

Nintendo

GAME BOY[®]

DMG- EA- USA-1

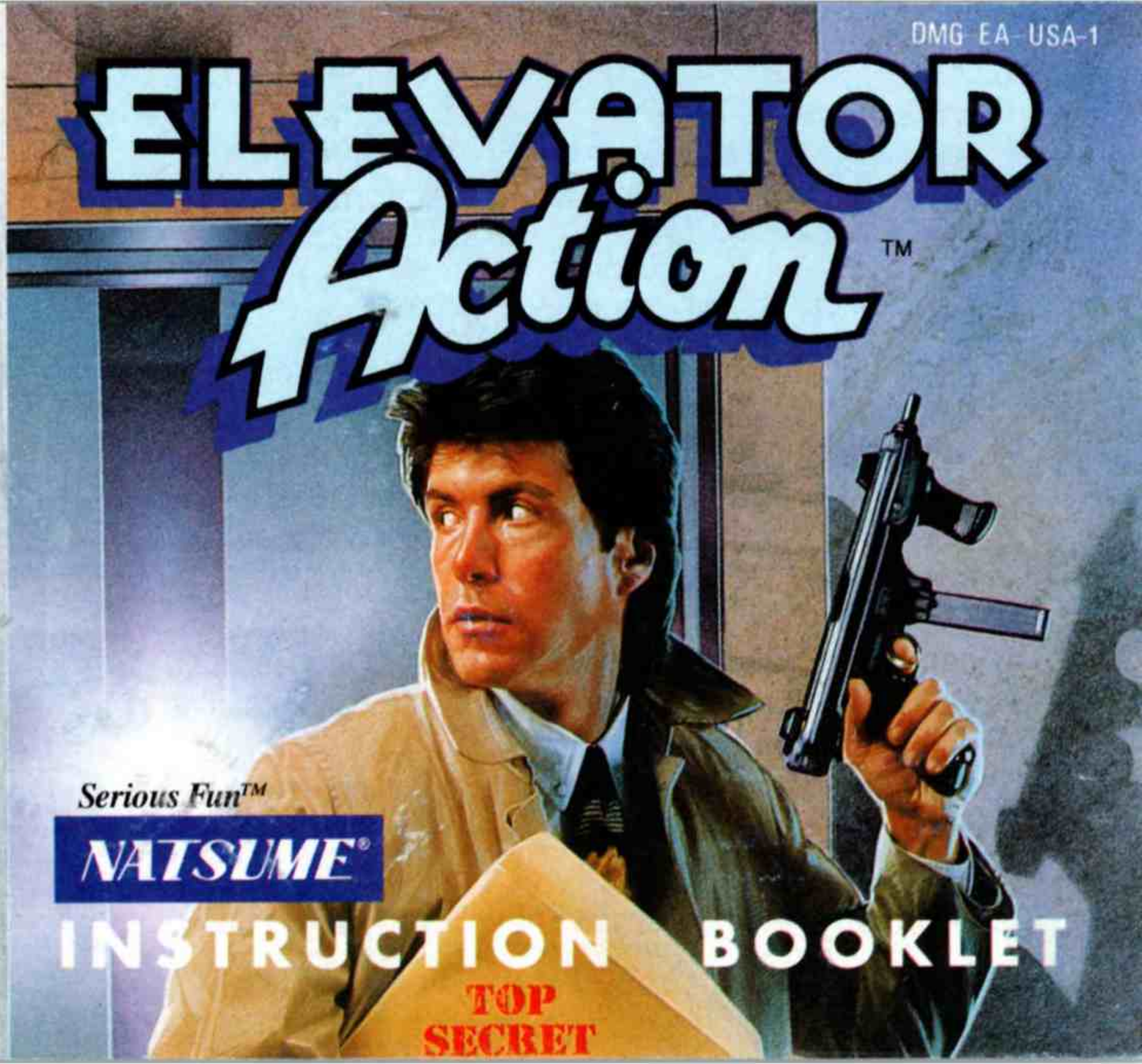
ELEVATOR Action[™]

Serious Fun[™]

NATSUME[®]

INSTRUCTION BOOKLET

TOP
SECRET



Serious Fun™

NATSUME®

THANK YOU for buying
Elevator Action.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

CARE OF YOUR GAME

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Don't wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.



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PSSSST!

Your mission, Agent 17 ("Otto"), should you choose to accept it, is to retrieve some extremely valuable computer disks from a criminal organization. These disks contain critical information threat-



ening our national security. We know the disks are being guarded in their most sophisticated defense building by a group we code-named Bad Guys International, (BGI). You must enter the

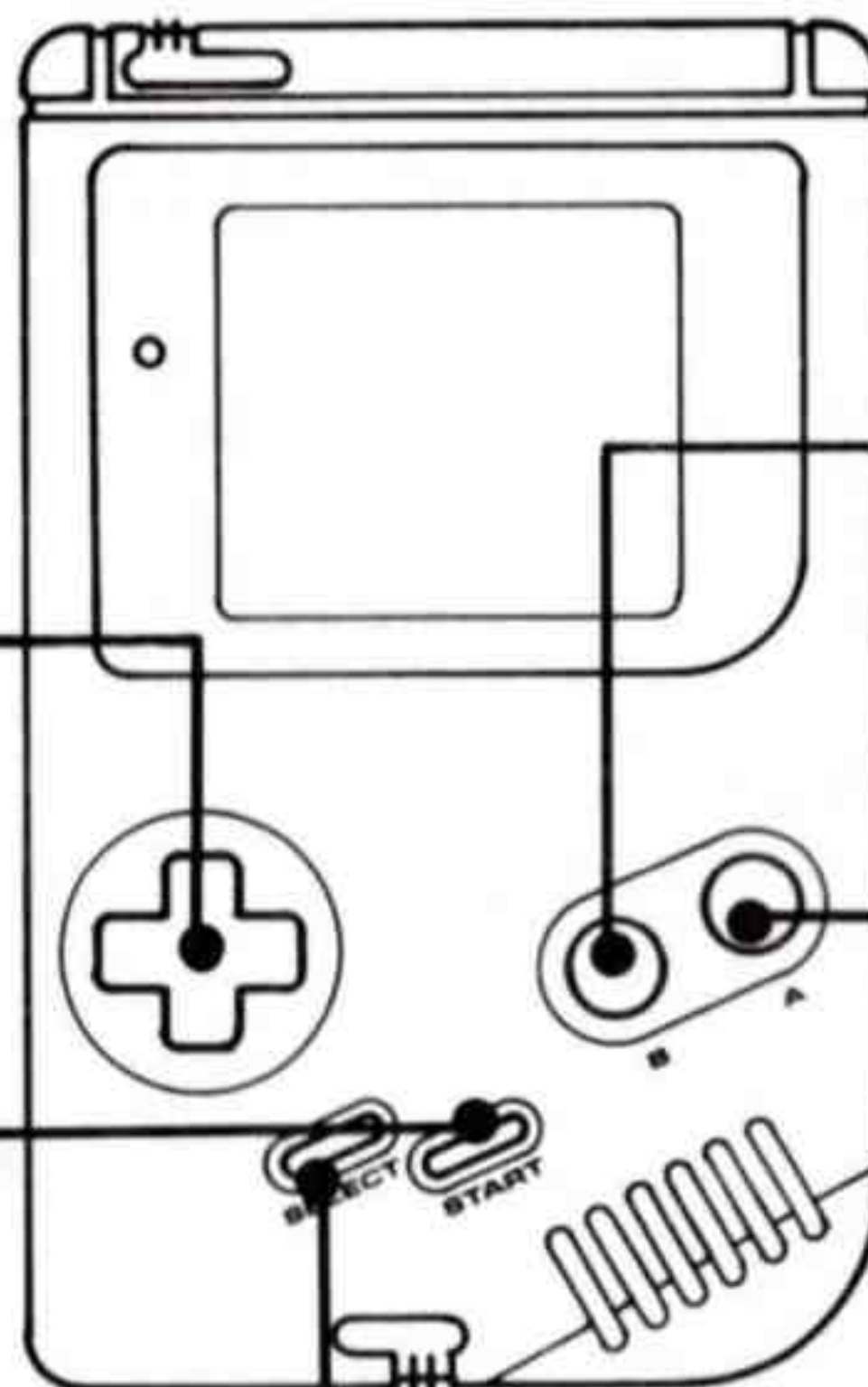


building, neutralize the defenses, retrieve the disks, and escape through the basement. Of course, should you fail, the government will deny all knowledge of you and your associates. This manual will self-destruct in ten seconds...

PLAY CONTROL

CONTROL PAD

Use the control pad to move left or right, to duck, or to use doors, elevators, escalators, or chutes. Please refer to pages 6-7 for more information about how to move around the building.



"B" BUTTON

Press the "B" button to fire your weapon. There will be a short delay after firing before you can fire again (except the machine gun). To throw a grenade, you must be standing up.

START BUTTON

Press the START button to pause the game, and to resume play when paused. All game action will stop while the game is paused.

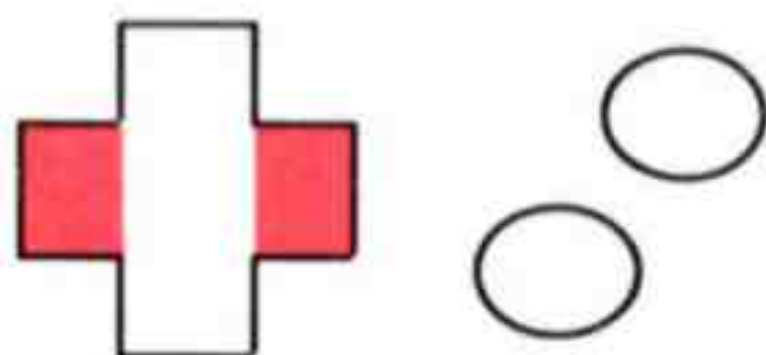
SELECT BUTTON

Press SELECT to see the information screen.

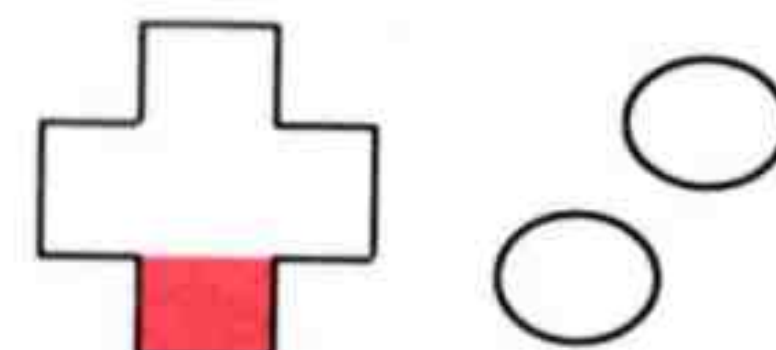
"A" BUTTON

Press the "A" button to jump straight up into the air. Press "A" and the control pad to jump in a direction. See pages 6-7 for more information about controlling your jumps.

PLAY CONTROL CONTINUED



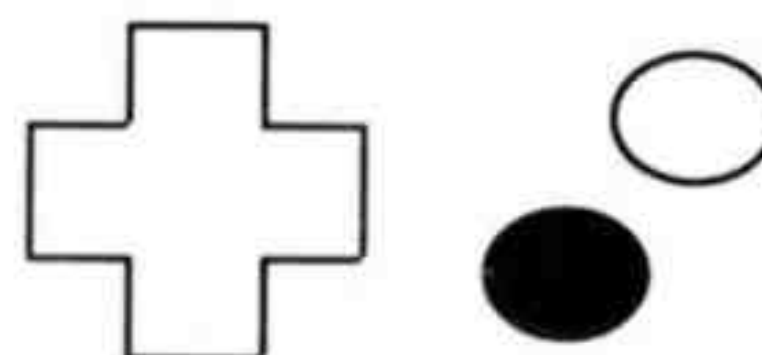
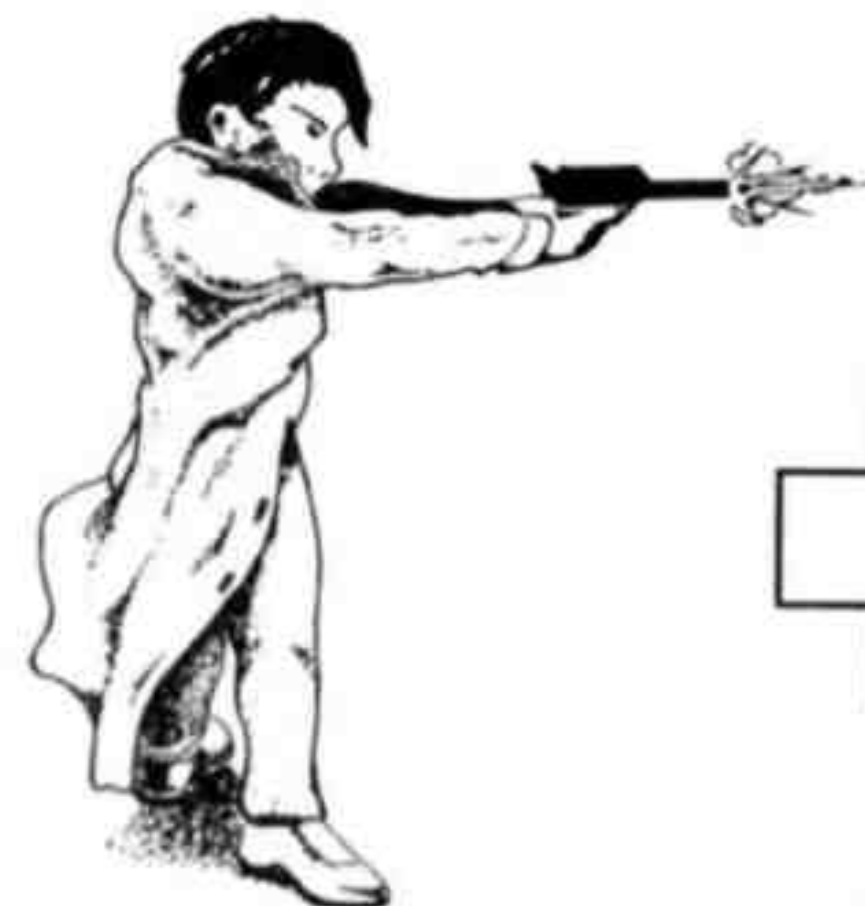
WALKING



DUCKING

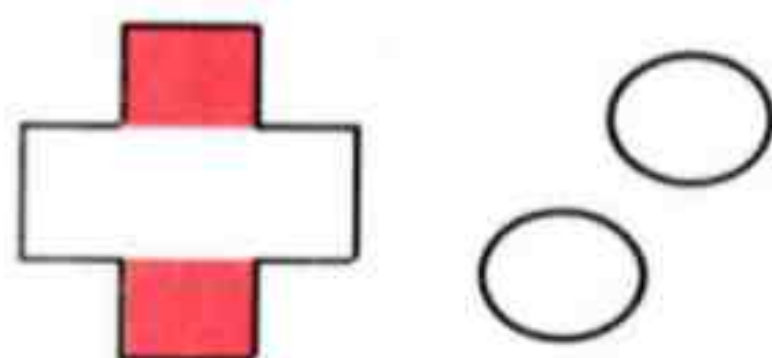


JUMPING



SHOOTING

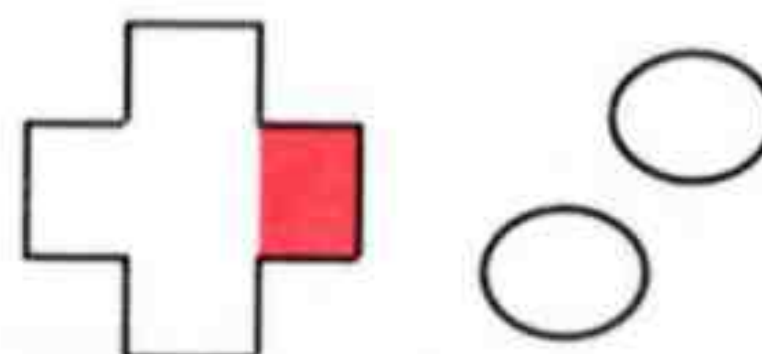
RIDING AN ELEVATOR



You can make an elevator go up or down.

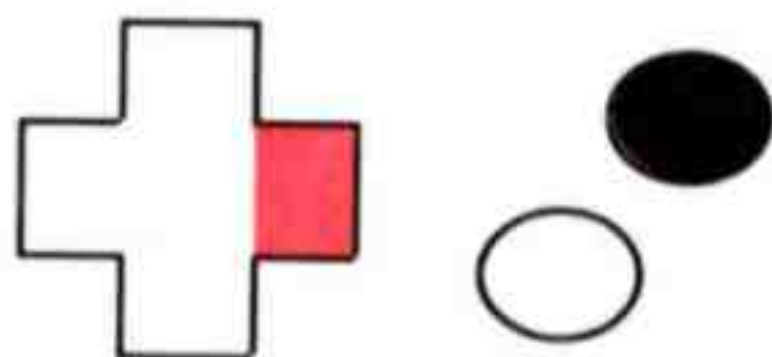


ENTERING A DOOR



To enter a door with a ? or ! mark, stand on the small square in front of the door and press RIGHT. Press LEFT to exit.

JUMPING SIDEWAYS



You can jump across elevator shafts, or attack enemy agents by jumping on them.

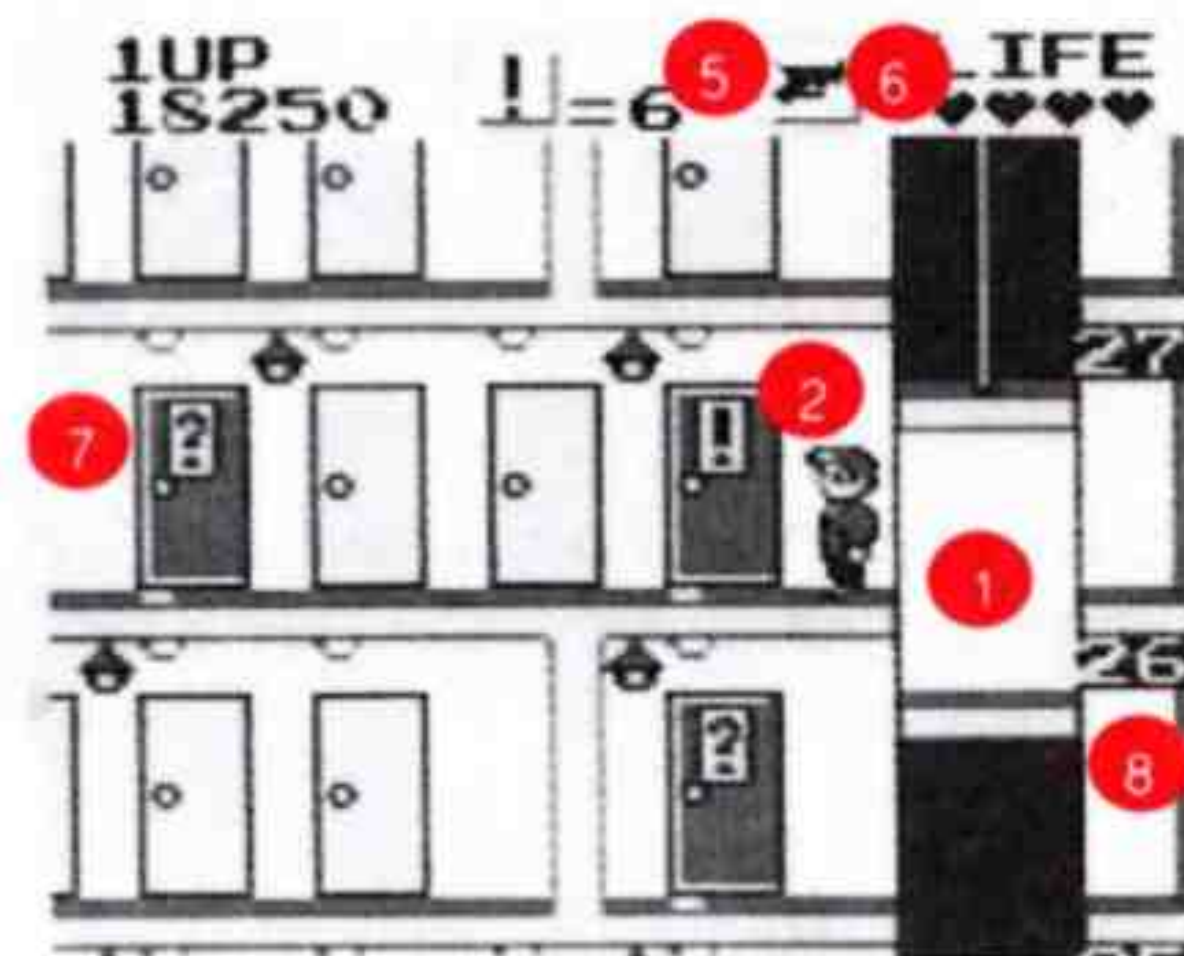
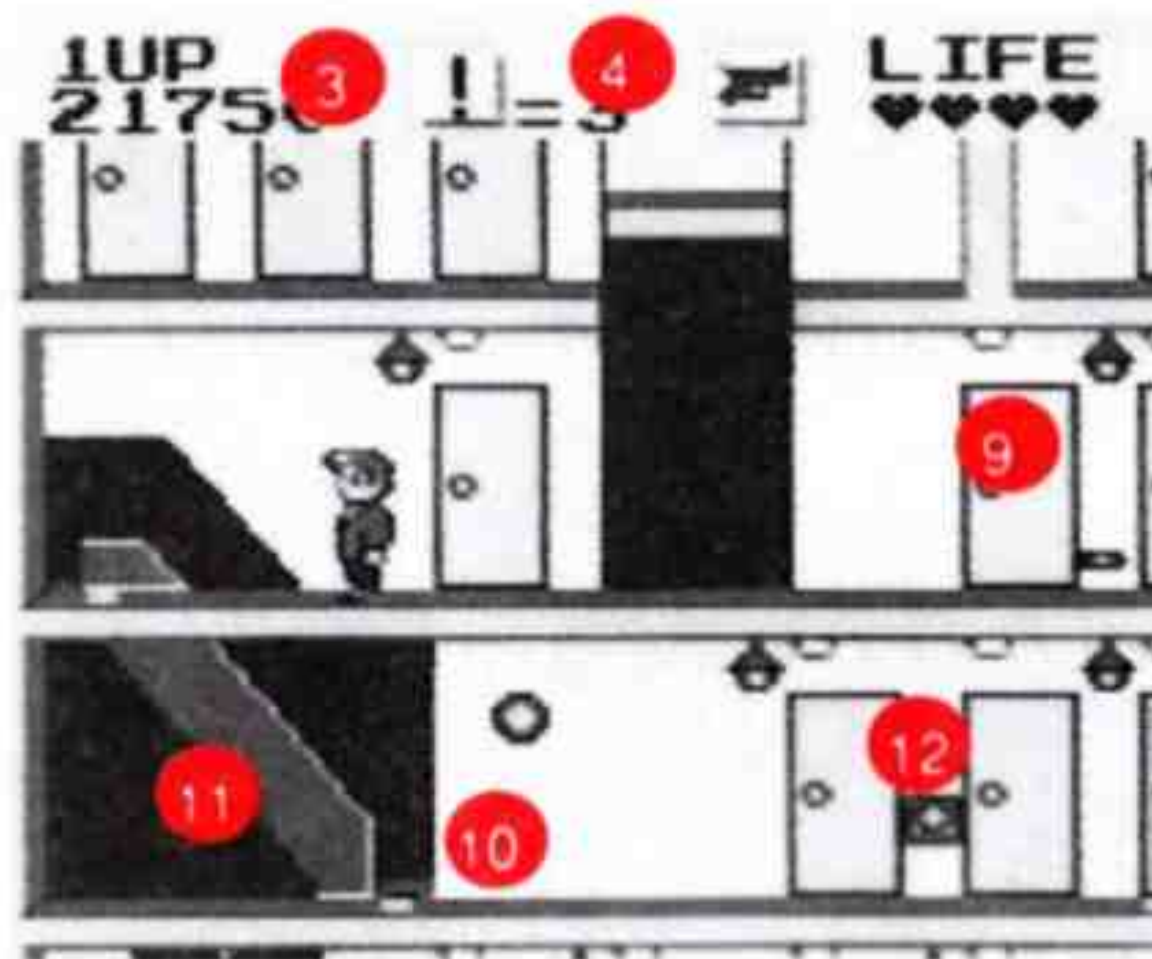
RIDING UP AN ESCALATOR



Stand on the small square and press UP.

THE PLAY SCREEN

This game will take place inside the BGI building, which you will have to explore thoroughly. Shown below are most of the objects that you will see during the course of the game.



1

ELEVATOR

The elevator is the main method of transportation between floors.

2

! DOOR

One computer disk is behind each ! door. You must enter each ! door to get the disks.

3 SCORE You can see how many points you have accumulated in the game so far.	4 DISKS REMAINING This indicator shows how many disks are left in the building.
5 WEAPON This indicator shows which weapon you are currently carrying.	6 LIFE METER This indicator shows how strong you are. You can take 4 hits of damage per life.
7 ? DOOR This door may contain one of the four weapons, a free heart, or 100 points.	8 FLOOR NUMBER The floor number is located on the far right side of each level.
9 NORMAL DOOR Enemies may come out of any unmarked door. Marked doors become normal when you exit them.	10 "HOT SPOT" To activate escalators, chutes, or doors, you must be standing on the "hot spot".
11 ESCALATOR This is an alternate method of transportation between floors. Dogs will not use them.	12 ALARM If you walk past the sensor, the bell will ring and you will be surrounded by enemies.

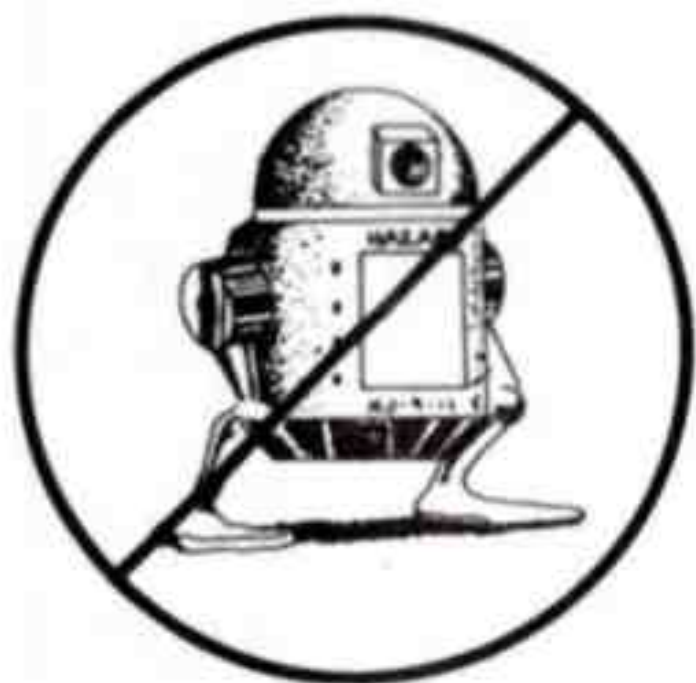
SCORING



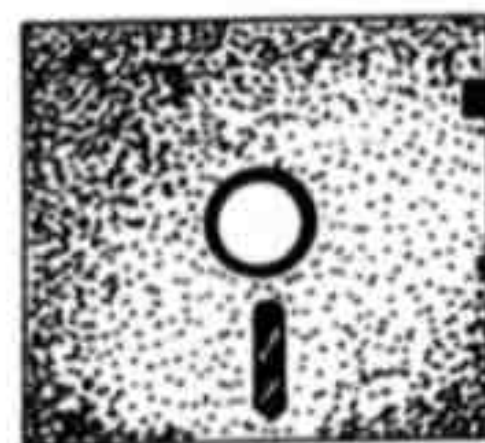
You will score 100-250 points per BGI agent neutralized, depending on which weapon you use, and how many you eliminate at once.



Earn 150 or 200 points for eliminating a BGI guard dog, depending on if you silence one or more than one at once.



Score 300-500 points for destroying a BGI robot depending on which weapon is used and how many are junked at once.



You get 500 points for each disk that you collect. You also score a bonus when you reach the basement carrying all the disks.

WEAPONS



PISTOL

This is the weapon you start out with. It fires only one round and you must wait before you can fire again.



MACHINE GUN

The machine gun can fire a burst of up to three bullets very quickly, then you must wait before firing again.



SHOTGUN

The shotgun blasts a spray of buckshot that hits every enemy in front of the gun barrel. Very useful indeed!



GRENADE

A grenade kills every enemy caught in the explosion, but you must stand up to throw a grenade.

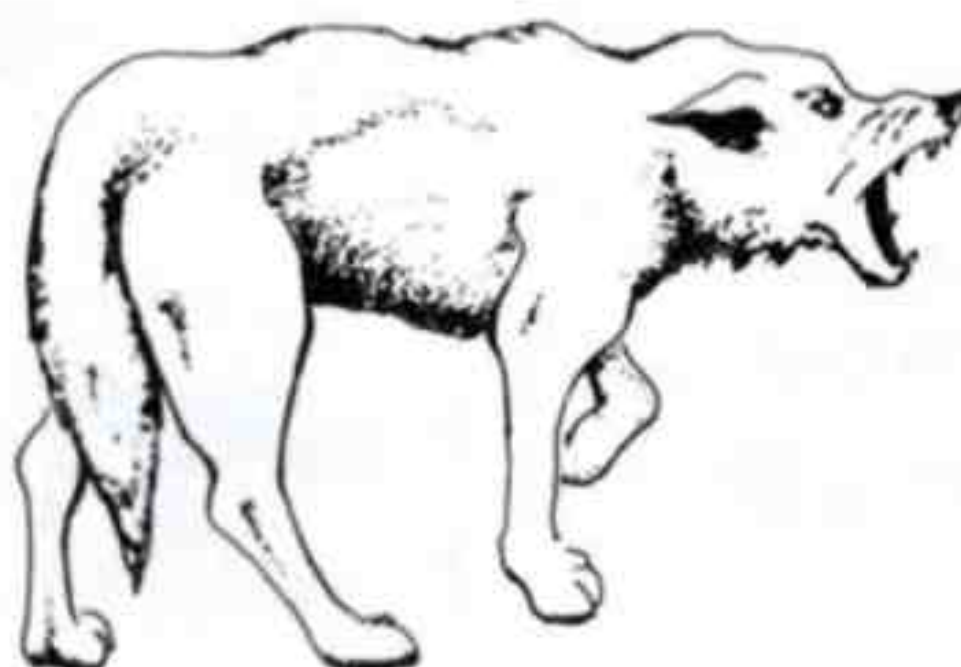
ENEMIES

AGENT



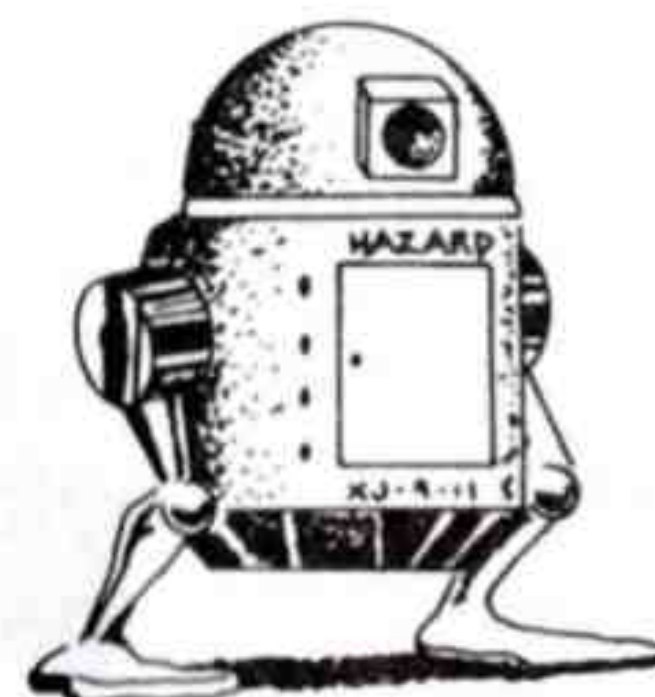
The BGI agents are armed with pistols, and will shoot you if they have a chance. You can shoot or kick them, and duck or jump over their shots.

GUARD DOG



The guard dogs will chase you if they see you, and bite you if they catch you. You have to shoot them to keep them quiet, or just avoid them completely.

ROBOT



These Robots are only in round 6, and a good thing, too! They are armed with lasers that shoot through walls and heavily armored against gunfire.

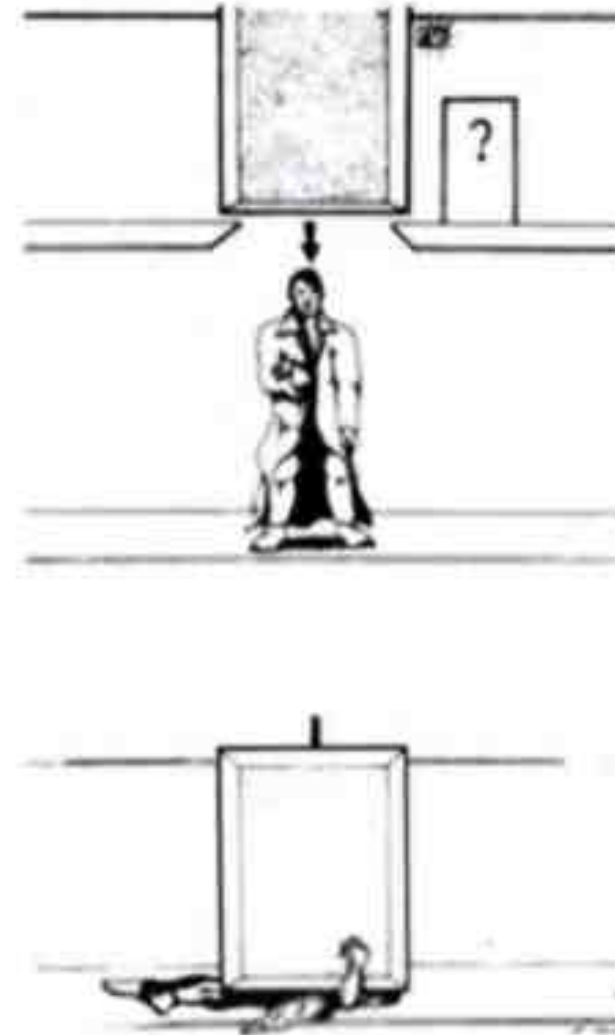
HAZARDS

ALARMS



Alarm sensors will be triggered if you walk past them. You must jump over the sensor beam to avoid setting off the alarm unless you want company!

CRUSHING



If you are trapped between an elevator and the floor or ceiling, you will be crushed. Watch out for moving elevators!

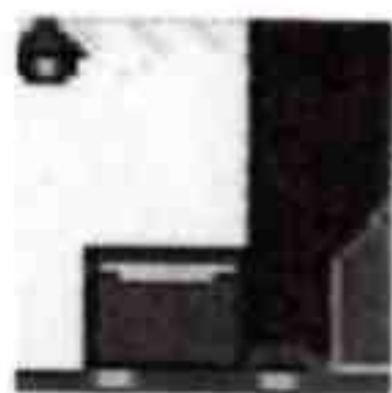
SHAFTS



If you fall too far down an elevator shaft, you will lose a life. Try not to fall more than one floor's height, and you should do just fine.

CLASSIFIED INFORMATION

DUCK OUT



Scattered throughout the building are old chutes with no visible purpose. Whatever they were originally meant for, you can slide down to a new floor in the chute. You won't be able to get back up, so don't climb in unless you're sure you want to.

EXTRA LIVES

You start the game with three lives, and the game is over when you run out. Luckily, you can get some extra lives while you are playing. You will receive a free life when you score 10,000 points, another one when you score 20,000, and again at 40,000 and 80,000. You'll know you've earned one when you hear the "extra life" music.

LIGHTS OUT



You can shoot out the lights to confuse the Bad Guys. In fact, if the light falls on one of them, they will go out! It takes them less than 10 seconds to change the light bulb, though.

FREE RIDE



When you are riding on the escalator (or entering a door), you cannot be hit by bullets. Of course, this goes for enemy agents, too, so hold your fire until you can be sure of hitting them.

WARRANTY

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Distributed by



Printed in Japan