ELEVATOR ACTION

AMSTRAD

Agent Otto must collect all the secret papers, fight his way through the building and escape by car.

The all action Otto must shoot, run, ride, jump, duck and karate kick his way to safety.

Screen shots taken from Spectrum.

THE ORIGINAL COIN-OP FROM TAITO

Copyright Taito America Corp 1988
Export outside Europe prohibited
Exclusive licence for Europe
©1988 Bug Byte
12-18 Paul Street
London EC2A 4JS

5 013248 001512

Elevator Action

BUG BYTE

AMSTRAD

ELEVATOR ACTION®

BUG BYTE

TAITO

ELEVATOR ACTION AMSTRAD

THE STORY SO FAR

They keep their secret plans behind locked doors. Otto lands on the roof of the building late at night. Enemy agents patrol all the floors making his job dangerous and tight. It calls for cunning, fastreflexes and a steady hand to use all the lifts and escalators to clear all the rooms with a red door. Having collected the papers he can make his escape in a car. If you try to leave the building without collecting all the papers, the game takes you back to the middle of the building.

GAMEPLAY

You can only move the elevators when you are in them by pressing up or down. The escalators are controlled by your standing next to them and pressing up or down. To go in a red door on the right hand side of the building, stand facing the right just before the door and press down. On the left hand side stand facing left just before the door and press down.

If you press up or down when you are not in front of a red door, escalator or elevator you will jump and duck respectively.

You can gain extra points by kicking the enemy or shooting out the lights.

GAME CONTROLS

Joystick or keyboard

Up/down = Q/A

Left/right = O/P

Fire = Return

LOADING INSTRUCTIONS

Press CTRL & ENTER and PLAY on the tape.