

SiriusTM
presents

GRUDS IN SPACETM



TELEPORT QJ. 147 TITAN

By Chuck Sommerville And Joseph Dudar

Gruds In Space™

To Begin — Apple II, II+ & IIE:

Before you begin, you must first make a copy of the backside of your Gruds In Space disk. Use a standard DOS 3.3 copy program such as COPY or COPYA with the DOS master disk.

You will need BOTH the original disk and your copy of the backside each time you play. If you try to play directly onto the original disk, you will not be able to use the SAVE or RESUME features.

STEP 1: Insert the frontside of the original Gruds In Space disk in drive #1 and boot as normal. When the "In Use" light goes out, remove the disk and store in a safe place.

STEP 2: Insert your copy of the backside into drive #1 and press any key to begin playing Gruds In Space.

The Objective:

Your mission is to deliver a rare fuel to a stranded ship on Pluto. This will involve teleporting to several different planets and solving many puzzles. This adventure is not intended to be completed quickly so don't get frustrated if you can't seem to make any progress at times. It will be helpful to make a map of your travels and to save the game frequently.

Saving And Resuming Games:

TO SAVE A GAME, type in SAVE GAME at any time during play and *follow the instructions given*. You may save up to ten "versions" of the game on the diskette. When prompted during the save, type in a

number from 0 to 9. You must use that same number when resuming that game.

TO RESUME A GAME, type in RESUME GAME at any time during play and *follow the instructions given.*

You may exit either option by pressing any non-numeric key when prompted for the version number to save or resume.

It is very important to save the game frequently. Should some terrible fate befall you halfway through the game, you will be able to resume play at your last saved point, rather than beginning a new game. When you wish to quit playing for awhile, SAVE the game before turning off your computer.

Communication:

Sentence Structure

Playing the game is accomplished by entering commands from the keyboard in the form of short sentences. You should use simple verb-noun combinations. It is very important that the verb always precede the noun or object of the sentence. Multiple commands are acceptable, and must be separated by periods. (i.e., GO NORTH. GET SHOVEL.) In some cases you may find it necessary to use more complex sentences as in SHOOT THE GRUD WITH THE GUN. As with any other adventure game, some experimentation may be necessary. Commands will not be accepted until the RETURN key is pressed.

Movement

Movement may be accomplished in several ways. You may use UP, DOWN, or the four cardinal directions (NORTH, SOUTH, EAST and WEST). Any of these may be abbreviated by using only the first letter

(i.e., U, N, E, etc.). During play, all available directional exits will be shown in the upper right hand corner of the screen.

Special Commands:

- SAVE GAME — Saves your current place in the game.
- RESUME GAME — Resumes a game from the place it was saved.
- LOAD GAME — Same as RESUME GAME.
- QUIT GAME — Quits the current game and restarts from the beginning of the adventure.
- I or INVENTORY — Lists your possessions.
- SOUND OFF — Turns sound off.
- SOUND ON — Turns sound on (sends sound to the computer speaker).
- SOUND CASSETTE — (Apple only) Sends sound to the Apple cassette port.

Important Notice:

This diskette, when booted, will do a quick test of itself and your computer. Failure of the test will produce a "beep" or the words "BOOT ERROR" will appear on your screen. An attempt at rebooting will occur. If after several attempts, the game is still not running, try the diskette on a different computer to eliminate the possibility of a bad diskette. All of our products are tested prior to shipment.

Limited One Year Warranty:

Sirius will replace any defective disk at no charge if the original disk and proof of purchase are returned to Sirius within 30 days of purchase. After 30 days and up to one year from purchase, Sirius will replace any defective disk for \$5.00 provided the original disk is returned. For those outside the U.S.A., please include enough additional funds to cover return postage.

This warranty is not applicable and shall be void if the defect has arisen through misuse, tampering, modifications or excessive wear. Some states do not allow the limitations on how long an implied warranty lasts so the above limitations may not apply to you.

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Critical Mass	Repton	Wayout
Wavy Navy	Snake Byte	Buzzard Bait
Escape From Rungistan	Sneakers	

Commodore 64 Disk:

Blade of Blackpoole	Repton	Turmoil
Critical Mass	Squish 'Em	Type Attack
Fast Eddie	Snake Byte	Wayout

Atari 800 & 1200 Disk:

Bandits	Snake Byte	Type Attack
Blade of Blackpoole	Sneakers	Wavy Navy
Repton	Space Eggs	Wayout

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