CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

THANK YOU

for buying ELEVATOR ACTION from Taito! This arcade hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission.

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THE STORY

As super-sleuth Agent 17, code name "Otto", you must come out from undercover to accept a top-secret mission. Your country's security is at stake.

You must sneak through a heavily guarded, top-security enemy defense building to steal secret government documents. Only well-planned strategies, bullet-dodging, quick-on-the-draw accuracy and black belt karate prowess will allow you to succeed!

If you fail, your government will deny any knowledge of you or of your assignment.

Good luck!

HOW TO PLAY

You must break into the building from the rooftop, make your way cautiously down through the floors by way of elevators and escalators and pick up all the files hidden behind the red doors. Then you must make it to the getaway car in the garage below.

Enemy agents, armed and lying in wait behind the blue doors, will try to ambush you. Your weapons are your pistol and powerful jump-kick. Shoot the lights out to create blackouts whenever possible for higher scoring.
To enter the red door, stand directly on a white square in front of the door.

To use the escalator, stand directly on a white square and push the control pad up or down.

Jump over elevator shaft.

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### IN A LIGHTED ROOM | IN A BLACKOUT ROOM
---

<table>
<thead>
<tr>
<th>Action</th>
<th>Lighted Room</th>
<th>Blackout Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shoot enemy</td>
<td>100</td>
<td>150</td>
</tr>
<tr>
<td>Jump-kick enemy</td>
<td>150</td>
<td>200</td>
</tr>
<tr>
<td>Destroy an enemy inside the elevator</td>
<td>300</td>
<td>300</td>
</tr>
<tr>
<td>Shoot down the lamp over the enemy's head</td>
<td>300</td>
<td>300</td>
</tr>
</tbody>
</table>

Bonus points: 1,000 points times the number of round(s) cleared.

**Player loses a life:**

When shot by security guards; when falling down the elevator shaft; when crushed by the elevator. Game over when all the players are lost.

**2-player game:**

When one player makes a mistake, the second player plays.
HOW TO OPERATE

Controller

ELEVATOR/ESCALATOR

SPY

CONTROL PAD

SELECT BUTTON

START BUTTON

A BUTTON:

B BUTTON:

UP

STAND

DOWN

RIGHT

DUCK

LEFT

A Button: Spy (player) jumps.
B Button: Spy shoots

Select Button
Choose 1 or 2 player(s) game.

Start Button
Push START to begin play after player selection.

Pause Function
Push the START button once during the game to pause. Push START again to resume play.
TAITO AMERICA CORPORATION LIMITED WARRANTY

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