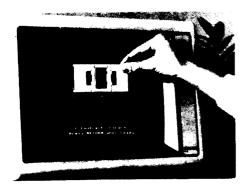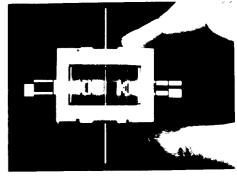# Lenslok Instruction Sheet

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, and later versions of Rainbird products incorporating Lenslok contain a tutor mode, to help you familiarise yourself with its use.

1. A large 'H' appears on the screen. Using the keys specified on the screen, adjust the H until it is the same width as the lens holder before it is folded (Fig. 1). If you have a program with the latest version of Lenslok, you will be able to practice the Lenslok procedure in tutor mode at this point by pressing the T key. Pressing ENTER/RETURN moves on to game entry.

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. Close one eye, align the *centre line* of the lens with the vertical line on the screen. Holding your head *at least 1 ft away* from the screen with your eyes level with the lens, the letters "O" and "K" should appear. If you cannot see the letters clearly, the letter size can be adjusted slightly using the keys specified on the screen.

5. **Keep the holder in the same position** and press the space bar when OK can be clearly seen, (Fig. 2 & 3).

6. The two character security code, consisting of capital letters, has now appeared on the screen.

7. Read the two characters using Lenslok and enter them on the keyboard. In Tutor Mode, it will tell you if the code was correct and in game entry mode the protected program will run. Note that you are allowed a maximum of four practice runs through tutor mode. If you press the T key a fifth time you will enter the game entry mode.

8. If, however, you make a mistake (WRONG CODE) or if you are too slow (TIME-OUT), press the space bar for the next security code. In game entry mode, three attempts are allowed before it is necessary to reload the program.