EMBARGO

The citizens of Zorel 6, enduring the Galactic Council's strict trade embargo, suffer greatly. All food stuffs, materials, trade goods and fuel must pass the close scrutiny of the Orelian guards — goods deemed essential for galactic security are shipped — all other items are swiftly dispersed to the council's already overflowing warehouses.

To enforce this trade action, a massive fleet has been assembled to encircle the planet, but none of you have dared to challenge this fearsome military might . . . until now! To have a successful mission, you must maneuver unnoticed through the vast armada of patrolling craft which continually circle the globe. Once below this barrier, you must then quickly dive between the warehouse and factory . . . head directly toward the loading docks . . . connect with your cargo . . . and ascend to the waiting Varox merchant ship, depositing your cargo through the upper loading hatch. (Caution! Gliding above the factory is a diligent robot ship . . . it will fire upon you with cyborg accuracy!)

Again and again, you must challenge the increasingly hostile occupation forces. All Zorel 6 awaits the outcome of your skill and daring deeds.

DISPLAY:

The display on your computer control is as outlined:

Current Score	#of Shuttle Craft Remaining	# of Cargo Remaining	Fuel Gauge

The remaining pieces of cargo must be loaded before advancing to the next level of the game. Each drop of the fuel gauge denotes a decrease of 16 fuel units. In order to refuel you must connect with a fuel cell (loading isn't necessary for refueling).

LEVELS OF PLAY:

There are various levels of play . . . each one requiring a higher level of skill. Level One, the lowest level, is the easiest level to play. As the levels increase, the military fleet and the robot ship will appear at a faster pace and move much more rapidly.

POINTS:

Attaching and loading any piece of cargo will gain points as follows:

> Any cargo loaded at Level One is worth 100 points plus bonus, and at Level Two or beyond, 100 points plus 50 points per level plus bonus.

These bonus points are added to your score immediately upon attaching the cargo. If you lose the cargo before loading, you will lose these bonus points from your score. Destroying any other cargo on the loading dock will also subtract the bonus points of that cargo from your score.

The value of each cargo is:



Food Zero bonus points



Building Supplies 50 bonus points



Fuel Cell 100 bonus points plus 10 of fuel



Raw Materials 200 bonus points

Destroying the robot ship will award you additional points:

Level One — adds 40 points to your score
Level Two — adds 80 points to your score
Level Three — adds 120 points to your score
And so on (Level Number times 40 = additional points)

After every 5000 points gained, you will be awarded an additional shuttle craft. However, you may not have more than 4 shuttle craft at any one time.

CONTROL KEYS:

Option Key — Selects level of play
Start Key — Begins the game
Break Key — Causes the game to pause until pressed again
Reset Key — Restarts the entire game

(Use the joystick for the movement and the button to destroy the robot ship.)

HINTS:

You will receive only four shuttle craft in which to accomplish your tasks. Avoid all objects and buildings . . . you will crash if any are touched!