

Journey game play:

The instruments of each Journey member have been stolen. You must locate each band member's equipment. Once you have obtained the instrument you must return to space ship while avoiding alien obstacles. Once all instruments and band members have returned to the ship, the band blasts off and plays a concert at the galactic stadium. At this time the internal tape deck kicks off and play the Journey Song "Separate Ways" the band members are up on stage jamming, and you assume the role of the body guard. You must hold back the fans as long as possible. Once the fans rush the stage, the instruments are confiscated, and the game plays restarts at a harder level.

Start of Game:

At the start of the game, you are given a scarab spacecraft, and must choose which instrument you would like to obtain (much like the selection screen in Tron). Your choices are Drums, Guitar, Bass, Keyboard, and Microphone. During the selection a modified version of "Lights" play in the background.

The Instruments:

Drums - To obtain the drums, you become Steve Smith. Steve must jump on large floating drums turning them from red to blue. Once all drums have been changed you have obtained your drum set (which doubles as a weapon) and you must fight alien forces to return to the ship. The background music for this scene is "Wheel In The Sky"

Bass - To obtain the bass, you become Ross Valory. Ross must jump on lifter post to reach the top of the screen. Once at the top of the screen Ross must get this Bass. With Bass in hand Ross must get back to the ship, and avoid the flying record albums, the bass is also used as a weapon. The background music for this scene is "Keep On Running."

Guitar - To obtain the guitar, you become Neil Schon. Neil uses a jet pack and must obtain his instrument from a cavern. Neil must avoid running into the walls of the cavern. Once his guitar has been obtained. He must jet pack out of the cavern while avoiding projectiles. The background music for this scene is "Chain Reaction"

Keyboard - To obtain the keyboard, you become Jonathan Cain. Jon must make his way down rafter, and jump over moving barriers to reach the bottom of the screen and get his keyboard. Once he has obtained his keyboard, he must blast a hole through bubble like obstacles to return to the ship. The background music for this scene is "Summer Nights"

Microphone - To obtain the microphone, you become Steve Perry. Steve must make his way through swinging turnstiles, and obtain his microphone. Once he has obtained his microphone, he must blast his way through a moving electrical barrier and return to the ship. The background music for this scene is "Don't Stop Believing" REPLAY article from July 1983

The stage is set and the concert is about to begin, but not until the player helps the members of the rock band Journey retrieve their instruments, ward off feverish fans and take control of the stage.