DATA AGE

AIRLOCK™
Operations Manual

PRESSURE TIME
00000.05

You're trapped! Your disabled nuclear submarine, resting periously on an undersea ledge, has begun taking on water. With time running out for you and your crew—and with your on-board torpedos shaken loose by an eerie current from deep under the sea floor—it's up to **you** alone whether you sink or swim!

A Data Age™ Video Game

Survival Basics

The objective of AIRLOCK™ is to retrieve the hatch keys and make your way to the next level before your compartment floods. But at the same time you must avoid the torpedos that have been shaken loose and which, when they cross your path, rob you of precious time.
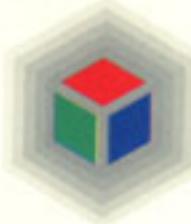
1. Hook up your video game system according to the manufacturer's instructions.

2. With game console power OFF, firmly plug in your AIRLOCK™ cartridge.

3. Turn game console power ON. You should see your sub on the screen. If no picture appears, check to make sure your game unit is hooked up correctly to your TV, then try steps 1-3 again.

4. For the best contrast, turn the "Brightness" control switch on your TV to a low setting.

5. Plug your joystick controllers into the left receptacle on your game console. For two players, use both joystick controllers (Player 1 uses the left controller and Player 2 the right controller).

6. To ready the game for play, depress your "Game Reset" switch. You should see the game play graphics and your timer clock on the screen (49 seconds for Games 1 & 2, 99 seconds for Games 3 & 4). The "Game Reset" button may also be used to **restart** the game at any time.

7. Now select the game variation you wish to play by depressing the "Game Select" switch on your game console. The game number will appear in the Time Clock section of your screen. There are four variations of AIRLOCK™:

   ■ Game No. 1—Single Player, 5 Airlock Levels.
   ■ Game No. 2—Two Players, 5 Airlock Levels.
   ■ Game No. 3—Single Player, 10 Airlock Levels.
   ■ Game No. 4—Two Players, 10 Airlock Levels.

8. Select the game difficulty level by moving your console's "Difficulty" switch to position A (for beginners) or position B (for experts).

9. To start game play, press the red Fire Button on your joystick controller. The countdown begins!

Scoring

Instead of racking up points on this one, you will be trying to beat the clock. You have 10 seconds to retrieve the keys to each level, make it into the elevator, and rise to the next level. Sound easy? Try it!
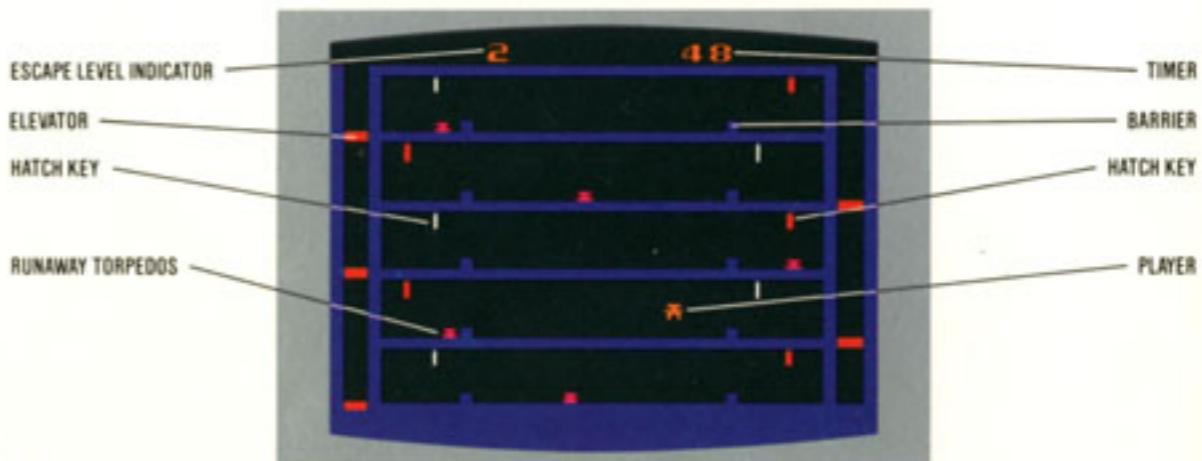
When the red Fire Button on your joystick controller is pressed, the player will jump up and the timer will start. You must now retrieve the hatch keys in the proper order (orange key first, white key second) and make your way to the
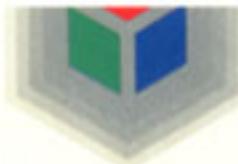
elevator. Note that on each level the elevator (with an orange floor) is on a different side . . . the side **closest** to the **second** key you retrieve. To retrieve a key, move your player directly underneath the key, then press your Fire Button. The player will jump to collect the key. You will also use your Fire Button to move your player over the barriers on each level, as well as to help him jump over the torpedos that constantly move across his path.

If you miss and are struck by a torpedo, it will not explode, but you'll be out of commission for several seconds before your player jumps up to resume game play.

Once you have retrieved both keys on a level, the elevator doors will open, allowing you to enter the elevator. Be sure to go all the way to the end wall and have your player touch it. The elevator will rise to the next level.

This process must be repeated for each level until your final escape.

ADDITIONAL ESCAPE TECHNIQUES

Here are some things that you need to remember:

1. The torpedos cannot enter the elevator shaft, so once you have retrieved your keys and the door opens, move at once into the elevator and you'll be out of danger's reach.

2. Try positioning your player so that he can jump a barrier and torpedo at the same time—it can save you precious seconds, and the time you save on one level may help you out on the next.

3. In games 3 & 4, you have ten Airlock Levels to pass through. The first five levels, like those in games 1 & 2, have two barriers per level. But the second five levels in games 3 & 4 have **four** barriers per level. Not an easy task!

AIRLOCK™

Look for other Data Age™ Video Games wherever video game cartridges are sold. If you can't find our games in your area, drop us a line and we'll send you a list of stores near you.

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