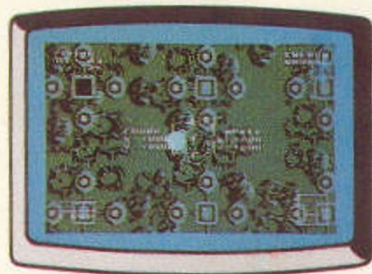


Nuclear Embargo



TIME — 21ST CENTURY
PLACE — PLANET EARTH

After the breakdown of a trade agreement with Saturn to supply the Earth with Uranium 235 for energy production, you have been chosen to secure future supplies by fair means or foul, in a endeavour to stop Saturn's NUCLEAR EMBARGO.

FEATURES:

- Increasing difficulty
- Hidden pulsars for extra energy
- Various screens including:-
 - The Astro Chart
 - The Moon Sight
 - The Transporter Room
 - The Uranium Field
 - The Computer Room
- Joystick Control

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C64/128 Cassette

Nuclear Embargo



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C64/128
Cassette

NUCLEAR EMBARGO

In the 21st Century, after many serious oil crises, energy production on earth had been switched completely to nuclear fission. Therefore uranium 235 became a vital raw material for the earth's inhabitants. However, soon even uranium became scarce on earth so that new sources of uranium had to be found — beyond the planet. Immense amounts of this valuable substance were discovered, especially on the moons of Saturn. These moons formed part of the territory of the wise Saturn dictator Rayol I.

The earth therefore ratified a trade agreement with Saturn, in which the earth provided high-tech know-how in the building of nuclear power stations and Saturn undertook to supply uranium into the next millennium.

Now, four centuries later, Rayol IV, also known as Rayol the Perverse, rules Saturn. His latest foible is the creation of a zoo containing all the races of the Earth's inhabitants. Therefore he demanded 1000 Earthlings of his choice as payment for every delivery of uranium. This demand was of course turned down by the Earthly committee and was criticized in the strongest terms by the UPO (United Planets Organisation), which made no impression whatsoever on Rayol. Instead, he enforced an embargo on nuclear deliveries to the Earth. Since uranium had become indispensable, the crisis staff on Earth decided in the session of 10.10.2465 to obtain uranium for themselves by a cloak and dagger raid.

You, as best test pilot, have been chosen for this tricky assignment. For this, you have been provided with a space rocket equipped with warp boosters. Your crew consists of 9 robots specially fitted for this job.

THE ASTRO-CHART

The astro-chart is subdivided into 10 x 10 sectors. A pale grey disc in a sector indicates a so far unvisited moon of Saturn. In contrast, the brown discs indicate moons that have already been visited and therefore destroyed. Move the cursor into the chosen sector. The blue box in the upper right margin indicates the sector's co-ordinates and the name of the moon. The indicator "MAGNET" shows the strength of the magnetic field on this moon, at the same time it indicates the degree of difficulty of your task there. The green box in the centre shows the time and energy that you will use up for the warp. The red box at the bottom shows your energy and time total.

When you have decided on a moon, briefly press the firing button. This starts the warp boosters and you warp into the sector with relativistic time dilation.

WARNING: If you were already on a moon before the warp, this will be destroyed by the intense nuclear radiation of the warp boosters. This will then be recognised as a brown extinct moon. This means that you can only visit each moon once!

TIPS: If you are new to this game it is a good idea to start with a moon of magnetic strength 00, and then carry on with increasing degrees of difficulty. As an expert, however, you should try to find the shortest possible connection between the moons in order to lose as little time and energy as possible, because this will count as a bonus point for you at the end of the game.

THE MOON SIGHT

When you press key "F3" you can look directly onto the moon's surface from your space rocket. On it you must find the hidden uranium fields that emit radioactive radiation. With your "X-RAY" deflector on the bottom left edge you can make this radiation visible. The further the indicator swings, the closer you are over such a field. You hover directly overhead when you hear the control tone.

On most of the moons there are defence bases. In addition, a spy satellite flies along its orbit. This you can recognise with the help of your radar screen on the bottom right edge as a blinking dot. When this satellite gets into the field of the screen (when the dot on the radar screen enters the inner rectangle) a centre opens in a base and shoots at your space rocket. You must destroy this base now by shooting at the pulsating centres of the outriggers. For this you have 2 efficient photon cannons with enormous penetration at your disposal. If you shoot at a friendly base, it will of course defend itself and return fire.

With the "F1" key you can switch to the astro-chart, with the "F5" key you can switch into the transporter room. However, when you are being attacked by a base, the switching keys are blocked; this is indicated on the top centre of the screen by the "LOCKED" sign.

THE TRANSPORTER ROOM

When you are above a uranium field you can beam down a robot onto it. Here you have to press the "F5" key first and so get into the transporter room.

By pressing the firing button, a robot is brought into the transporter room and placed on the beam platform. On the robot is a number between 1 and 9, which indicates which one you have to use. You must now apply energy and keep the dot on the indicator on the bottom right in the inner circle during the whole of the beaming procedure, until the bar

with the sign "BEAM" has reached the upper edge. However, the beaming ray drifts more or less strongly according to the strength of the magnetic field. You apply energy by pressing the firing button, on release this decreases. The middle bar with the sign "ENER" shows the energy level. The higher this is, the easier it is to keep the dot inside the inner circle, but the quicker the temperature of the transporter rises; this is shown on the "TEMP" bar. If you overheat the transporter you will automatically lose a robot. When the beam dot is in the inner circle, the beam bar rises, it stagnates in the middle circle and if it drifts outside it, the beaming process is interrupted. If the beaming procedure in this case was already in the 2nd phase the beaming bar changes colours. When it reaches phase 2 the robot is also destroyed. If you have lost a robot in one of these ways, you can beam down the next robot by pressing the firing button and starting the whole beaming process from the beginning.

By pressing the "F1" key you switch back to the astro-chart and with the "F3" key you get a moon sight again.

WARNING: The uranium field is then classified as "already visited" by the central computers of the space rocket and subjectively does not exist any more.

THE URANIUM FIELD

After beaming you have a video sight onto the uranium field. Here your task is to search for the containers labelled "U235" and to empty them. The arrow next to the notice "BARREL" indicates where the nearest uranium container is situated. You can move your robot by remote control. It drives forwards and backwards by moving the steering lever in the corresponding direction. By briefly pushing the steering lever north and then in the selected direction for rotation, the robot will turn through 180 degrees its own axis. Drive the robot directly over a uranium barrel and keep the steering lever depressed to the north. You will now see how one of the indicators at the bottom right counts down and the other counts up, till the barrel is empty, which is indicated by "EMPTY".

The Saturnians have again installed diverse safety devices here. Therefore most of the uranium barrels are surrounded by rotating laser batteries with integral radar. Here there are 3 different kinds of laser batteries.

1. Laser batteries that have already been activated and which always react.
2. Laser batteries that will only be activated when a robot remains in the vicinity of the battery.
3. Laser batteries that only react when the robot is in the immediate vicinity.

These laser batteries can turn at different speeds and emit between 0 and 3 laser pulses in succession. At 0 laser flashes we have a dummy laser battery that only exists for deterrent purposes.

BEWARE! It pays to be careful despite that, because it is not certain whether such a laser battery is a dummy, or a laser battery of kind 3, which could become a deadly trap for an unwary robot. In addition, there is a robot on every uranium field that follows your robot and shoots rockets at it. You can defend yourself against these rockets by turning your robot in the direction of the rockets and pressing the firing button. This activates a protective shield that liquidates the rockets.

There is also a refuse collection satellite that reacts to immovable objects and removes them and takes them to the rubbish dump. When your robot is being carried off by this satellite it then wastes away its remaining life amongst the other old iron and curses you in unprintable language!

You can follow the positions of the robot and the transport satellite in "PANORAMA VIEW" over the whole of the uranium field.

Your robot is sent out with 2500 energy units and uses these at higher and lower rates. Use of the safety shield needs most of the energy, that is why it should only be used when immediate danger threatens.

You can beam the robot back by pressing the "F7" key. The computer switches back into the transporter room and you have to beam up the robot in the same way as when you beamed it down previously.

TIPS: After beaming down, always try out both directions because the "BARREL" arrow does not always point in a favourable direction. In most of the fields the laser batteries are arranged according to a logical system. Now and then the loss of a robot cannot be avoided. Take notes on the laser batteries' order and action schedules so that you will not repeat your mistakes in later attempts. On some fields there are really rotten traps!

THE COMPUTER ROOM

On some fields pyramids are sited. If there is a question mark next to the indication "PYRAMID", this means that there is no pyramid here. This pyramid contains the control centre for the safety device in that field. With the aid of a password you can switch off all safety devices for 33 seconds. To enter the pyramid you place your robot in front of its doors and press the steering lever forward. The door opens automatically and the computer appears.

The password consists of a 5 digit colour code, whereby every sign can assume one of the six colours that are vertically arranged on the computer. It is possible for one colour to be present more than once. The code has now to be broken. To do this, move your arrow cursor onto the selected colour and then press the firing button to take over the colour. You can carry out corrections with the "BS" key. If you agree with your colour code, move the cursor to the "CR" key and press the firing button, whereby the colour code is taken over by the computer. If the computer answers with "PASS" 1-5-0" you have been lucky and found the password. Normally you will get the indication "ERROR! 1-7". The first number under the "B" in the topmost line tells you how many figures of your code coincide with the password in colour and position. The second number under the "W" indicates how many colours of your attempt are present in the password, but in the wrong position. You can make 11 attempts to solve the password. If you still have not found the password then, your robot is eliminated, which will be kindly confirmed for you by the computer.

EXTENDED VERSION

THE PULSAR

In some sectors there is a pulsar. This is marked on the astro-map by a dot. Here you can fill up with 100,000 energy units. To do this warp into the pulsar sector and press key "F3". The pulsar is a star that lights up for a short time and then disappears and it moves partly in a definite, partly in a random direction. This procedure repeats itself periodically. You must now shoot this pulsar down. When you have scored a hit, it will begin to shine and your energy indicators will rise. After this action the pulsar is spent. In total there are 20 pulsars available.

THE STATUS REPORT

When you have visited all 10 moons you must switch once again to the astro-chart and briefly activate the firing button. Shortly afterwards "STATUS REPORT" will come up. You have accomplished your mission, signalled by "MISSION ACCOMPLISHED", when you have obtained at least 100,000 uranium units from the moons.

The uranium units you have on board are now credited. Your remaining energy will also be added to your points total. You will also receive 100,000 points "MISSION BONUS". If you have accomplished your mission in less than 6 hours an "IN-TIME BONUS" of 100,000 points will be added.

In the following situations your mission will be interrupted and receives the status "ABORTED":

1. Your total energy supply has been used up.
2. You have lost all 9 robots.
3. You have less than 100,000 units on board after visiting all the moons.

In these situations you will only be credited with points for your uranium units.

KEY FUNCTION ASSIGNMENT:

- F1: Astro-chart
- F3: Moon sight
- F5: Transporter room
- F7: Beam command

By pressing the "RUN/STOP" key you will bring the game into the pause phase, this is cancelled by pressing the same keys again.

ENJOY YOUR MISSION AND GOOD LUCK