

SiriusTM
presents

GRUDS IN SPACETM



For The
COMMODORE
64
With One 1541
Disk Drive

TELEPORT Q3.147 TITAN



By Chuck Sommerville and Joe Dudar

GRUDS IN SPACE™

There I was, like, cool to the max, man, cruising in my totally awesome Space-Commuter. I was turned on to some tunes, when a blast came in over the computer/wet bar. Like wow! It was direct from President Fred. Some spy dude was lost on Pluto and needed fuel. If I delivered it they would hand over one million dollars. Like wow, action AND cash, THE ultimate! All I had to do was connect with this dude, Lord Deebo, for more data. The coordinates for Saturn beamed in and the message ended. RADICAL! I flipped off the autopilot, sent my Space-Commuter into a tailspin and started to freak out. FUEL? I'm sure! No one used fuel anymore. I'd never heard of humans on Saturn before! I needed the coordinates for Pluto and I didn't EVEN know how to beam back the Pres. Gag me with a Grud! This was DEFINITELY the pits! I sure hoped this Deebo was a cool dude, uh, thing. I was going to need some big help, FOR SURE!

Game design by Chuck Sommerville and Joe Dudar.

Apple version game screen shown.



INSTRUCTIONS INCLUDED

Package, program and audio visual
© 1983 Sirius Software, Inc.
All rights reserved.

Sirius and Gruds In Space are trademarks of Sirius Software, Inc. Atari 800 and 1200 are trademarks of Atari, Inc. Apple II, II+ and IIe are trademarks of Apple Computer, Inc. IBM-PC is a trademark of International Business Machines Corp. Commodore 64 is a trademark of Commodore Business Machines, Inc. Sirius is not affiliated with Atari, Apple, IBM or Commodore.

**AN ILLUSTRATED
ADVENTURE GAME**