

AIR LOCK 2

GAME MANUAL



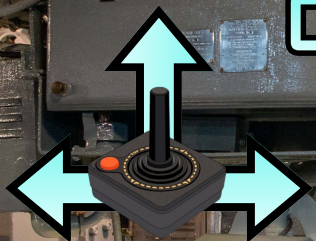
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PROGRAMMING: ALFREDO ARIAS

Air Lock 2 is compatible with your Atari 2600 (original) and Atari 2600+ systems, as well as the classic Atari 7800 (original) and Atari 7800+.



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CONTROLS



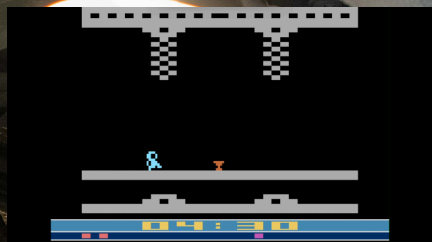
Using the joystick, players control the diver's movement to the left and right; pushing up makes the diver jump, and the "FIRE" button starts the game.

Air Lock 2 features Easy and Hard modes, selected via the difficulty switch on the left side of the console.

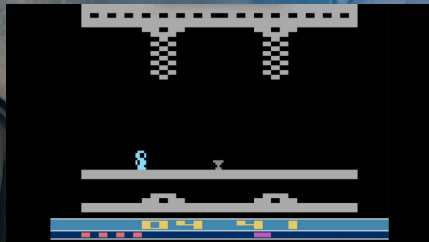
Key B, Easy mode: the elevator appears on the left or right side as you collect the submarine's lanterns.

On Hard Mode, the elevator always appears on the left side on every floor.

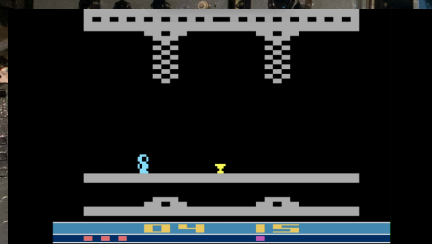
3 levels / 4 trophies to be earned: Bronze, Silver, Gold, and Platinum.



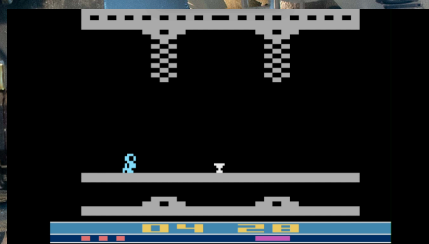
trophies: Bronze



trophies: Silver



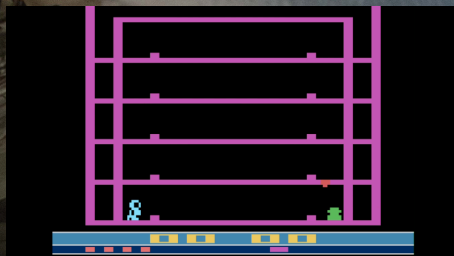
trophies: Gold



trophies: Platinum

The game ends when you obtain the Platinum trophy, crowning your achievement. You have "platinumed" the game.

SUBMARINE LEVELS

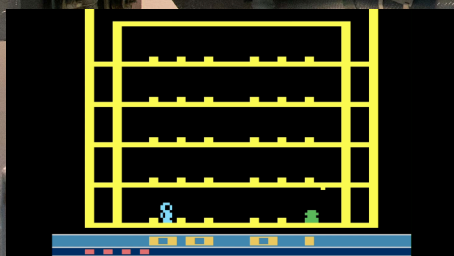


Level 1: This is a tutorial where players need to learn the mechanics and how the enemy works.



Level 2: The number of metal platforms has increased; here, players must use their wits and time their jumps

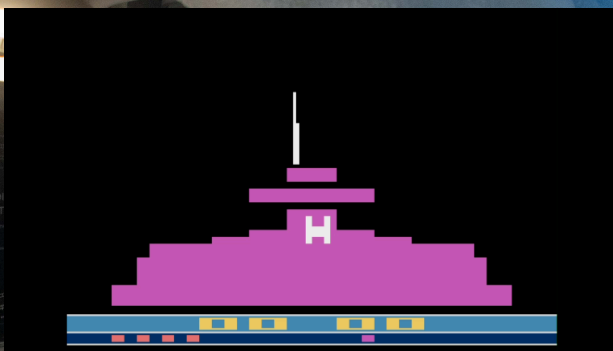
carefully to avoid colliding with the little robot that gets in the way and slows them down.



Level 3: Things get much harder here, with three obstacles getting in the way. The little robot's movement can be

deceptive—it might head in one direction but change course before completing a turn. Players can jump across two blocks, though it's a risky move given the very tight landing spaces; however, beating this level earns you the trophy.

GAME OBJECTIVE



Players must collect the sector's lamps to complete the level's circuit and activate the elevator—a race against time as the submarine sinks due to a hull breach; an on-screen timer shows how long they have to escape to the next sector.

CREDITS

Programming: Alfredo Arias

Design: Alfredo Arias

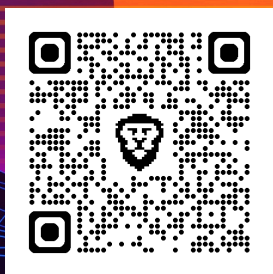
Distribution: Olioni Games

Cover Art: João Pedro F. Olioni



END.

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