

Please return this cartridge to Data Age on or before January 5, 1983. Upon our receipt of this returned prototype, you will receive a finished production unit inclusive of box art, instruction manual and video game club card.

We appreciate your compliance with this request, as it will assist us in expediting our future prototype development.

Thank you.

DATA AGE, INC.

You're on the road with Journey, one to 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.

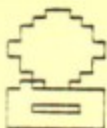
Failure to avoid any of the above will cost you time and money. Make it to the escape vehicle in time and you're off to your next concert and an additional \$50,000. This game will be tough but not impossible. You do have some help. To assist you, if you can reach them, are your loyal roadies. Contact a roadie and you become invulnerable to the on-coming crowd for a short time. But if things get real tough, you have only one hope - your manager. Find your manager and you will not only become invulnerable to the rest of the crowd, but you will also receive a \$9,900 bonus.

Characters to Avoid



Love-crazed Groupie

They will flock to you and can easily relieve you of \$300.00, but most important of all, they will rob you of precious time.



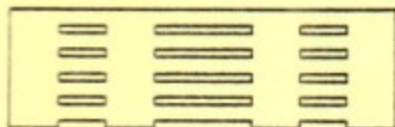
Sneaky Photographer

Hidden in the crowd, the photographer will jump out at the opportune moment and indiscriminately take your picture. It will cost you time and \$600.00 to secure the negatives.



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.



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



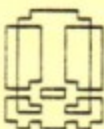
Loyal Roadie

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.



Eminent Manager

When things are looking bad, your manager is the only one who can keep you in the game. He will not only get you through the crowd but he will also get you an additional \$9,900.



"SCARAB" Escape Vehicle

Catch a ride as it passes by and you've successfully guided one Journey member to the safety of his escape vehicle.



Journey Band Member/Player

Guide each Journey member through the onslaught of groupies, promoters, photographers and barriers to their escape "Scarab". But hurry, time and money are running out!

JOURNEY ESCAPE

HOW TO PLAN YOUR BACKSTAGE ESCAPE

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 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 controllers 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. Depress "GAME SELECT" switch for one or two player option.
7. 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. 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.
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 Two must press the red Fire Button on his joystick controller to start his turn. Once Player Two's turn is over, Player One 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 first scene for about 15 seconds after which time, it will automatically switch to the game play scene and an additional \$50,000.00 will be added to your score.

HOW TO PLAY YOUR BACKSTAGE ESCAPE (Cont.)

11. Note: To prevent losing your accumulated score, do not reset the game during the first scene. It will automatically change to the game play scene.
12. If a player fails to reach the escape vehicle in the allotted time, the game is over.
13. To start a new game, press the "GAME RESET" switch, then press your red Fire Control Button.

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 have 60 units of time to reach the escape vehicle so you must move past the obstacles as fast as possible.

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.

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 \$300.00, a photographer \$600.00 and a promoter \$2,000.00. Each time you contact a Manager, you will gain a bonus of \$9,900.00.

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 \$100.00 for each unit of time saved.

Once the five players are safely in their vehicle, the game will revert to the first scene for about 15 seconds after which time it will automatically switch to the game play scene and an additional \$50,000.00 will be added to your score.

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