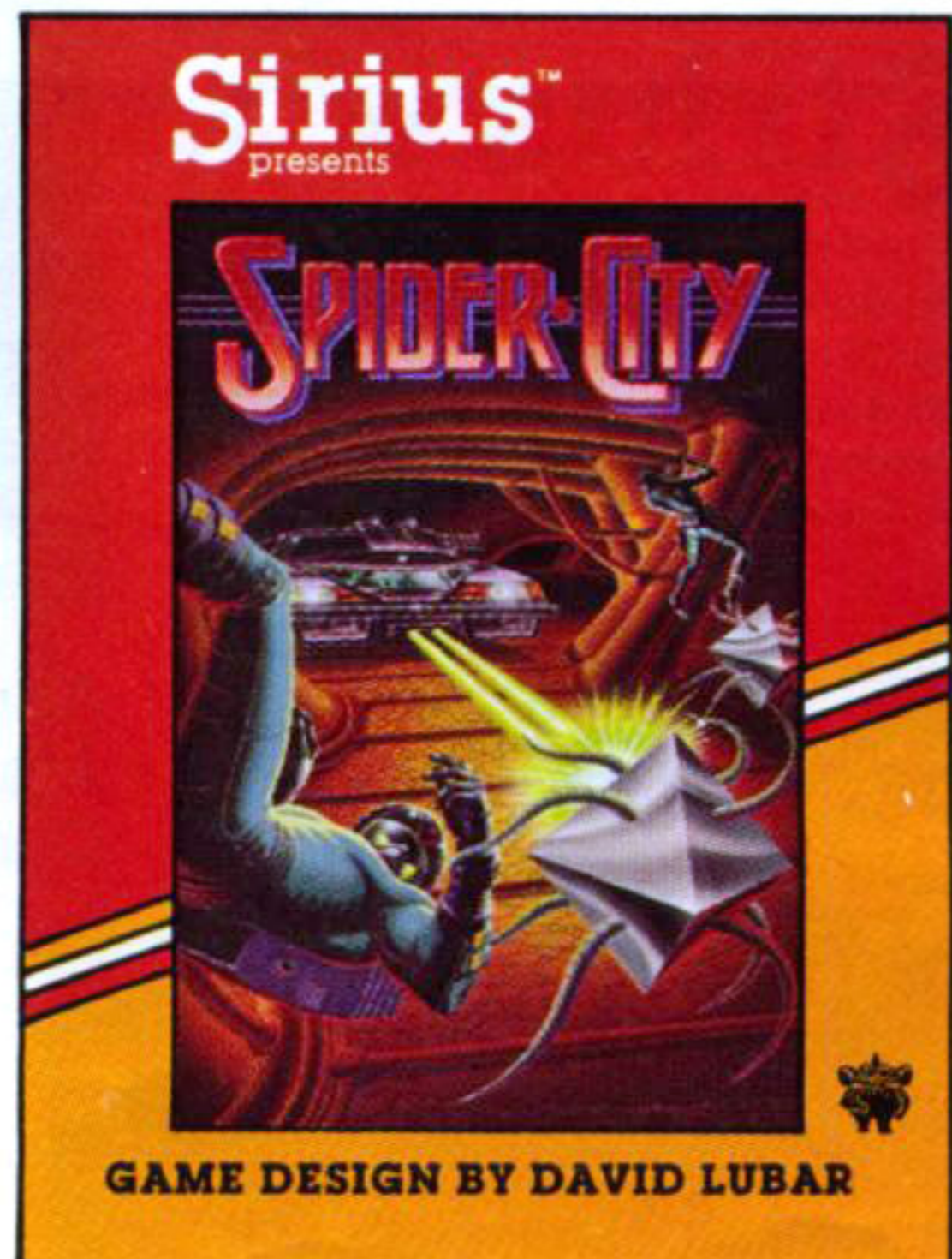
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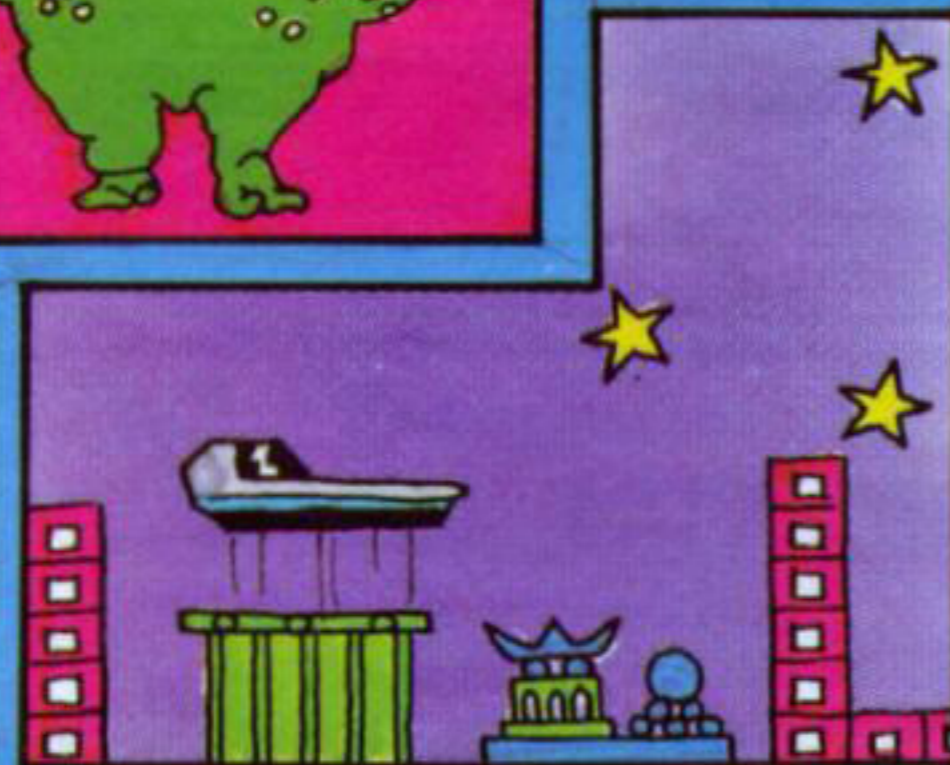
Atari 400, 800 & 1200 Cartridge
VIC-20 Cartridge



MODESTY NEVER STOPS
CAPTAIN STAR FROM
TELLING A TERRIFIC STORY



REPTON™



IT ALL STARTED WHEN I GOT A CALL FROM THE COMMANDER. HE SAID "THIS IS URGENT! THE GUARRIORS HAVE ATTACKED REPTON!!"



SOON THE SKIES WERE ALIVE WITH ENEMY SHIPS. I FOUND MYSELF DIRECTLY OVER THE GUARRIORS BASE, MISSILES SHOOTING AT ME, A KILLER DYNE BEAM RIGHT OVER MY HEAD... IN SITUATIONS LIKE THIS, I DEPEND ON MY NUKE BOMBS



AS I PATROLLED THE SKIES OF REPTON, I CAME ACROSS A MINE LAYER LITTERING MY PATH WITH MINES...



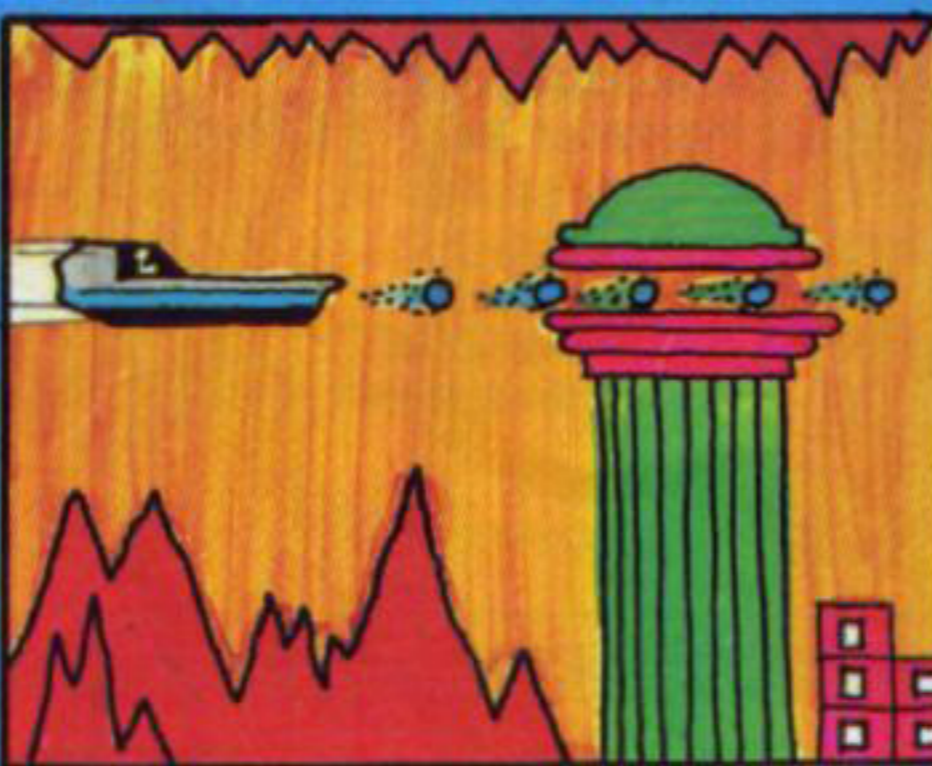
"ALERT" FLASHED ACROSS MY RADAR SCREEN, I HAD TO FIND THAT DRAYN FAST BEFORE HE STOLE ANY MORE PRECIOUS POWER



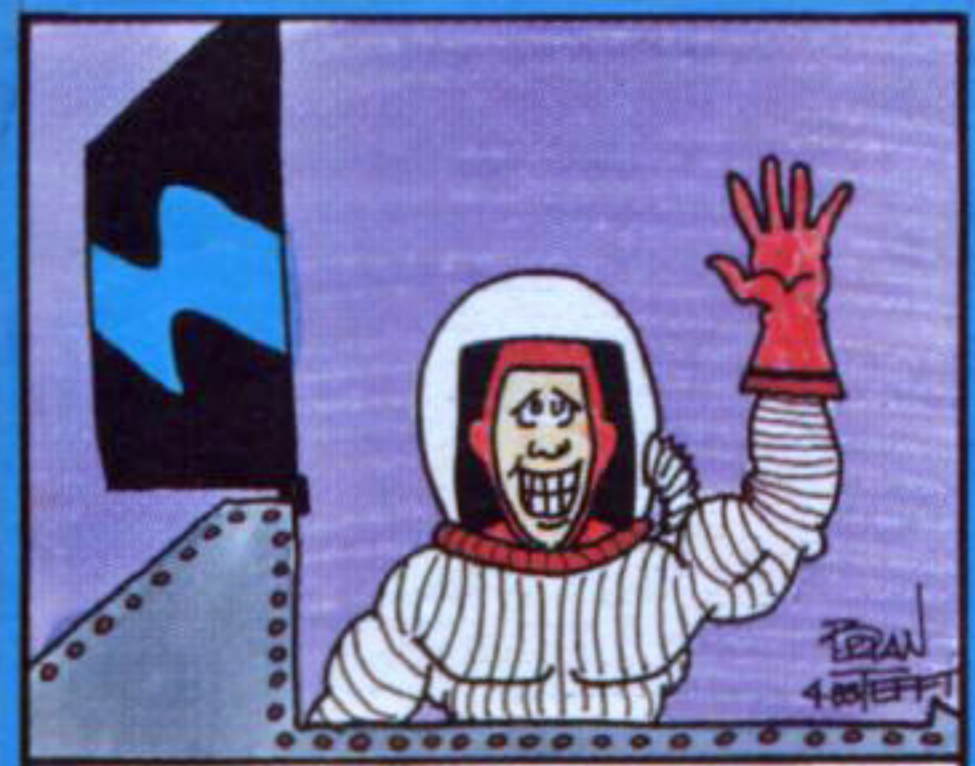
THEN I SAW A NOVA CRUISER, I SPED AHEAD TO DESTROY HIM. I WAS SMART, AS SOON AS I SHOT, UP WENT MY FORCE SHIELD.



DESPITE MY GALLANT EFFORTS, REPTON'S POWER HAD BEEN DRAINED... I FOUND MYSELF FACED WITH CODE ARMAGEDDON!



IN THE GUARRIORS UNDERGROUND CITY, I VOWED TO CONTINUE TO FIGHT FOR REPTON. I MADE MY WAY TO THE TOWER...



FIVE SHOTS, DIRECT HITS! NEEDLESS TO SAY, I SAVED REPTON AND LIVED TO TELL ABOUT IT. NO WONDER I'M... CAPTAIN STAR!!

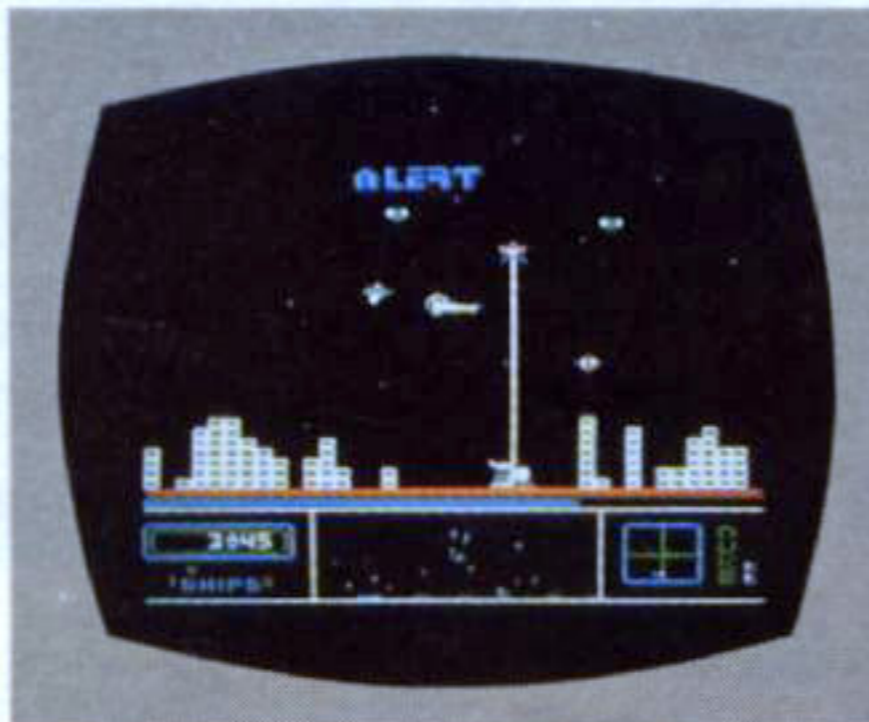
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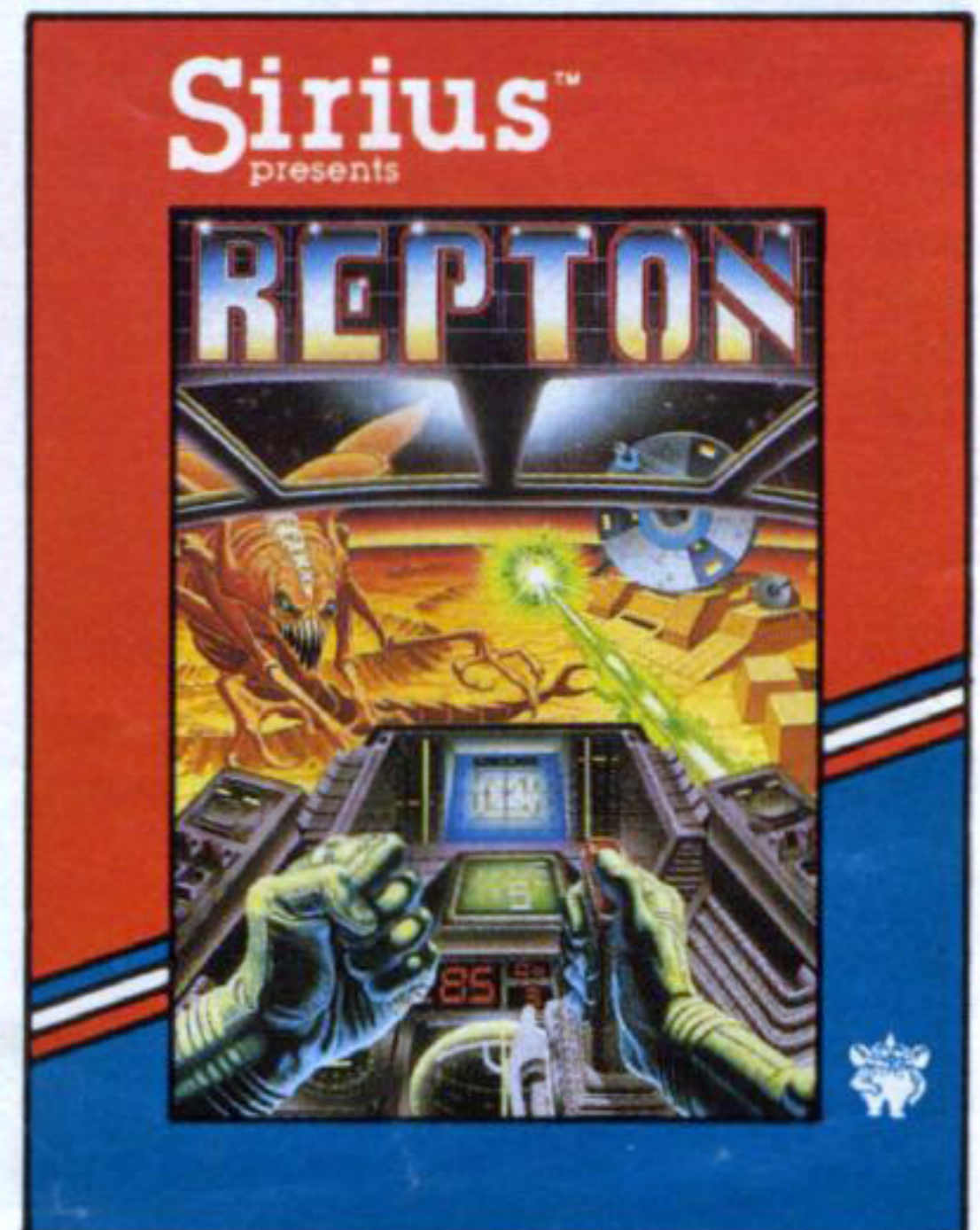
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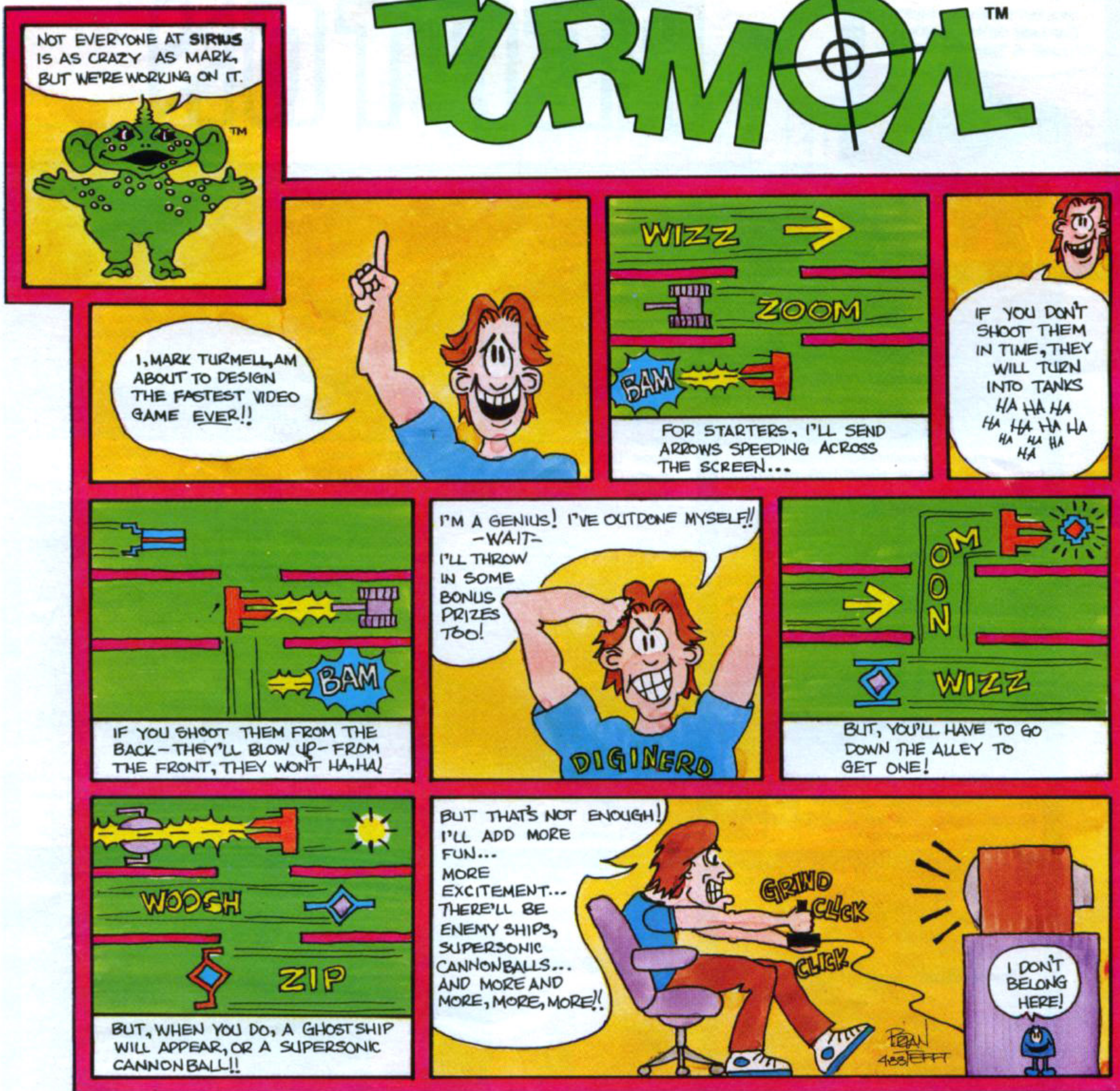


**Atari 800 & 1200 Disk
Commodore 64 Disk
Apple II, II+ & IIE
Disk**

Game design by Dan Thompson and Andy Kaluzniacki



TURMOIL™



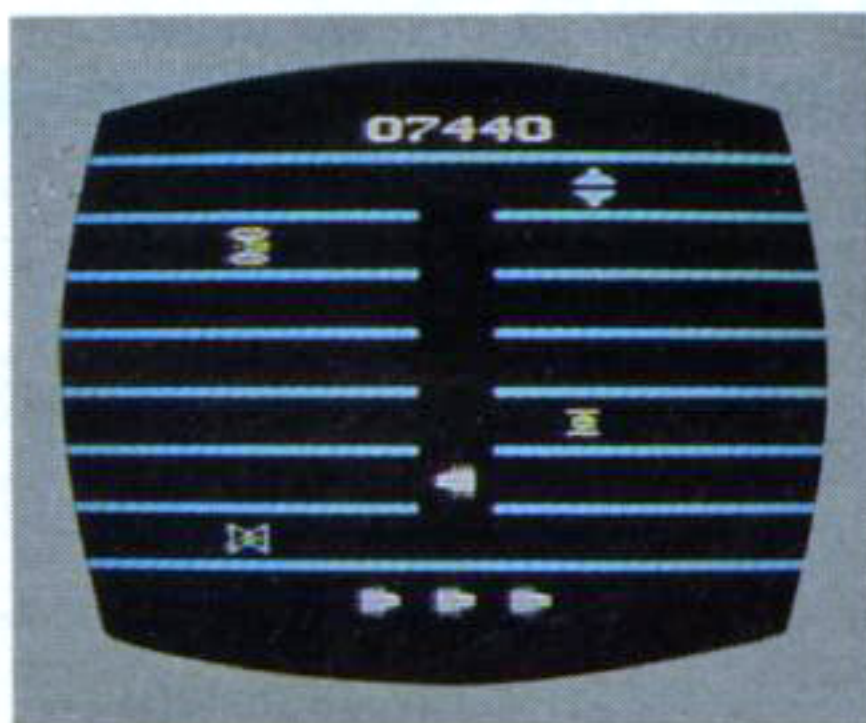
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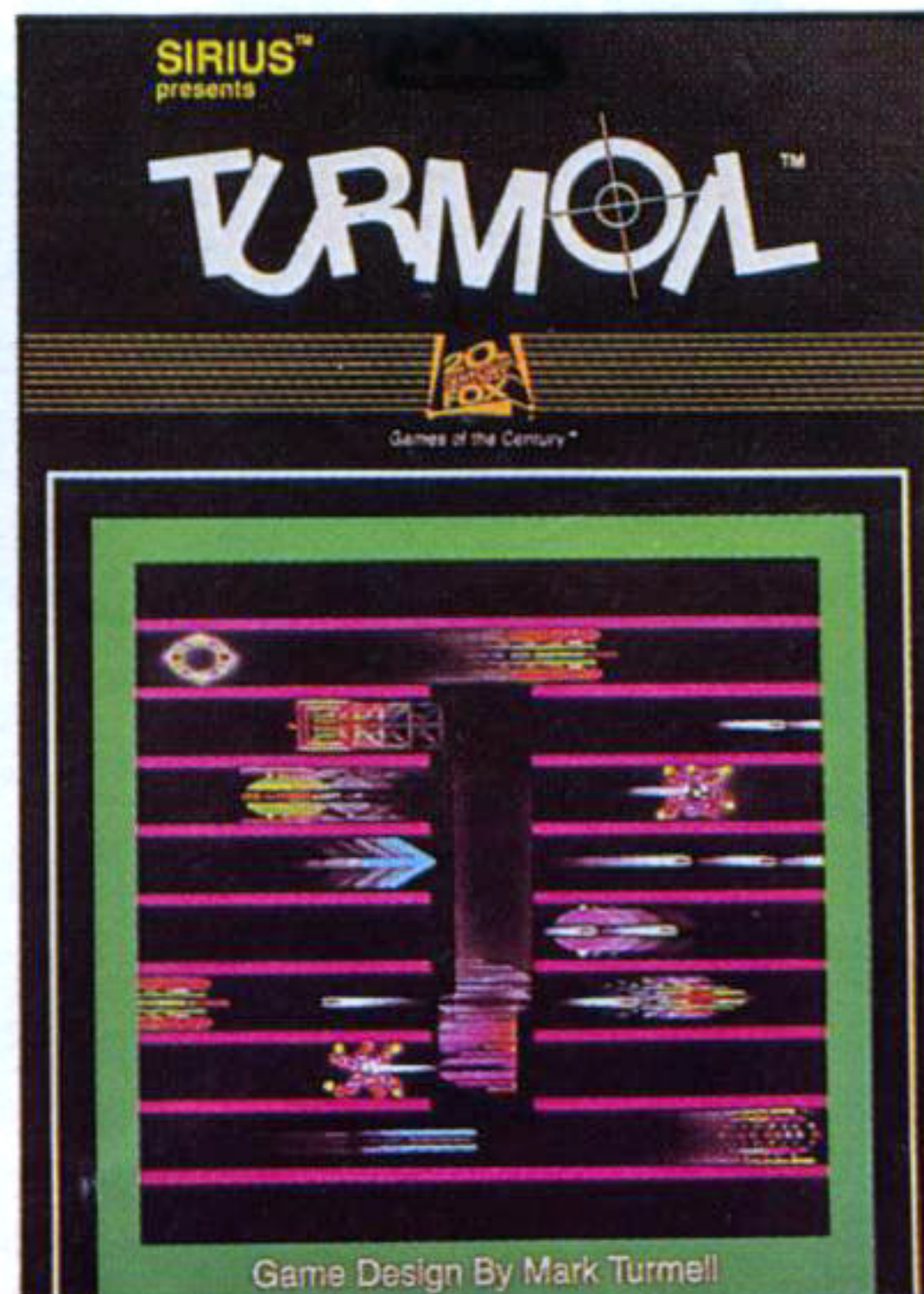
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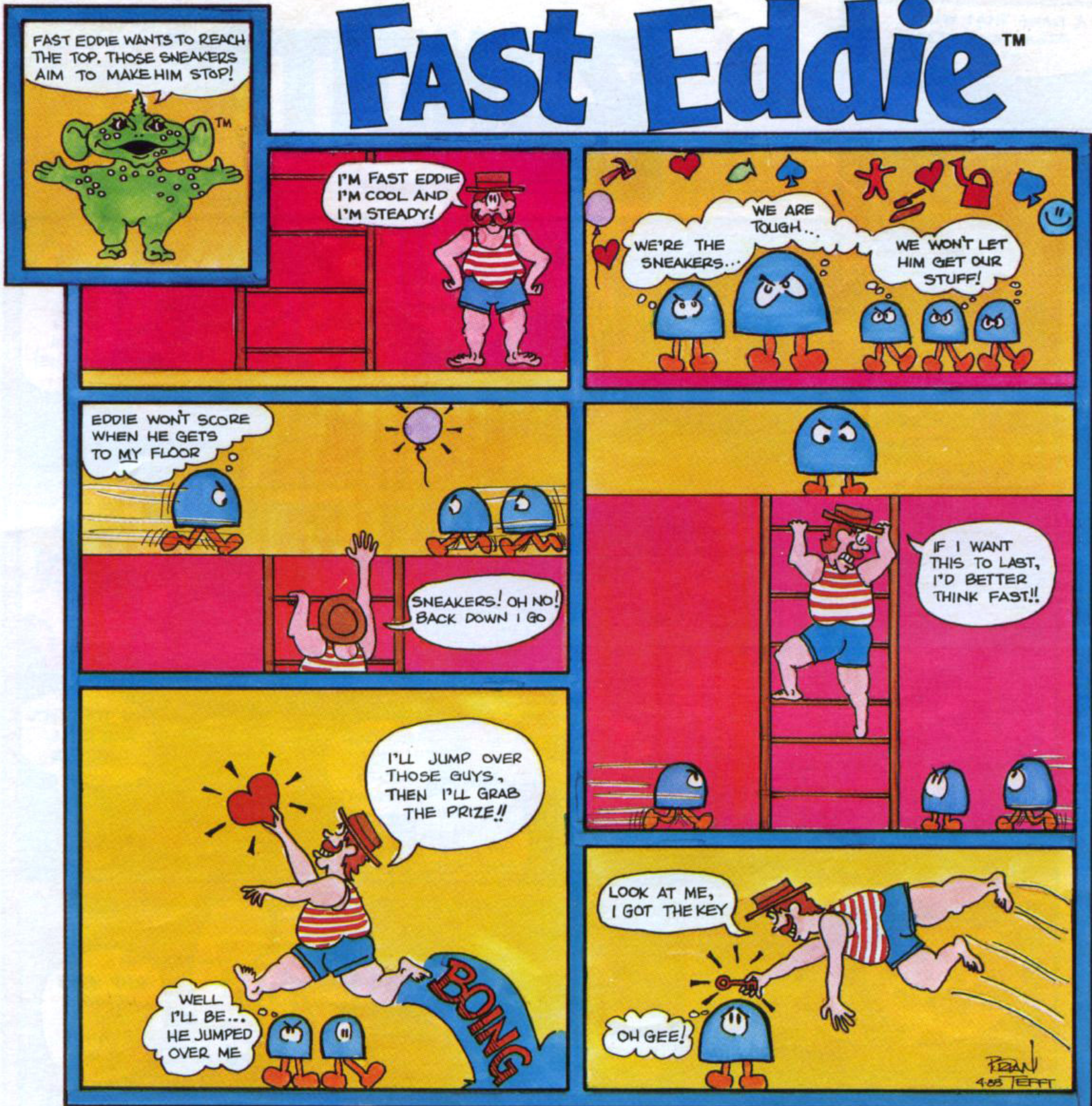
**Atari 400 & 800
Cartridge
VIC-20 Cartridge
Commodore 64 Disk**

Game design by Mark Turmell



Game Design By Mark Turmell

Fast Eddie™



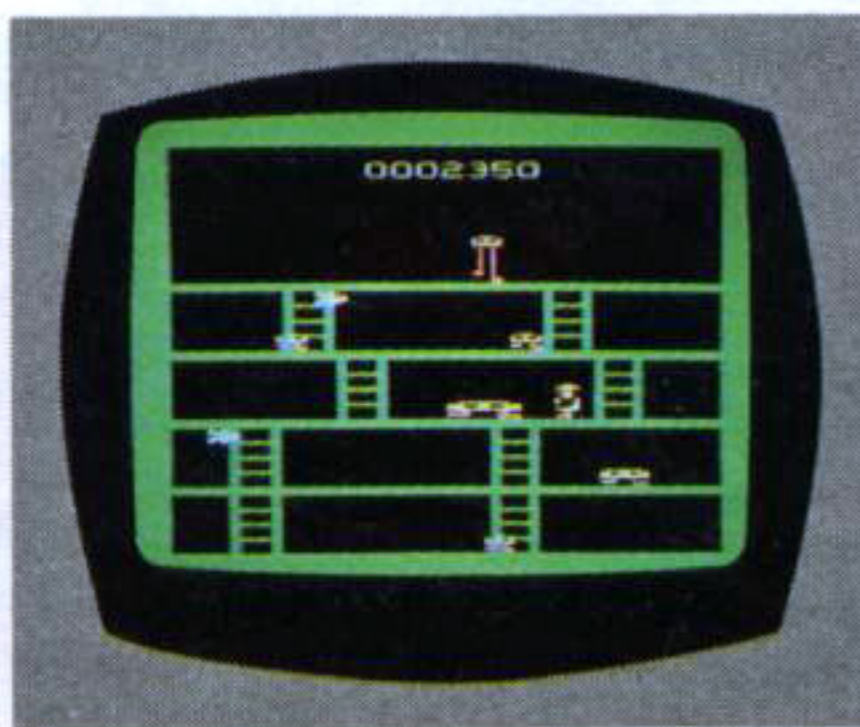
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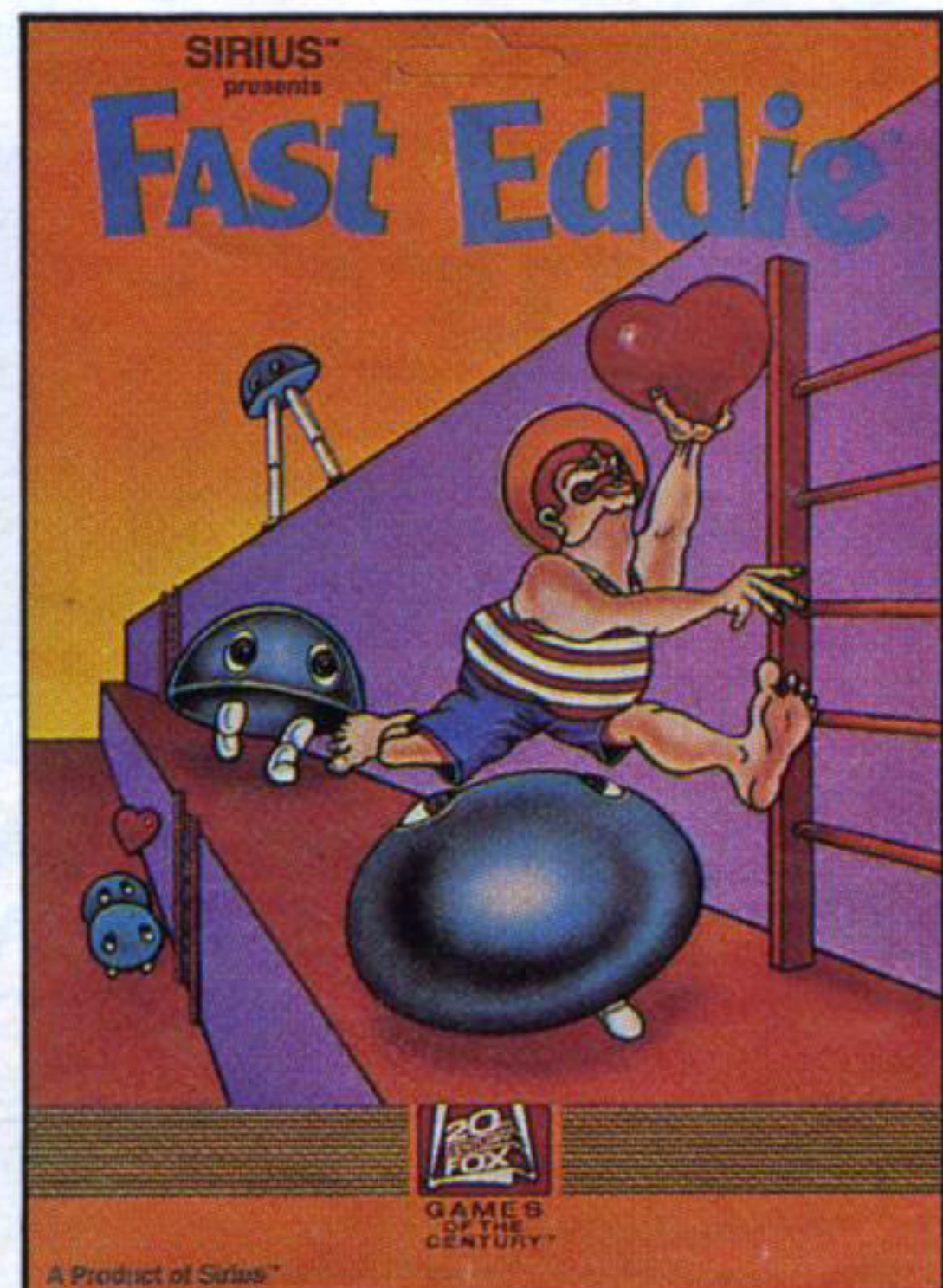
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Atari 400 & 800 Cartridge
VIC-20 Cartridge
Commodore 64 Disk

Game design by Mark Turmell



A GAME THAT WILL
STEAL YOUR HEART!



BANDITS™

SO YOU THINK YOU
CAN STOP THE SPACE
BANDITS FROM
STEALING OUR
SUPPLIES, HUH?



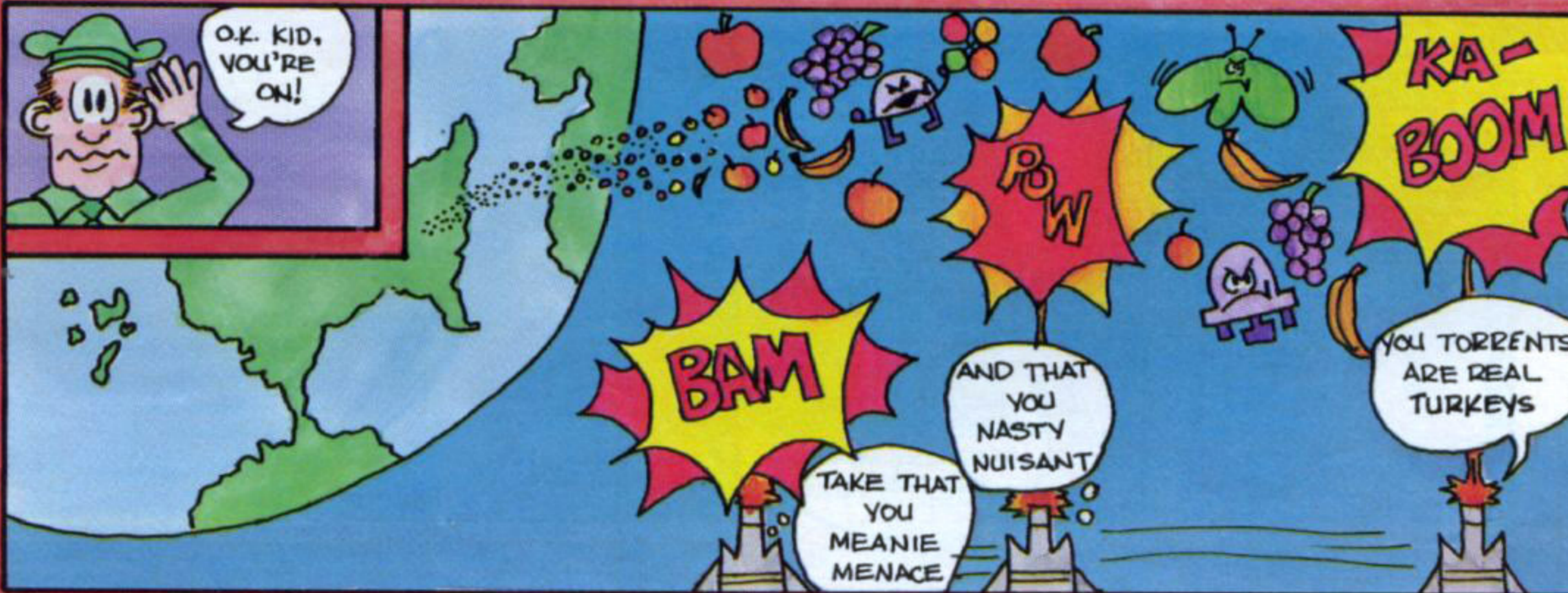
YES SIR!
GIRLS
LIKE TO PLAY
VIDEO GAMES
TOO!!

BUT
WHAT
ABOUT
THE
PHALANXES,
TORRENTS,
AND
CARRIERS?



HECK!
I'LL
JUST
BLOW
THEM
TO BITS!

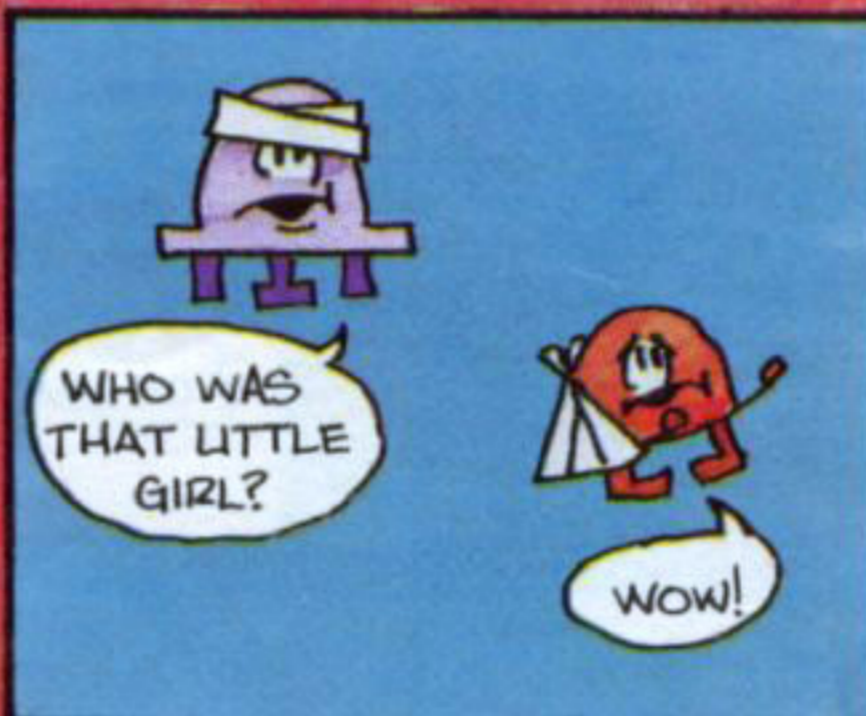
O.K. KID,
YOU'RE
ON!



THOSE NERVE
GAS BALLOONS
DON'T SCARE
ME!



WHO WAS
THAT LITTLE
GIRL?



EAT YOUR
HEART
OUT
CAPTAIN
STAR!!



BRIAN
SABIEFF

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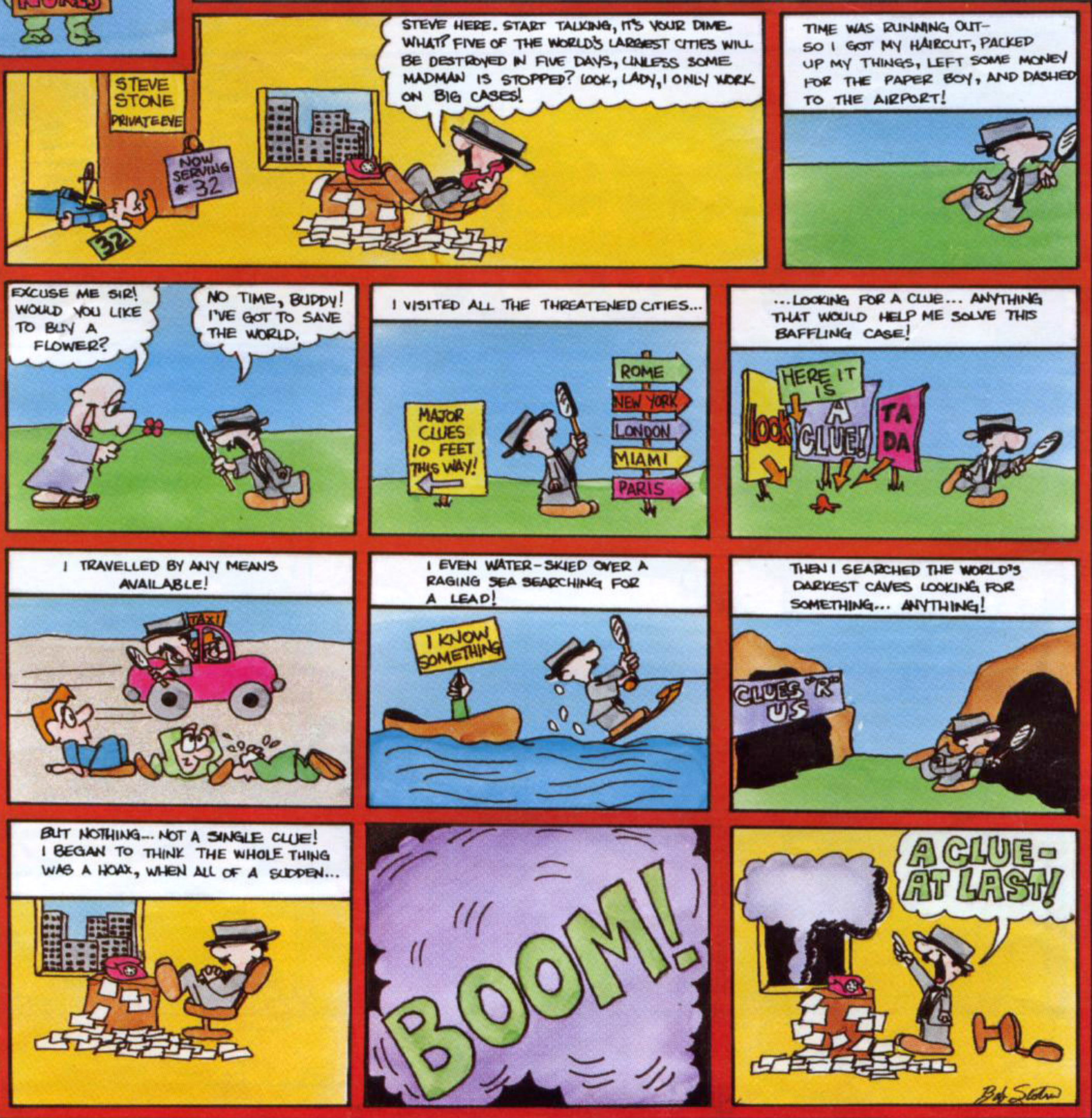


Apple II, II+ & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk
VIC-20 Cartridge





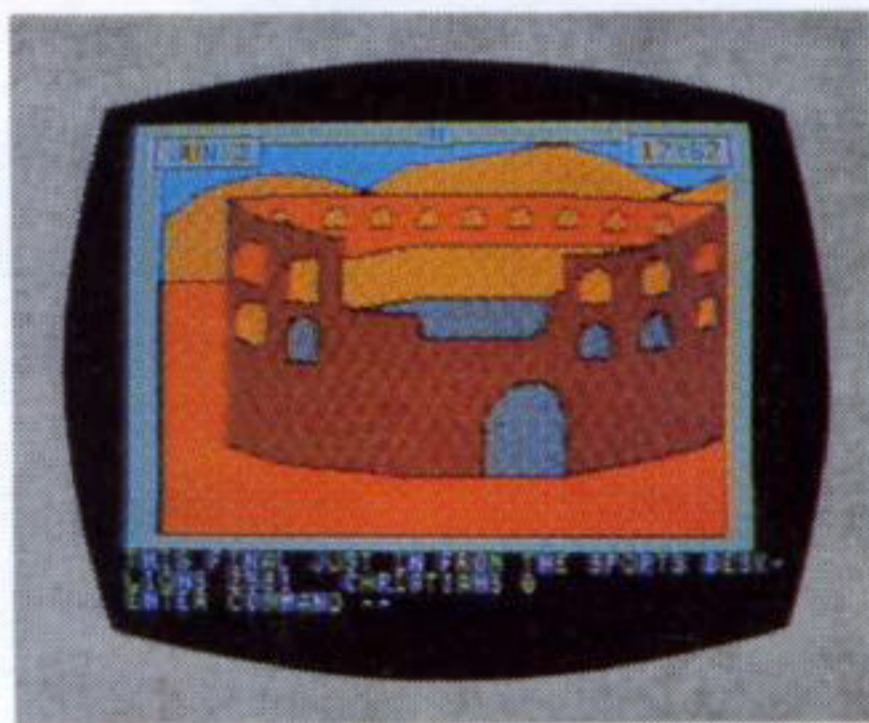
CRITICAL MASS™



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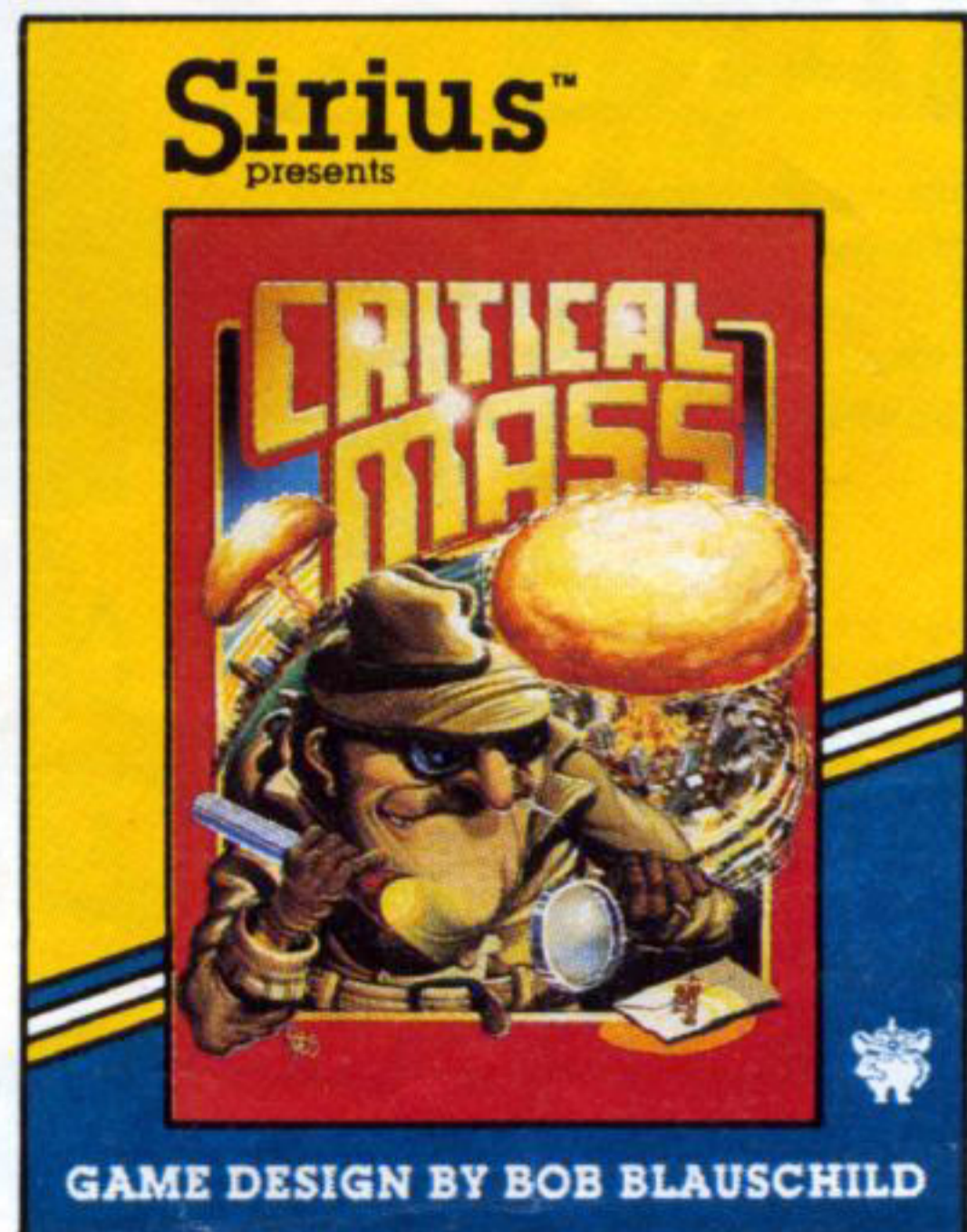
For more information contact your local Sirius dealer or contact Sirius directly at 10364 Rockingham Drive, Sacramento, CA 95827, (916) 366-1195.



Apple II, II+ & IIe Disk
Atari 800 & 1200 Disk
Commodore 64 Disk

Game design by Bob Blauschild.
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THIS IS A GAME YOU CAN REALLY SINK YOUR TEETH INTO!



SNAKEBYTE™

Panel 1: A blue snake with its tongue out says, "I JUSSST LOVE APPLESSS".

Panel 2: The snake is eating an apple. A speech bubble says "HELP!". The snake says "GULP" and "GULP GULP". Another speech bubble says "THEY MAKE ME GROW AND THEY MAKE ME FASSST!".

Panel 3: A purple plum with a face says, "NEVER FEAR, THE PERILOUS PURPLE PLUM IS HERE!!".

Panel 4: The snake is hit by a plum. A speech bubble says "BONK". The snake says "I'M SAVED".

Panel 5: The snake is in pain. A speech bubble says "THOSE PLUMSSS ARE A REAL PAIN!".

Panel 6: The snake is splatted against a wall. A speech bubble says "SPLAT". The snake says "DARN!, MISSSSED AGAIN".

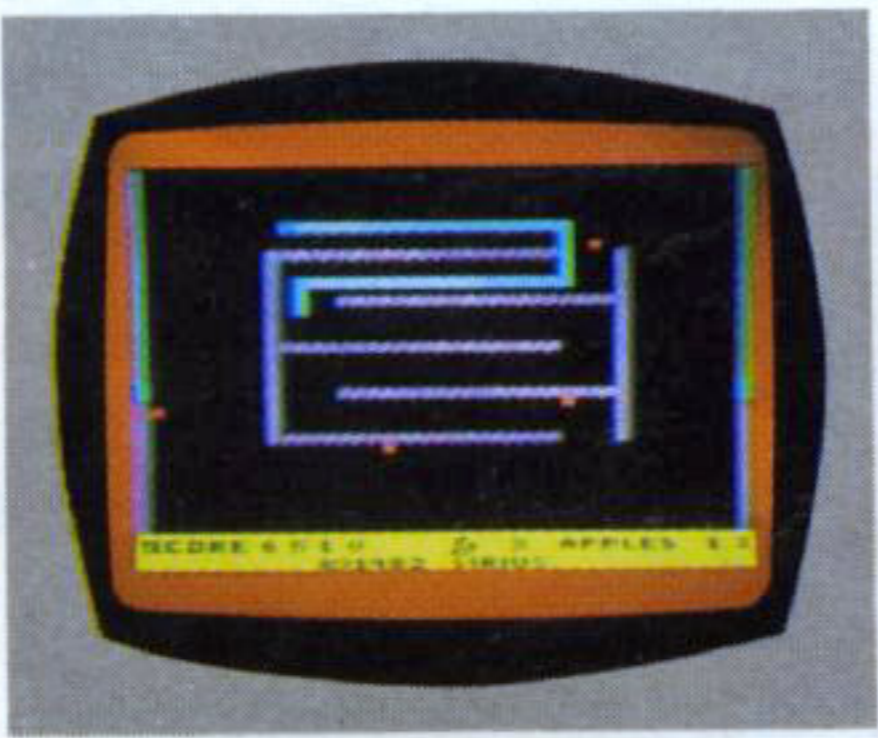
Panel 7: The snake is looking at a plum. A speech bubble says "IF I DON'T EAT THEM FASSST ENOUGH, I'LL NEVER GET OUT OF HERE!".

Panel 8: The snake is slithering away. A speech bubble says "YESSSS!, ON TO ANOTHER ROOM AND MORE SSSCRUMTIOLISS APPLESSS".

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Atari 800 & 1200 Disk
VIC-20 Cartridge
Commodore 64 Disk
Apple II, II+ & IIe Disk

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Game design by Chuck Sommerville

