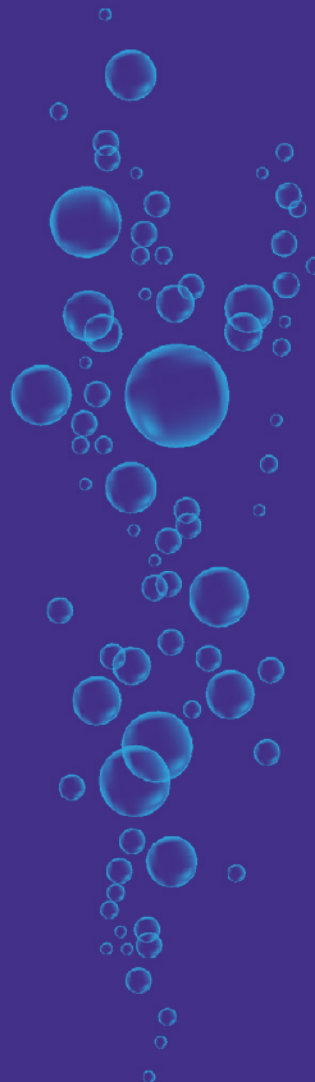




spacewhale *presents*

AIRLOCK

Rel. 3

SpaceWhale games
www.AndromedaLegacy.com

a game by
Marco Innocenti

PunyInform and Ozmoo by Johan Berntsson and Fredrik Ramsberg
Inform6 by Graham Nelson Puddle BuildTolls by Stefan Vogt

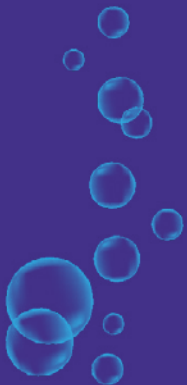
Your hands. They hit the reinforced metal. They're starting to hurt.
There's nothing to do.

The safety lock is engaged.

A1RLOCK is a survival text adventure about a child and some voices. Also, a lot of proteins. If you are looking for the kind of game that goes: "This is what happened and this is what you must do", A1RLOCK is probably not for you as it has an *in media res* approach and may result obscure to many players until quite far in the playthrough. It's a story meant to unfold step by step and it is intended to work like this. Rel.3 is the post-PunyJam#3 polished version with an added scoring system and a lot of vanilla systems in which to play, and we recommend you play this one. Check *ReadMe.txt* for a full disclosure on what changed in the game.

*** CONTENT WARNING ***

May contain scenes not suitable for all audiences, like physical violence and psychological torment. No children were harmed in the making of this game.



A1RLOCK

You play as Chloe.

—

The game is played via text input.

You can move the player around by typing in directions (GO NORTH or, simply, N).

Other actions are allowed, like EXAMINE (to have a description of things surrounding you -- we strongly suggest you do it as much as possible), TAKE or GET <thing> (to take possession of objects found in the game), PUSH, PULL and even ATTACK what you wish. And many more.

Not every command has a satisfying result. Just keep on going and try and understand what all is about.

Try everything. And if something sounds improper...: **OOJ, A**