

Lenslok Instruction Sheet

Lenslok is a plastic lens which is folded and placed against the television in order to read a security code. Lenslok is extremely easy to use, but it is vital that you read these instructions carefully, so that you familiarise yourself with its use.

About halfway through each game, and whenever the RESTORE command is used, the program enters Lenslok mode, and you have to complete the Lenslok sequence before you can return to the adventure.

1. A large 'H' appears on the screen. Place the unfolded lens lengthwise on the screen, between the two vertical legs of the 'H', and using the keys specified on the screen (usually the cursor keys or < and >), adjust the 'H' until it is the same width as the lens holder before it is folded (Fig. 1). In other words, adjust the 'H' until it is 10 cms (4 inches) across. Press the SPACE BAR to move to the next section.
2. Now fold the lens holder into a U shape, ensuring that the words on the holder "**This Side Out**", and the large raised "**LENSLOK**" logo are on the *outside*. You will not be able to decode the characters on the screen if the lens is folded the wrong way, and you may even break the lens holder.
3. Hold the lens *at arms length* against the screen with the feet of the lens holder firmly against the screen and "**Top**" at the top (Fig. 2). If you have a flat anti-glare screen, you may have to hold the lens closer to the screen by relaxing the U shape slightly.
4. Align the centre line of the lens with the vertical line on the screen and close one eye. Holding your head at least 1 ft away from the screen with your eyes level with the lens, the letters "O" and "K" should be visible.
5. Keep the holder in the same position and press any key when "OK" can be clearly seen (Fig. 2 & 3).
6. The two character security code, has now appeared on the screen.
7. Read the two characters using Lenslok and enter them on the keyboard. Make sure that you differentiate between upper and lower case characters, if applicable. If you get the code right, you're through to the next part of the game. If you get the wrong, you'll be given two more chances with the same pattern. Three errors, and you're back in the adventure at the point just before the Lenslok check.

