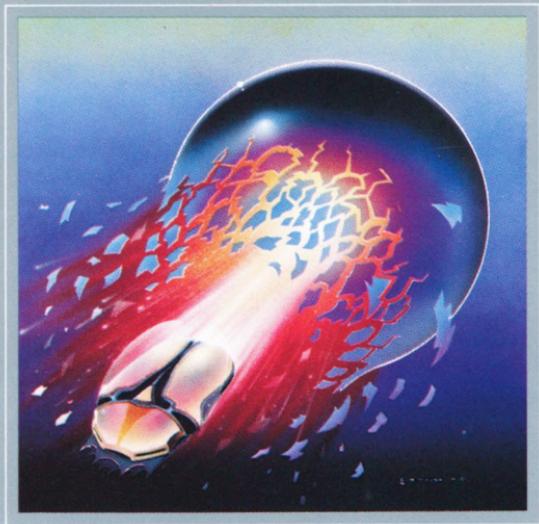




DATA AGE

JOURNEY

Escape Instructions



You're on the road with **JOURNEY**, one of the world's hottest rock groups. A spectacular performance has just ended. Now it's up to you to guide each **JOURNEY Band Member** past hordes of **Love-Crazed Groupies**, **Sneaky Photographers**, and **Shifty-Eyed Promoters** to the safety of the **JOURNEY Escape Vehicle** in time to make the next concert. Your mighty manager and loyal roadies are there to help, but the escape is up to you!

A Data Age™ Video Game.

Escape Objectives

You must lead all 5 members of JOURNEY through waves of pesky characters and backstage obstacles to the Scarab Escape Vehicle before time runs out. You must also protect \$50,000 in concert cash from grasping groupies, photographers, and promoters.



Band Members



All JOURNEY Band Members—drummer Steve Smith, keyboard player Jonathan Cain, bass player Ross Valory, lead guitarist Neal Schon, and lead singer Steve Perry, are counting on **you** to lead them to their escape vehicle. It won't be easy. As **JOURNEY** says, "Some will win, some will lose..."

Escape Vehicle



JOURNEY's Scarab—The famous Scarab Escape Vehicle, featured on JOURNEY's hit album, "Escape," is waiting for you. Can you get there with all 5 members of **JOURNEY**?

Characters To Avoid



Love-Crazed Groupies—They will flock to you and can easily relieve you of \$300, but most important of all, they will rob you of precious time.



Shifty-Eyed Promoters—The promoters will try to corner you and "make you an offer you can't refuse." This one will cost you \$2,000.



Sneaky Photographers—Hidden in the crowd, the photographer will jump out at the opportune moment and indiscriminately take your picture. It will cost you time and \$600 to secure the negatives.



Stage Barriers—These annoying obstacles won't cost you any money, but they will slow you down, making the rest of your run much more difficult.

Helpful Characters



Loyal Roadie—He may be hard to reach in the crowd, but contact him and he will render you invulnerable to the onslaught for a short time.



Mighty Manager—When things are looking bad, your manager is the only one who can keep you in the game. He will not only allow the JOURNEY band members to run through the entire crowd to the escape vehicle without being stopped, but he will also get you an additional \$9,900.

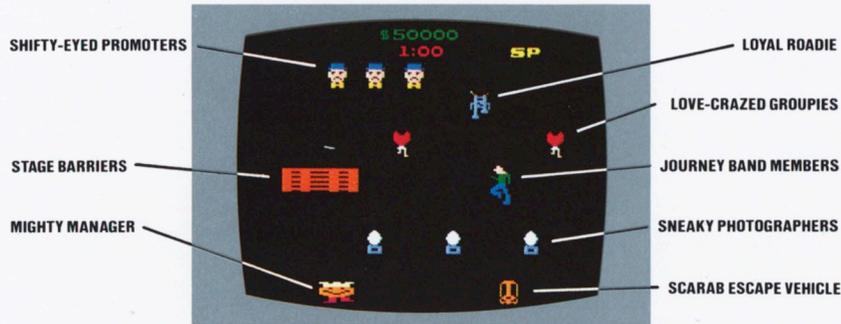


How To Find Your Escape Route

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console power OFF, firmly plug in your **JOURNEY ESCAPE™** game cartridge.
3. Turn game console power ON. An introductory scene should appear which features the JOURNEY Escape Vehicle emerging from the JOURNEY spheroid against a field of stars. 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. Adjust the "Brightness" control on your TV for best contrast.
5. Plug your joystick controller into the left receptacle of your game console. For two players, use both joystick controllers. Player 1 uses the left controller and Player 2 uses the right controller.
6. To change to game play scene, push down the "GAME RESET" switch on your console. Waves of groupies (hearts), promoters (heads with shifty eyes), and photographers (flashing lights) will continuously descend from the top of the screen. A musical introduction to the JOURNEY hit, "Don't Stop Believing" will be playing in the background. Use the "COLOR/BLACK & WHITE" switch to select the desired background effect. IN the "BLACK & WHITE" position, a plain background will appear. In the "COLOR" position, the background will come alive with a kaleidoscope of strobing stage lights.
7. Depress "GAME SELECT" switch for one or two player option.
8. Select your level of difficulty by positioning the "DIFFICULTY" switch at either Level A (for Advanced) or Level B (for Beginners). You can match the skill levels of two players by having one play at Level A and the other play at Level B.
9. Press red Fire Control Button to begin game play.
10. When a single player's turn is over, push down the "RESET" switch to begin a new game. If there are two players, Player 2 must press the red Fire Button on his joystick controller to start his turn. Once Player 2's turn is over, Player 1 must press the red Fire Control Button to start his second turn; and so on.
11. Once the five players are safely in their vehicle, the game will revert to the introductory scene for about 15 seconds after which time, it will automatically switch to the game play scene and an additional \$50,000 will be added to your score.
NOTE: To prevent losing your accumulated score, do not reset the game during the replay of the introductory scene. It will automatically change to the game play scene.
12. If a player fails to reach the escape vehicle in the allotted time, you've missed the next concert and the game is over.
13. To start a new game, press the "GAME RESET" switch, then press your red Fire Control Button.



Scoring



At the start of the game, you will have \$50,000 and 60 units of time. Each time you get stopped by a groupie, photographer or promoter you will lose some of your money. For example, contacting a groupie will result in a loss of \$300, a photographer \$600 and a promoter \$2,000. Each time you contact a Manager, you will gain a bonus of \$9,900.

If you make it to your escape vehicle before your time runs out, any extra time will be applied to the next band member. If you manage to get all five band members into the escape vehicle with time to spare, the extra time will be converted to a bonus of \$100 for each unit of time saved.

Once the five players are safely in their vehicle, the game will revert to the introductory scene for about 15 seconds, after which time it will automatically switch to the game play scene and an additional \$50,000 will be added to your score.

NOTE: To prevent losing your accumulated score, do not reset the game during the introductory scene. It will automatically change to the game play scene.

Additional Escape Strategies

Once you have started the game play, use your joystick controller to guide each JOURNEY band member past the stage barriers, groupies, photographers and promoters. You will only have 60 units of time to reach the escape vehicle, so you must move past the obstacles as fast as possible. For maximum speed, hold the joystick controller in the forward position. When the player moves about two-thirds up the screen, all the obstacles will pass by faster.

Try to contact a roadie or a manager when they appear. Once you've made contact with a roadie, a series of musical notes will play in rapid succession. As long as the notes are playing, you will be able to run up the middle without being stopped by the obstacles. The manager's appearance will be rare, but if you are fortunate enough to contact him, you will earn an additional \$9,900 and will be able to run through the entire crowd to the escape vehicle without being stopped. The time you have just saved can be applied to the next JOURNEY band member. But be careful! Move too fast and you may miss the escape vehicle.

NOTE: For extra quick sideways or backward (downward) moves, use the fire control button while shifting the joystick in the desired direction.

Since the promoters will cost you more money than the groupies or photographers, greater attention should be given to avoiding the promoters.

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E S C A P E

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