Sirius™

presents

REPTON™

KILLER GAME.

IMAGINEERING™

Approved   Software

REPTON ™

"Code Crimson, do you read me Star Fighter Armageddon?"
"Affirmative Commander. Over."
"This is urgent! The Quarriors have attacked Repton! They're building a base station and draining our power supply. They're guarding Repton with everything they've got. You and your squadron are our last hope!"
"I'm on my way, Commander!"
"Full speed, Star Fighter. Remember, you (Click! Pop! Buzz!...)"
"Commander?! Come in! Commander?"
Will the Armageddon arrive in time to save Repton? Or will the evil Quarriors take over the colony? There's only one way to find out!

Take over the controls of the Star Fighter Armageddon. Besides a laser gun, you are armed with devastating nuke bombs, a radar screen and an energy shield. You'll need them all to stop the Quarriors! You'll be under constant attack from Nova Cruisers and Single Saucers. You've got to avoid the Spye Surveillance Satellites and the deadly Dyne-Beam Shooters. And watch out for the Draynes that are after the Reptonian power supply. Repton is a battle so realistic, you'll be relieved to find out that you're still on earth when it's over!

Hello there, it's me, the one and only Grud. I'm writing to you for a couple of reasons. Did you notice my Grud seal of approval on the cover of this game? That's one of the important new services I'm providing for Sirius. All day long, all year round, I review new Sirius games. When I think it's good enough, and not a moment before, I put my stamp of approval on it and out it goes. I told Sirius that you folks really appreciate that kind of quality control. Why don't you write to me and let me know what you think? I can't promise that I'll be able to answer all your letters but I'd still like to hear from you.

Now for the other reason I'm writing. I want to talk to all of you programmers who have games that you would like to publish. Now, I'm not talking about just any old game here. I mean truly top quality games. If you feel your game deserves a Grud seal of approval, then send a finished version of it to Ernie Brock here at Sirius. He's the guy that can help you get your game on the market. Sirius is looking for games for all of the popular game machines and computers. Now remember, Ernie sees lots of new games and you've gotta have a hot one to get his attention. Good luck!

Well, that's all I've got to say for now gang. Hope to hear from you soon.

Your friend, the Grud.

ADDRESS CORRESPONDENCE TO:	SEND YOUR GAME PROGRAMS TO:
THE GRUD	Sirius
% Sirius	10364 Rockingham Drive
10364 Rockingham Drive	Sacramento, CA 95827
Sacramento, CA 95827	ATTEN: Ernie Brock

REPTON ™

TO BEGIN:

Boot the disk in drive #1 as usual. Pay close attention; the battle instructions will be revealed on your Star Fighter control monitor. Then fasten your seat belt — you're on your way to Repton!

ATARI 800 OWNERS: This disk will not boot if there are any ROM cartridges in your Atari.

IMPORTANT:

If "BOOT ERROR" appears on the screen after booting you may have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple or Atari 3) you have a bad diskette. Try the diskette on another computer to eliminate the possibility of a bad diskette. All of our products are tested prior to shipping.

SIRIUS SOFTWARE REPLACEMENT POLICY: Sirius will replace any defective disk with a new one for $5.00. This fee covers the cost of the new disk, handling and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.
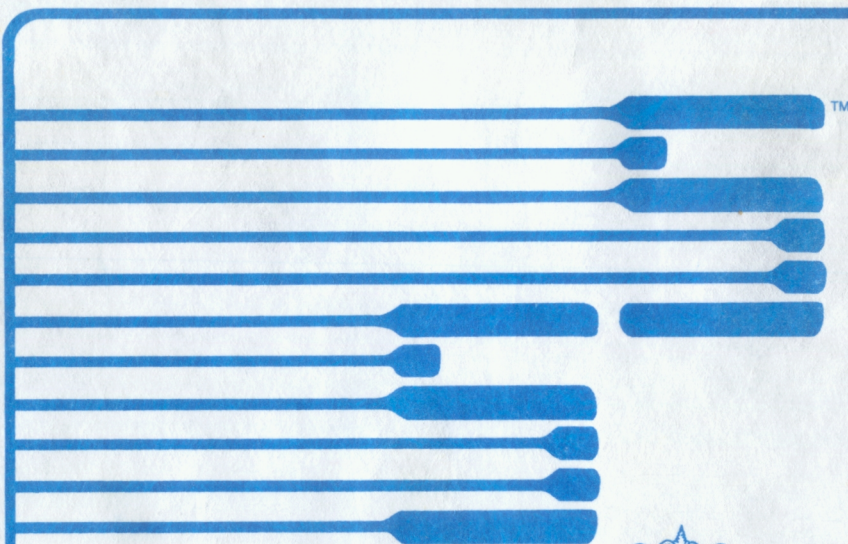
IRON-ON INSTRUCTIONS

1. Place T-shirt on hard surface with 6 sheets of old newspaper inside of shirt.

2. Smooth out shirt material so that there are no wrinkles under the area to be covered by the iron-on transfer sheet, this means the layer of T-shirt **under** the newspaper as well as on top of it.

3. Place transfer sheet on shirt and hold in place with a straight pin in each corner.

4. With your iron set on high cotton and completely warmed up, apply iron to transfer sheet with firm pressure of approx. 25 lb., moving around the area constantly. Time of iron contact should be at least ten seconds. Care should be exercised here, as too long of contact will scorch the T-shirt. Make sure that the tip of the iron is not the only part of the iron to touch any particular area, because the tip is usually much cooler than the body of the iron.

5. 50-50 cotton and polyester T-shirts are preferred because their dye-retaining properties allow them to be washed in hot water. 100% cotton T-shirts **must** be washed in cold water and, even then, will lose some color intensity.

Sirius™ Presents:

REPTON™

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