

ELEVATOR *Action*

For the Atari 2600

UNRELEASED PROTOTYPE

Presented at Classic Gaming Expo 2001
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Elevator Action

for the Atari 2600

For the sake of completeness, this short instruction sheet is being included with the cartridge. The game is very simple and there's not much to tell about it.

The object of the game is to recover the secret documents on each level and make your getaway at street-level all the way at the bottom of the building. The rooms containing the secret documents are designated by a red door. Move your agent over these doors to recover the documents. When you have recovered them all, make your way to the street where you will be picked-up and taken to the next level.

Use your joystick controller to move your agent in the direction you want to go. Pushing the joystick up will cause your agent to jump up and cling to the ceiling. Pulling the joystick back will cause your agent to crouch-down to avoid bullets from the enemy. The fire button will fire a shot in the direction the agent is currently facing.

To enter an elevator, simply move your agent onto it when the elevator car is at floor you are on. Exit the elevator by moving the joystick left or right at the floor you wish to get off on. Your joystick controls the movement of the elevator in either the up or down direction while you are on it.

Features & Bugs

- Just like the arcade game, if you take a shot while traveling on the elevator at just the right time, you can shoot-out the lights in the building for a period of time.
- This version appears to be about 95% complete but sound effects had not been added yet so there is no sound.
- There is a bug that can be used as a cheat of sorts. If you are crouching-down or clinging to the ceiling, so long as you keep holding the joystick up or down, you cannot be hit by the enemies shots.
- It doesn't appear as though there is any opportunity to achieve bonus agents based on your score.
- Some elevators seem to take an awful long time to reach your floor. Be patient...they will arrive.

Scoring

Shoot an Enemy Agent	100 pts
Collect Secret Documents	500 pts

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