

 spacewhale *presents*

AIRLOCK

Rel. 3.2

SpaceWhale games
www.AndromedaLegacy.com

a game by
Marco Innocenti

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

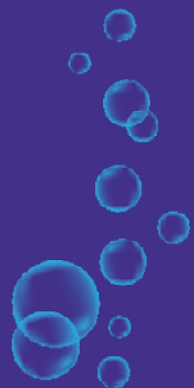
**Your hands. They hit the reinforced metal. They're starting to hurt.
There's nothing to do.**

The safety lock is engaged.

AIRLOCK 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", AIRLOCK 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.3.2 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.



AIRLOCK

You play as Chloe.

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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**