

PRESENTING THE

Sirius™

VIDEO  
GAMES

# Product Catalog





NO ONE GETS BOMBED  
LIKE PRESIDENT FRED!

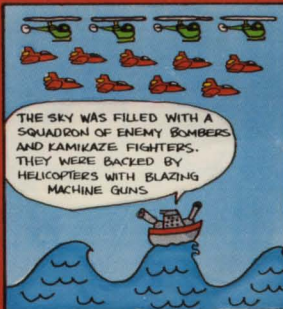


# WAVY NAVY™

"WHY ME?" I THOUGHT AS I STAGGERED  
TO THE DECK. MY P.T. BOAT WAS BEING  
TOSSED ABOUT THE OCEAN BY  
30-FOOT WAVES.



THE SKY WAS FILLED WITH A  
SQUADRON OF ENEMY BOMBERS  
AND KAMIKAZE FIGHTERS.  
THEY WERE BACKED BY  
HELICOPTERS WITH BLAZING  
MACHINE GUNS.



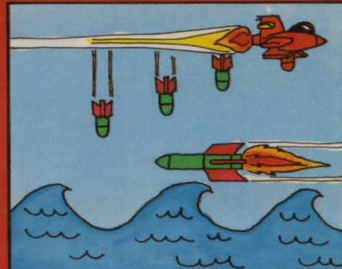
WELL, NEEDLESS TO SAY,  
I STARTED BLASTING!



BULLETS AND BOMBS WERE SPLASHING  
DOWN ALL AROUND ME!



I WAS SCORING SOME IMPRESSIVE HITS  
WHEN I NOTICED THAT THE SEA AROUND  
ME WAS LOADED WITH MINES.



AND... AS IF ALL THIS WASN'T ENOUGH, I  
LOOKED STARBOARD TO SEE WHAT  
ELSE BUT AN EXOCET MISSILE!



THIS HORRENDOUS BATTLE WENT ON FOR HOURS... BUT THE TURNER  
IT GOT, THE TOUGHER I GOT!! I LEARNED ALL THEIR LITTLE TRICKS  
AND BEGAN DROPPING THEM LIKE FLIES!



I WAS JUST A GALLEY SLAVE THEN,  
BUT I EARNED MY FIRST STAR OF COURAGE  
AND MY FIRST PROMOTION!

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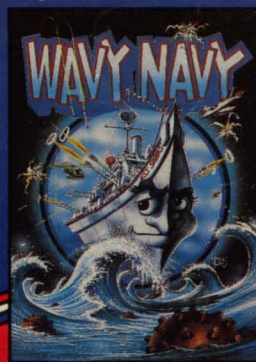


Apple II, II+ & IIe Disk  
Atari 800 & 1200 Disk  
Commodore 64 Disk

Game design by Rodney McAuley.  
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presents

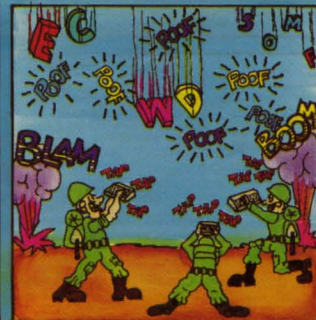
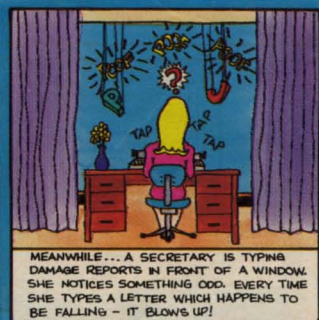


GAME DESIGN BY RODNEY MCAULEY





# TYPE ATTACK™



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Game design by Ernie Brock and Jim Hauser.

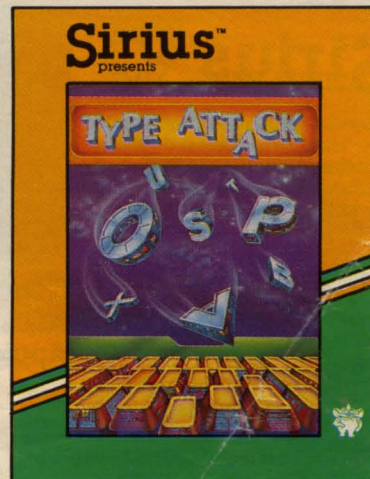
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Apple II, II+ & IIe Disk

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







# THE BLADE OF BLACKPOOLE™



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

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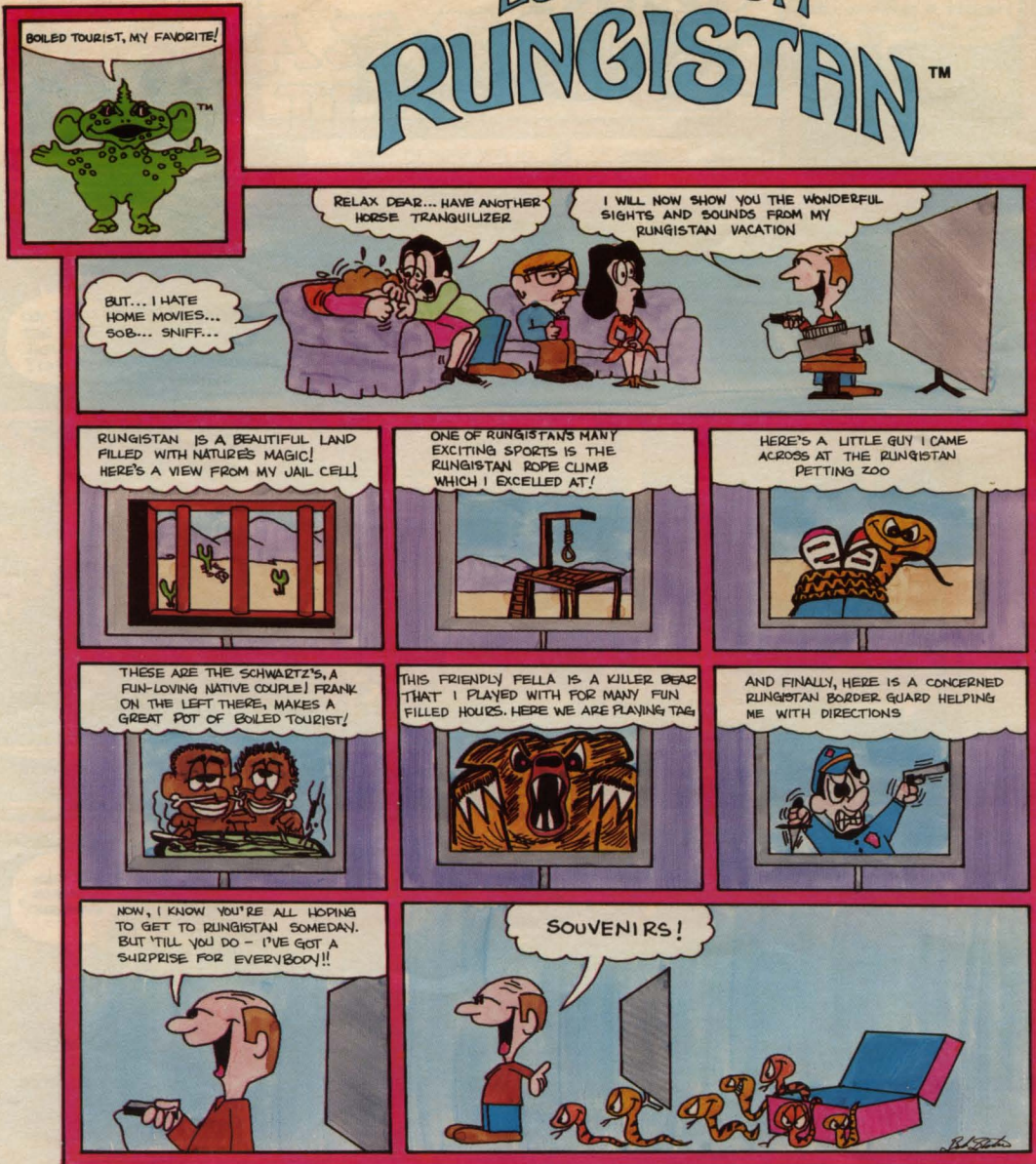








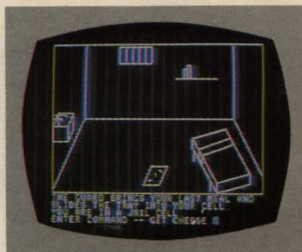
# ESCAPE FROM RUNGISTAN™



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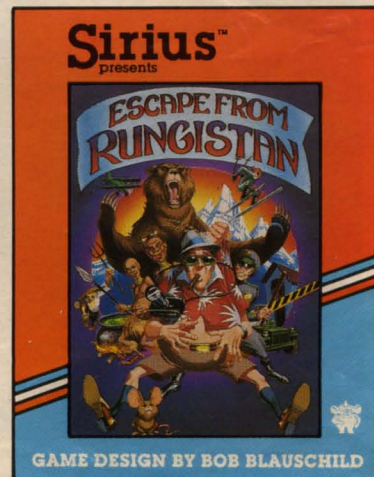
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Apple II, II+ & IIE Disk

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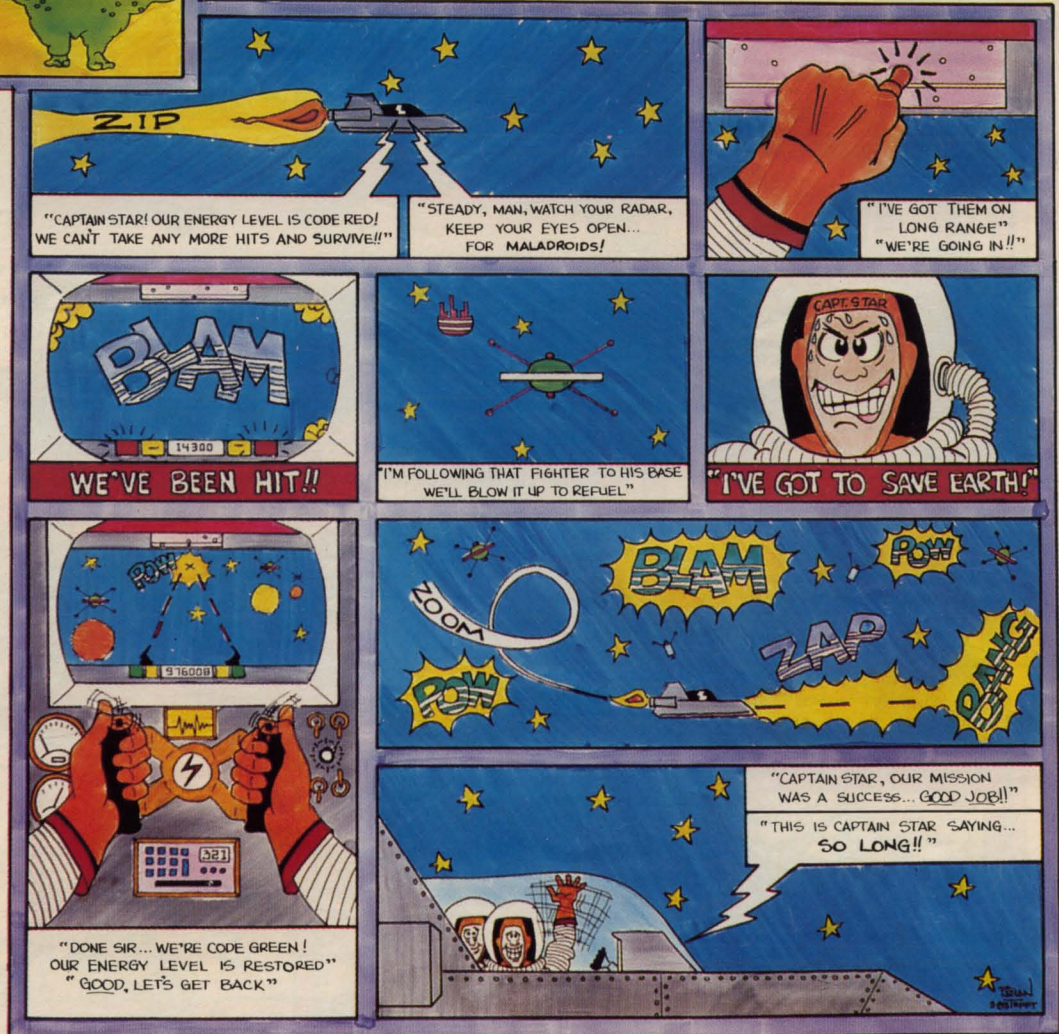
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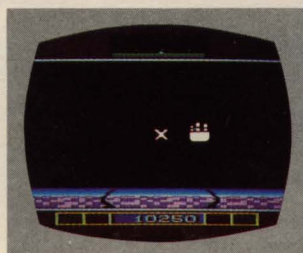
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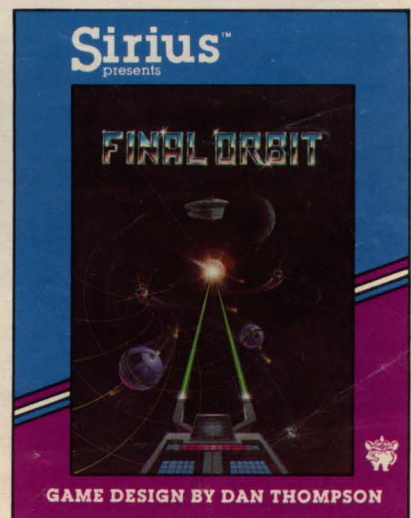
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Atari 400, 800 &  
1200 Cartridge  
VIC-20 Cartridge

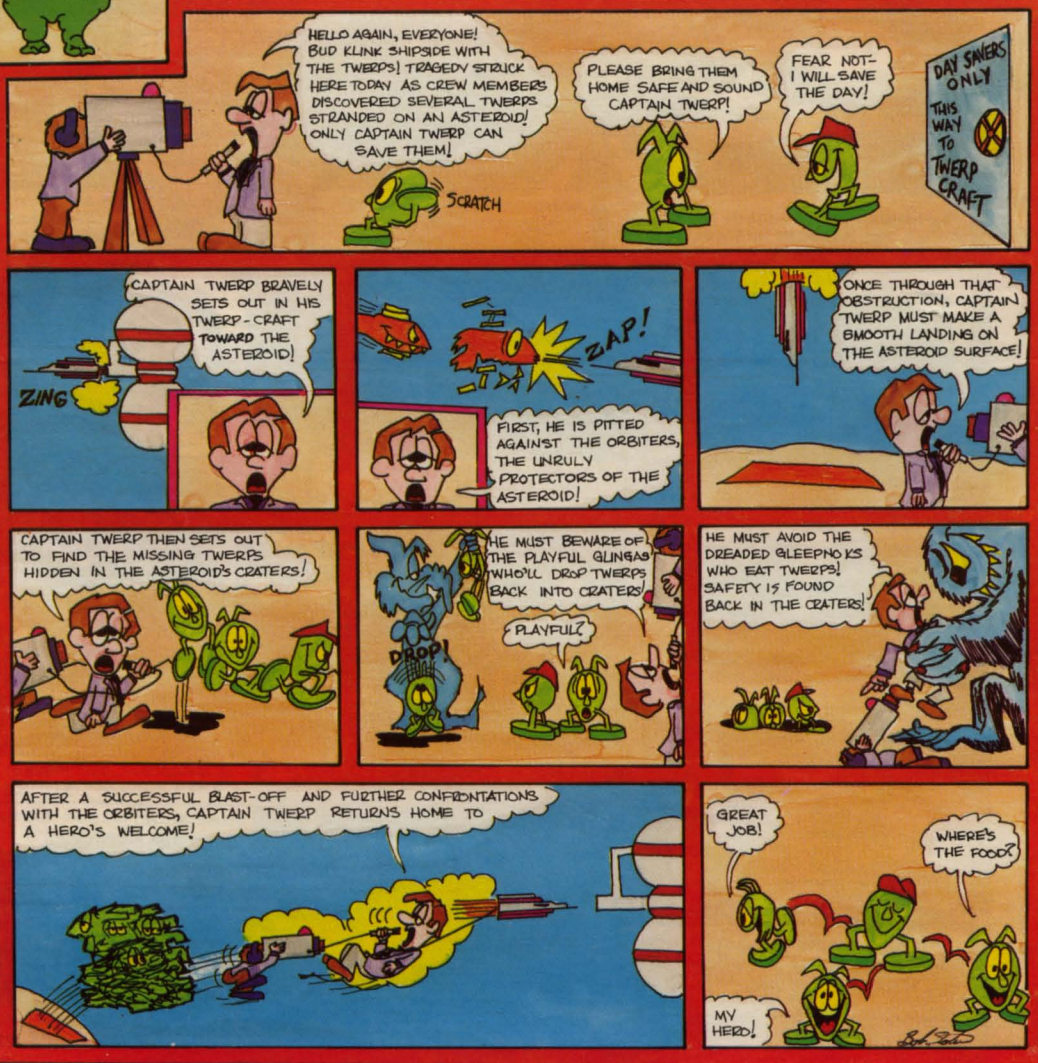




WE INTERRUPT THIS AD TO  
BRING YOU THIS URGENT  
BULLETIN!



# TWERPS™

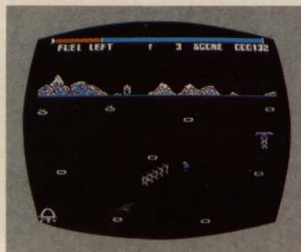


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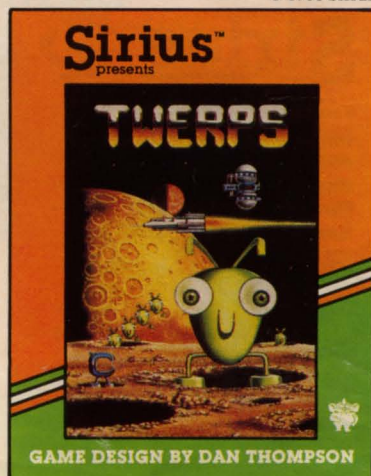
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Atari 800 & 1200 Disk  
Apple II, II+ & IIfx Disk

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Atari 800 & 1200 version programmed by Joe  
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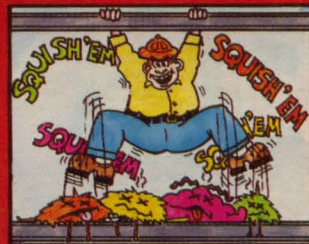
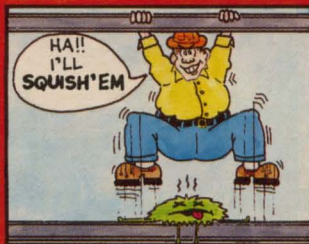




I'D PLAY THIS GAME BUT  
I ALREADY HAVE A BUMP  
ON MY HEAD



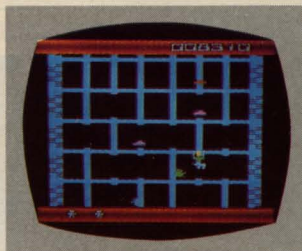
# SQUISH'EM™



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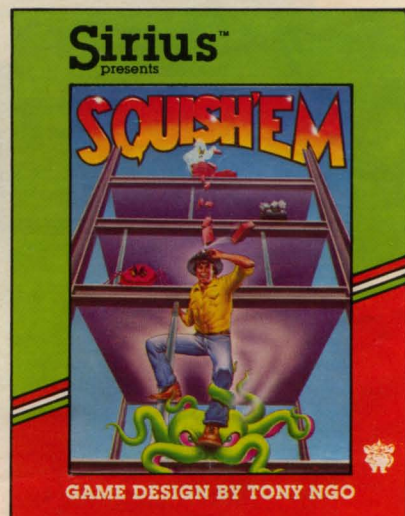
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Atari 400, 800 &  
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Commodore 64 Disk  
VIC-20 Cartridge

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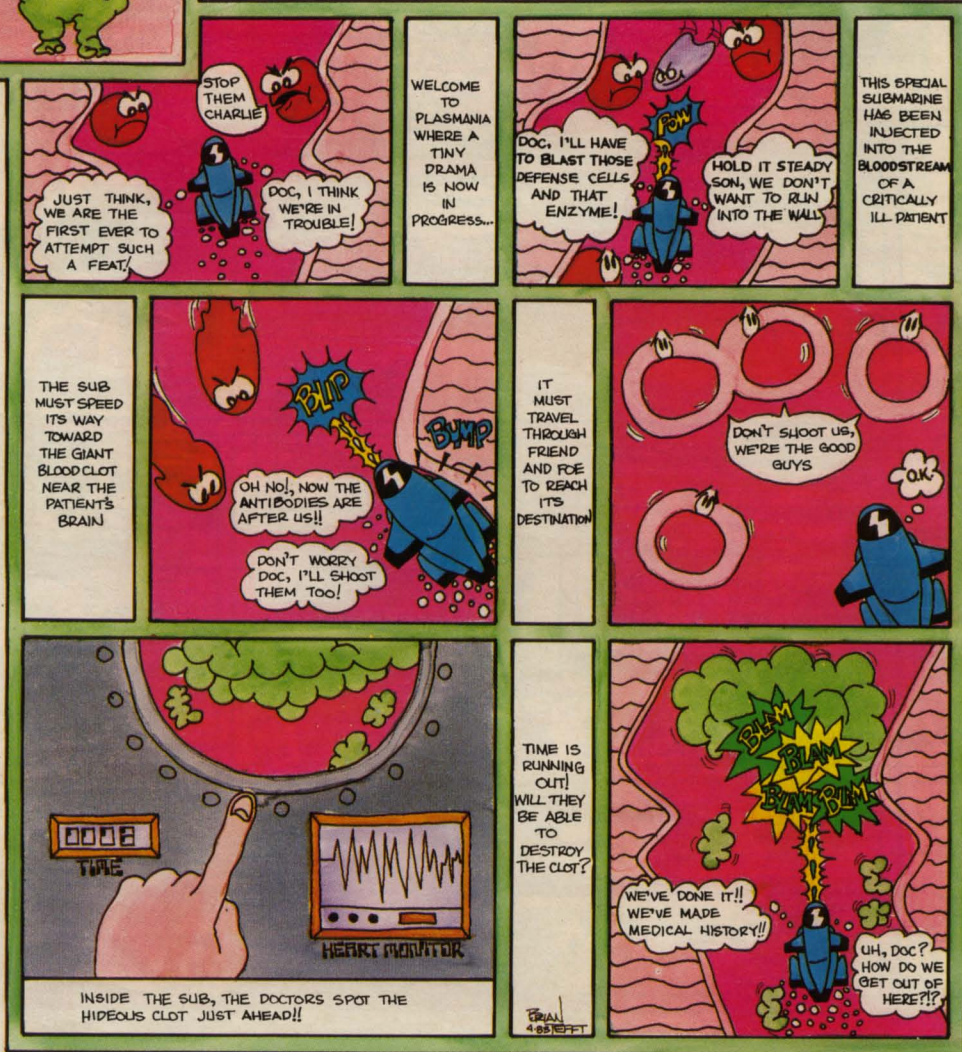
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# PLASMANIA™



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

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



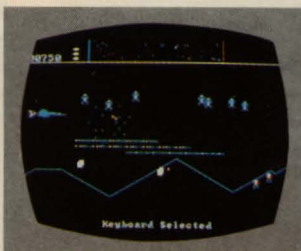
# GORGON™ II



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IBM-PC Disk w/color  
card

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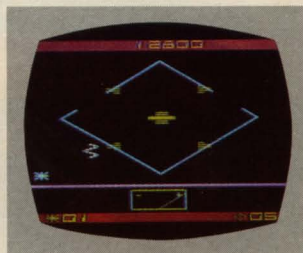
BUT THIS IS NO ORDINARY BASE STATION. FOR THIS BASE SUSTAINS THE MOST FEARED SPACE RAIDERS OF ALL TIME... THE ALPHERIONS!



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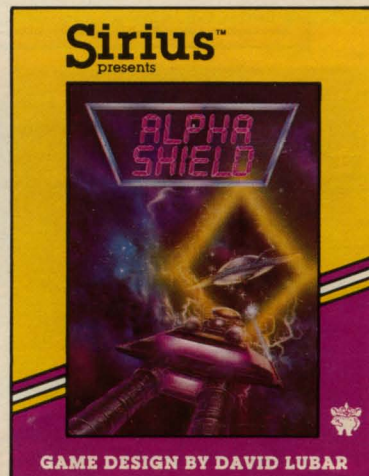
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Atari 400, 800 & 1200

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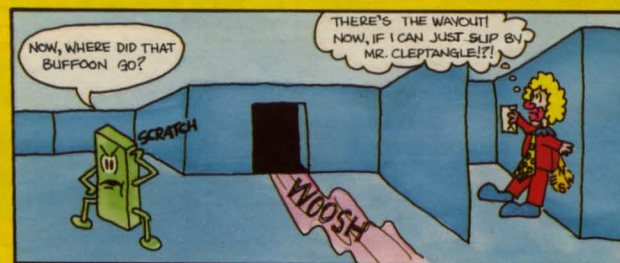
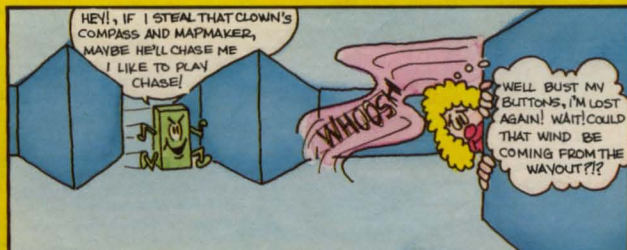
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# WAYOUT™



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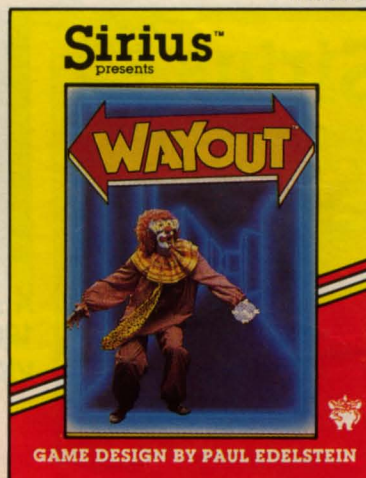
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Apple II, II+ & IIE Disk  
Atari 800 & 1200 Disk  
Commodore 64 Disk

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# SPIDER-CITY™



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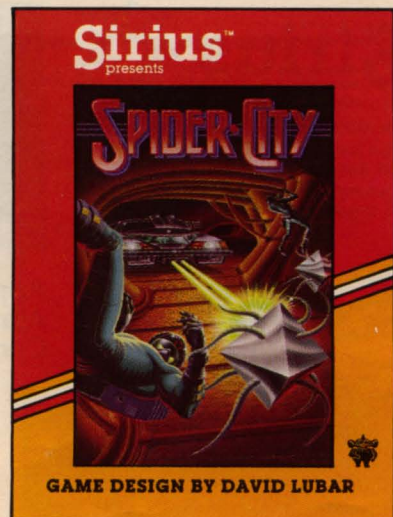
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Atari 400, 800 &  
1200 Cartridge  
VIC-20 Cartridge

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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 DRYAN 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.



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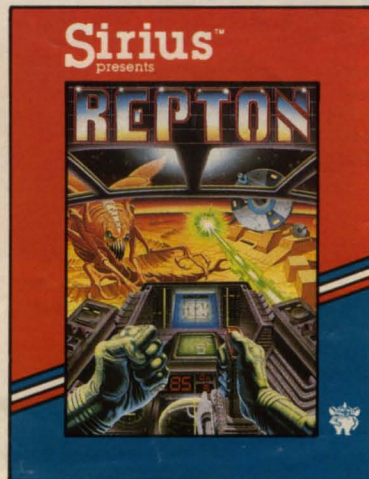
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Atari 800 & 1200 Disk  
Commodore 64 Disk  
Apple II, II+ & IIe  
Disk

Game design by Dan Thompson and  
Andy Kaluzniacki





# TURMOIL™

NOT EVERYONE AT SIRIUS IS AS CRAZY AS MARK, BUT WE'RE WORKING ON IT.



I, MARK TURMELL, AM ABOUT TO DESIGN THE FASTEST VIDEO GAME EVER!!



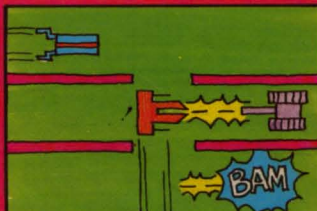
WIZZ →

ZOOM

BAM

FOR STARTERS, I'LL SEND ARROWS SPEEDING ACROSS THE SCREEN...

IF YOU DON'T SHOOT THEM IN TIME, THEY WILL TURN INTO TANKS  
HA HA HA  
HA HA HA HA  
HA HA HA



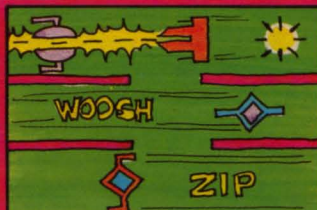
IF YOU SHOOT THEM FROM THE BACK - THEY'LL BLOW UP - FROM THE FRONT, THEY WON'T HA, HA!

I'M A GENIUS! I'VE OUTDONE MYSELF!!  
-WAIT-  
I'LL THROW IN SOME BONUS PRIZES TOO!

DIGINERO



BUT, YOU'LL HAVE TO GO DOWN THE ALLEY TO GET ONE!



BUT, WHEN YOU DO, A GHOSTSHIP WILL APPEAR, OR A SUPERSONIC CANNONBALL!!

BUT THAT'S NOT ENOUGH!  
I'LL ADD MORE FUN...  
MORE EXCITEMENT...  
THERE'LL BE ENEMY SHIPS, SUPERSONIC CANNONBALLS...  
AND MORE AND MORE, MORE, MORE!!



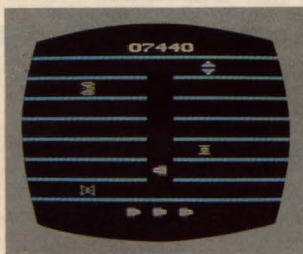
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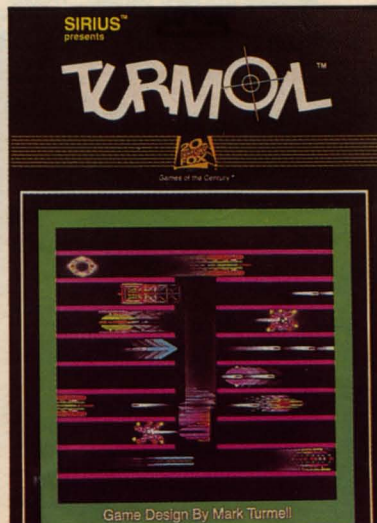
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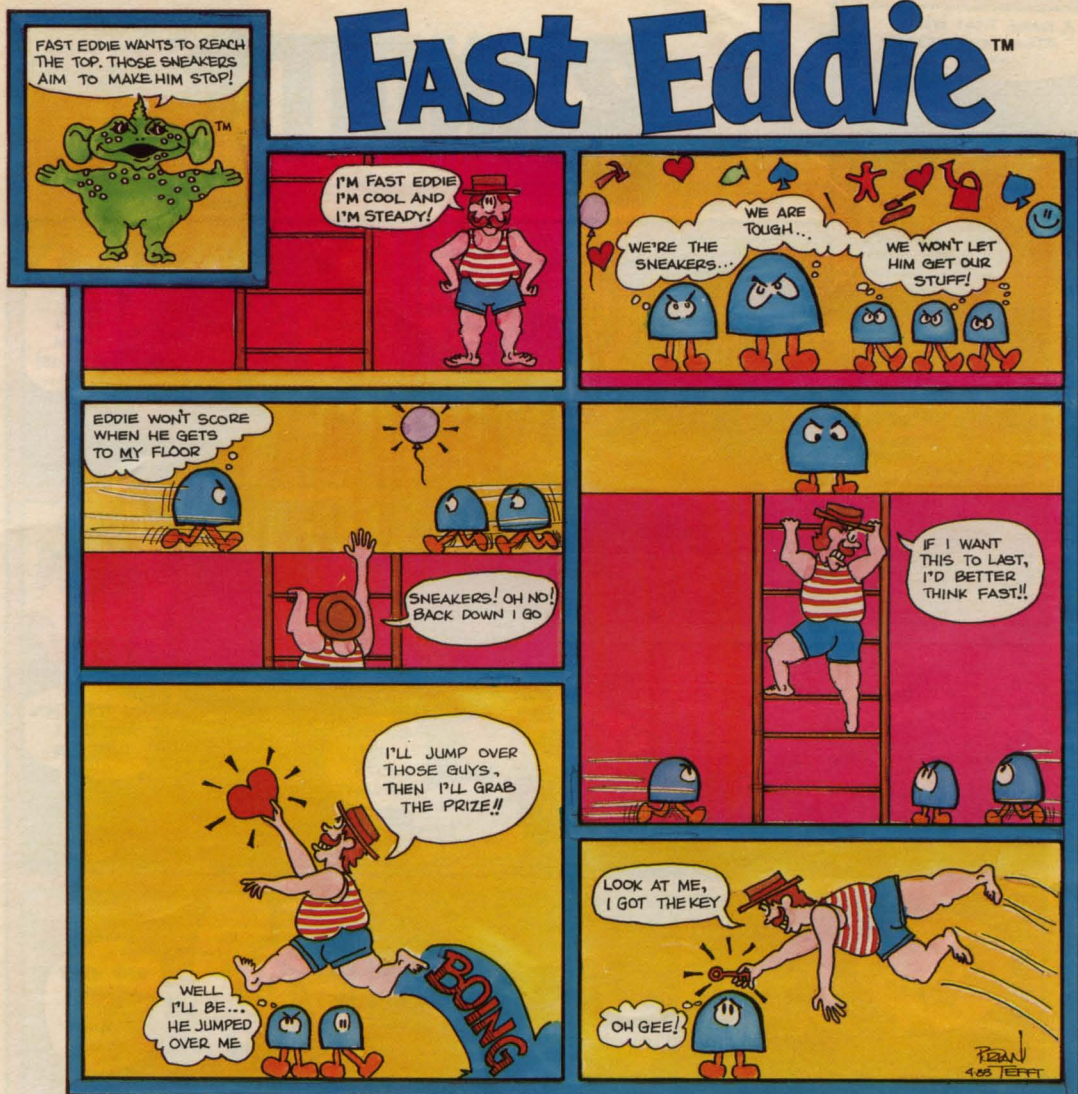
Atari 400 & 800  
Cartridge  
VIC-20 Cartridge  
Commodore 64 Disk

Game design by Mark Turmell

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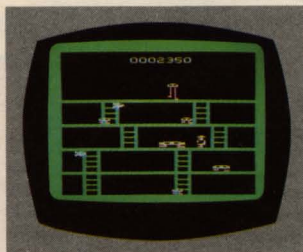
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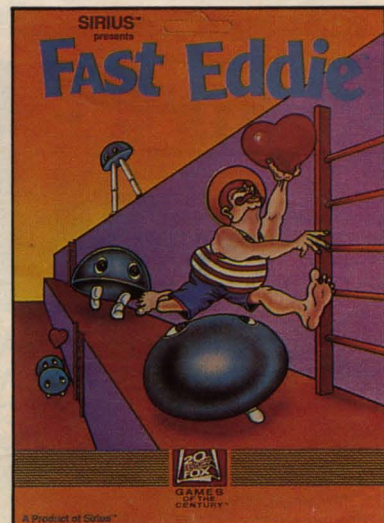
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**Atari 400 & 800  
Cartridge**  
**VIC-20 Cartridge  
Commodore 64 Disk**

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?



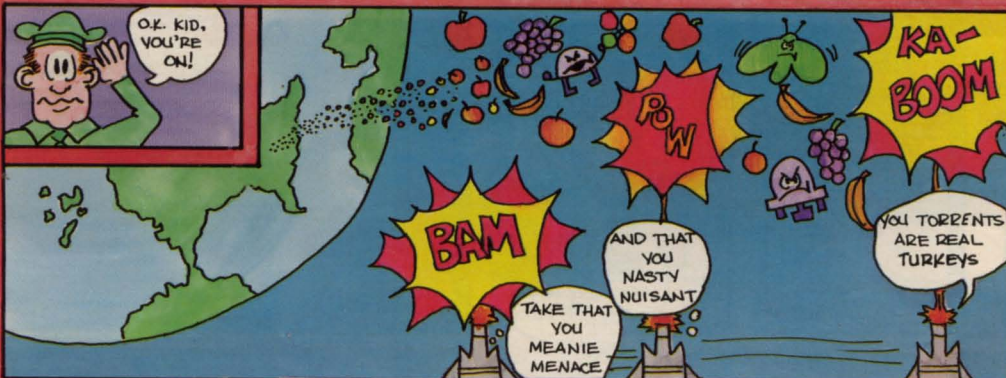
YES SIR!  
GIRLS  
LIKE TO PLAY  
VIDEO GAMES  
TOO!!

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?



WOW!

EAT YOUR  
HEART  
OUT  
CAPTAIN  
STAR!!



BRIAN  
SHEFF

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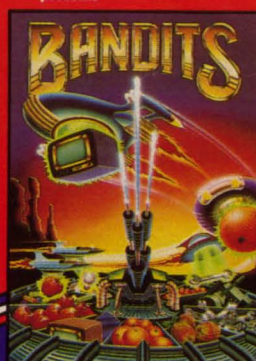
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VIC-20 version programmed by Leonard Bertoni.  
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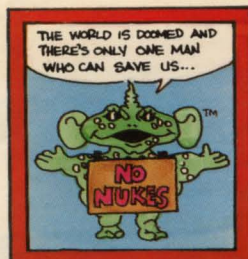
Apple II, II+ & IIe Disk  
Atari 800 & 1200 Disk  
Commodore 64 Disk  
VIC-20 Cartridge

Sirius™  
presents



GAME DESIGN BY TONY AND BENNY NGO





# CRITICAL MASS™



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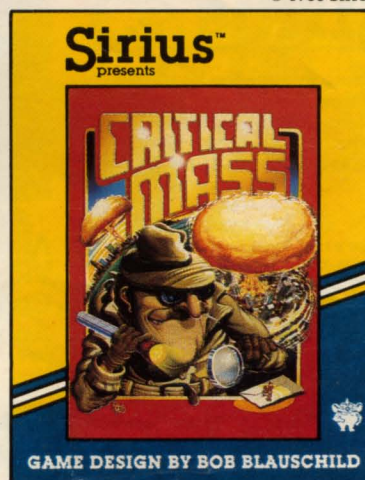
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Game design by Bob Blauschild.  
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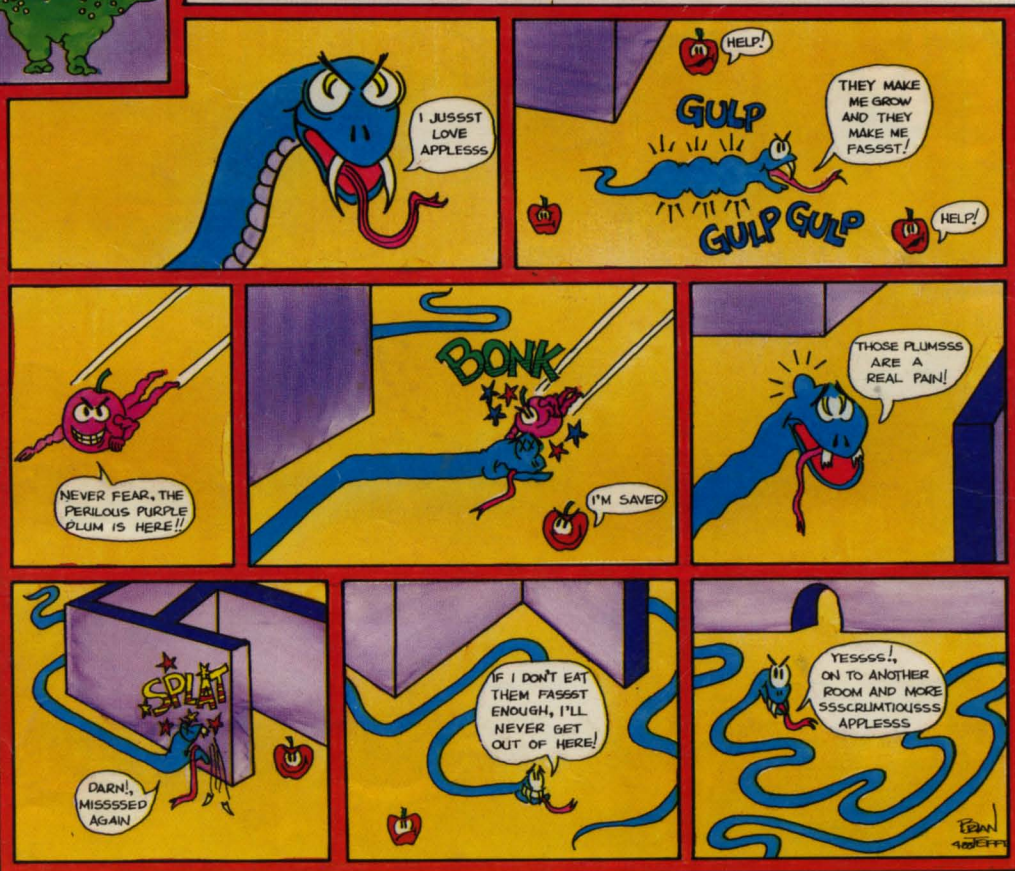
Apple II, II+ & IIe Disk  
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# **Snake Byte™**



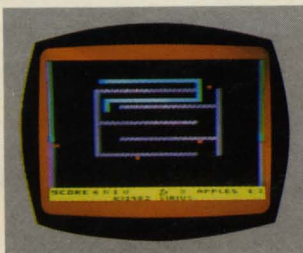
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Atari 800 & 1200 version programmed by Dan Thompson. VIC-20 and Commodore 64 versions programmed by Dan Stanfield. Package, program and audio visual © 1982 Sirius Software, Inc. All rights reserved.

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

Game design by Chuck Sommerville

