

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

**ELEVATOR
Action™**

by **COLECO VISION**



**Collect all the secret documents and
escape from the building!**

COLECO

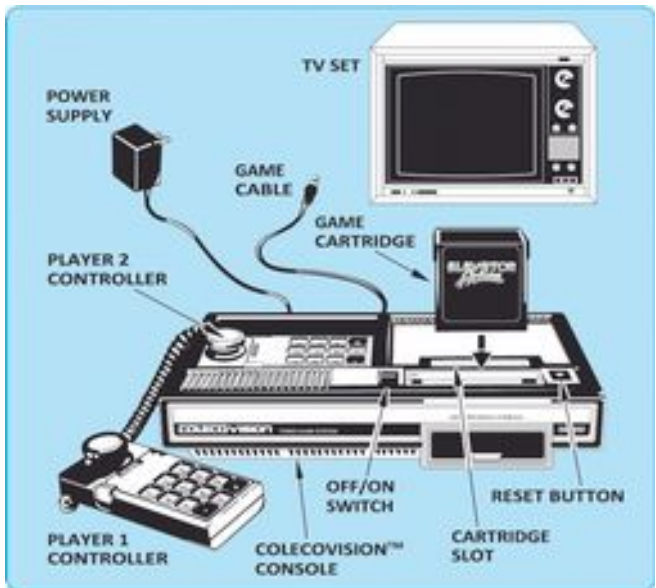
GAME DESCRIPTION

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!

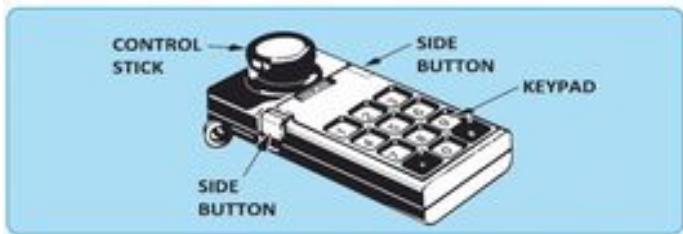
If you fail, your government will deny any knowledge of you or of your assignment. Good luck!

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Elevator Action™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLER



1. **Control Stick:** Push right or left the Control Stick to move Otto in the direction of your choice. Push down to crouch.
When in an elevator or next to an escalator, use the Control Stick to go up or down.
To enter a red door, stand on the doormat and push the Control Stick up. To come out, push left or right, depending on the position of the doormat.
2. **Left Button:** Press left button to jump.
3. **Right Button:** Press right button to shoot.

HERE'S 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 gateway 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.

You can jump over bullets, or squat underneath them. You can hop in elevators and control them up or down. While in the elevator, you can't squat.

You can also ride on top of the elevator, but you won't have any control over it.



You can use your weapon to shoot the enemies. Remember that they can crouch under your standing bullets just as you can crouch under theirs. However, they can't jump over yours the way you can jump over theirs. Therefore, they can never avoid a crouching shot from you.



You can also get rid of your enemy with a jump-kick.



If you hit a lamp while you are riding between floors in an elevator, you will cause the lamp to fall, killing any agent that might be standing beneath it. The building goes dark temporarily. During this time, the enemies are slower.

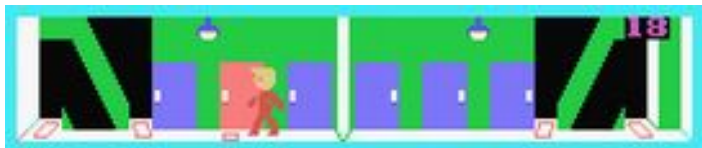


You can jump over elevator shaft. You can not jump across the shaft if the elevator cable is in the way. You can walk on top of the elevator, but you can not physically cross that cable.



In order to use escalators, you must stand on the pads at the top or the bottom of the escalator and press the Control Stick up or down.

While riding on an escalator, you can neither kill nor be killed.



To enter a red door, stand directly on the doormat in front of the door and go up. At this point, you have a period of time where you may wait safely inside.

During that time, you may come out at any time by pushing left or right, depending on the position of the doormat.

However, if you wait too long, you will be forced out whether the activity outside is safe or not. You must locate and enter every red door before you can leave the building through the basement in your getaway car.



You must find all of the red doors and enter them to grab the documents before you can exit the building. Ride the elevators all the way to the basement level to escape in your getaway car.

At the time you will be awarded a bonus for completing the stage, and advance to the next building

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the vent of game malfunction.

SCORING

	In a lighted room	in a blackout room
Shoot enemy	100	150
Jump-kick enemy	150	200
Destroy an enemy inside the elevator	300	300
Shoot down the lamp over the enemy's head	300	
Retrieve secret documents	500	

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

Player loses a life:

When shot by an enemy; when falling down the elevator shaft; when crushed by the elevator.



THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Elevator Action, but it is only the beginning! You will find that this cartridge is full of special features that make Elevator Action exciting every time you play. Experiment with different techniques and enjoy the game!

HOW TO REACH US

CollectorVision

www.collectorvision.com

CREDITS

Program, GFX and Music by Eduardo MELLO

Package ©2012 Collectorvision

Made in Canada by Collectorvision

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