ABOUT ELEVATOR AGENT

You are super-spy Agent 23, code name "ORRO", on a top-secret mission to infiltrate the heavily guarded enemy headquarters and steal secret classified documents. Use your special skills to sneak past or eliminate the enemy agents and retrieve the documents. Ride the elevators and escalators and make your way to the basement, where your getaway car awaits to take you to your next mission. Do you have the skills to infiltrate all 99 buildings and add your name to the list of Top Agents? GOOD LUCK!
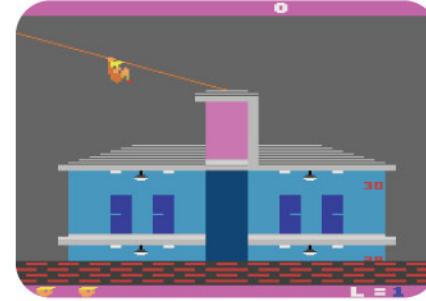
CONTROLLERS

Elevator Agent is a one or two player game (Alternating and Versus modes) that uses Joystick controllers. Sega Genesis Gamepads can also be used for two-button control. The game also supports the AtariVox and SaveKey functionality to save high scores and game settings. Additionally, support is included for the QuadTari adapter that allows two Joysticks to be connected to the left controller port, freeing up the right controller port for an AtariVox or SaveKey.

The controller options are:

Left Port	Right Port	Options Supported
Joystick	Joystick	1 or 2 players using their own Joystick; no high score saves.
Joystick	AtariVox or SaveKey	1 or 2 players share the same Joystick for alternating games with high score saves. Versus modes are not supported.
QuadTari	--	1 or 2 players using their own Joystick; no high score saves.
QuadTari	AtariVox or SaveKey	1 or 2 players each using their own Joystick with high score saves.

The detected controllers will be displayed on screen when the game starts up.

CONTROLLING THE AGENT

- Move the Joystick LEFT or RIGHT to move your agent.
- Press the Joystick BUTTON to fire in the direction your agent is facing.
- Move the Joystick UP (or BUTTON C on Gamepads) to jump up. Move the Joystick LEFT or RIGHT at the same time to jump in that direction.
- Move the Joystick DOWN to crouch to avoid enemy fire. You can still fire your gun while crouching. If you are using a single-button Joystick, press UP to jump from a crouching position; hold the button while pressing UP to stand. If using a Gamepad, press BUTTON C to jump out of a crouch; press UP to stand.

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- The Joystick connected to the left controller port (or QuadTari port 1) controls Player 1.
- The Joystick connected to the right controller port (or QuadTari port 3) controls Player 2.
- If you have an AtariVox/SaveKey connected in the right controller port and no QuadTari, Player 2 is controlled by the left Joystick in the two-player Alternating game mode.

DIFFICULTY SWITCHES

left difficulty	The building entrance animation is not played at the start of each level.	right difficulty	The background music is muted.
left difficulty	The building entrance animation is played at the start of each level.	right difficulty	The background music is played.

CONSOLE SWITCHES

tv type	Pauses or resumes game.* Pressing the controller button also resumes the game.	game select	Returns to TITLE SCREEN.	game reset	Starts or restarts game with currently selected options.

*Use PAUSE button on Atari 7800

MENU OPTIONS

Game options, such as number of players and skill level, can be set while on the title screen:

- Move Player 1's Joystick LEFT or RIGHT to switch between the skill levels.
- Move Player 1's Joystick UP or DOWN to cycle through the additional screens, including the MISSION BRIEFING, list of TOP AGENTS and CREDITS screen.

- Press RESET or Player 1's Joystick BUTTON to start a new game.
- The menu screens will cycle after eight seconds with no Joystick input. A demo of the game will start after the CREDITS screen.

SKILL LEVELS

There are four distinct skill levels for Elevator Agent:

- **NOVICE** is for beginners.
- **STANDARD** offers more of a challenge like the arcade original.
- **ADVANCED** is for expert players.
- **CHALLENGE** offers additional opponents and Spy Gadgets for the ultimate mission!

	NOVICE	STANDARD	ADVANCED	CHALLENGE
Reserve agents	4	3	2	2
Enemy speed	Slower	Normal	Fast	Faster
Enemy bullet speed	Slower	Normal	Fast	Faster
Documents to find	Fewer	Normal	More	More
Elevator speed	Slower	Normal	Fast	Fast
Time to escape	More time	Normal	Less time	Less time

*Note: during a game, the level indicator "L" will match the skill level description color.

GAME MODES

Press SELECT or Player 2's Joystick BUTTON to cycle through the game modes:

Game Mode	Description	Notes
1 Player	One player, normal game.	Available with all controller configurations.
2 Player	Two players, normal game. Players alternate turns.	Available with all controller configurations.
2 Player Vs.	Two players versus mode. Player 1 controls the secret agent and Player 2 controls the enemy agents.	Available only with two Joystick configurations*.
2 Player Vs. Alt	Same as 2 Player Vs. mode with each player taking turns controlling the secret agent or enemy agents.	Available only with two Joystick configurations*.

*Two Joystick configurations include two Joysticks connected to each controller port or the QuadTari adapter.

There are four missions that involve breaking into different enemy headquarters. At the start of each new game, you can select the following MISSION options that determine which enemy headquarters are included in your agent's missions. Each mission type has a unique building layout with four different color sets. The location of the special doors, double elevators and the exit elevator is random from building to building.

Push the Joystick LEFT or RIGHT to rotate through the mission options:

ARCADE	Select to play missions with a building layout that matches the arcade.
CHAMP 1 - 3	Select to play missions with custom building layouts.
ROTATE	Rotates through the four missions in order.
RANDOM	All four missions are played in a random order.

Press Player 1's Joystick BUTTON to start the game when you have made your selection. The game will start automatically if there is no Joystick movement for 10 seconds.

GAME PLAY

Your objective in Elevator Agent is to guide your agent through the enemy headquarters, collect all the secret documents while avoiding or eliminating the enemy agents, and make your way to the basement level to your getaway car.

Each game is a series of missions (levels) that start with your agent breaking into the enemy headquarters from the roof and entering through the elevator on the top floor. Each building has thirty floors and a basement level where your getaway car awaits. Each floor has a marker to let you know what floor number it is.

The current player's score is displayed on the top of the screen. The number of reserve lives and the current level number (1-99) are displayed at the bottom of the screen.

ELEVATORS

The primary way to travel between floors is by riding the many elevators located in the building. To hop on an elevator, move your agent towards the elevator shaft when the elevator is in line with the floor.

Once you are in an elevator, you can control its direction by pressing UP or DOWN. You cannot crouch while in an elevator, so you're more vulnerable to enemies shooting at you. In some shafts, there are double elevators, one above the other. You will control both elevators simultaneously when riding in one of them.
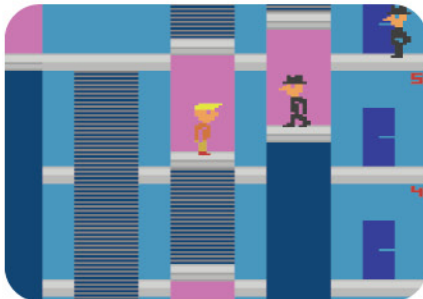
To exit an elevator, move your agent LEFT or RIGHT when the elevator is stopped at a floor to hop out. You can jump out of an elevator when it's not lined up with a floor - but it's risky!

You can also ride on top of an elevator, but you will not be able to control it. Be careful not to get squashed into the ceiling! You cannot cross over the top of an elevator, as it is blocked by suspension cables, however, bullets can pass through the cables (both friendly and foe) so be careful!

It is possible to jump across an open shaft when the elevator is above you, if you jump from the very edge.

ESCALATORS

Some floors contain escalators that can be used to move through the building. To ride an escalator down, move your agent to the red indicator located at the top and press DOWN. To ride an escalator up, move to the red indicator located at the bottom and press UP.


Once you are riding on an escalator, you will continue in that direction until you reach the destination floor. You cannot shoot while you are on an escalator, and you can't get shot while on one either. Also, enemy agents will use the escalators to pursue your agent. You cannot shoot or drop kick them while they are riding an escalator.

RED DOORS

Located throughout the building are red doors which contain the secret documents your agent is trying to retrieve. There are more red doors on the later levels, and they will be located on the higher floors.

Guide your agent left or right towards the side of the door with the door handle and stop momentarily to enter the door (if you continue to move, your agent will walk past the door).
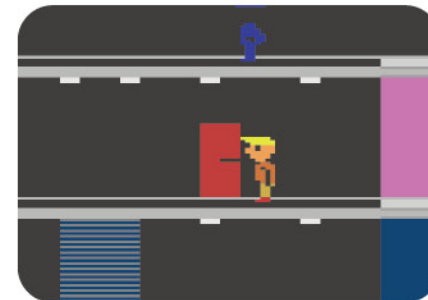
You cannot be harmed while behind a red door. To collect the documents and exit back to the hallway, move the Joystick in the opposite direction that you entered. After five seconds your agent will automatically exit.

As you make your way through the building, enemy agents will enter the hallways through the blue doors located on each floor. You can avoid enemy agents or eliminate them.

There are many ways to eliminate the enemy agents:

- **Shoot them.** Use your gun to fire at the enemy agents. You can also fire while crouching or jumping. Enemy agents will attempt to dodge your fire by crouching, but enemy agents cannot jump. In later levels, the enemy agents will crawl to avoid shots close to the floor.
- **Drop kick them.** Use your karate skills to subdue enemy agents by jumping into them before they have a chance to shoot at you.
- **Drop a lamp on them.** Shooting out a lamp will temporarily darken the floor and makes it harder for the enemies to track your agent. If you're lucky, a falling lamp may also knock out an enemy agent. Note that some floors do not contain lights and are always dark.
- **Squash them.** While you are in an elevator, change its direction to squash unsuspecting enemies that may be riding on top of the elevator or lingering below and earn big points! Enemy agents may also be squashed by elevators that your agent is not controlling, but you will not receive any points.
- **Let them fall.** Sometimes enemy agents will get too close to the edge of an elevator shaft and fall to their demise. You do not receive any points if this occurs.

The enemy agents will pursue and shoot at you. To avoid their fire, you can jump or crouch, or slip into a nearby doorway. Enemy agents cannot jump, and therefore cannot drop kick you. They will pursue you by riding on the elevators and escalators.

CHALLENGE MODE

The Challenge skill level offers the same basic gameplay as the other skill levels, but also adds Spy Gadgets, Teleporters and Double Agents.

Also, when a light is shot out, it will only darken a single floor. The enemy agents on other floors will still be able to see!

SPY GADGETS

Throughout the building, there will be purple doors randomly located that contain Spy Gadgets. There are four types of Gadgets that can be collected:

| Power-up		Description	Indicator when activated
Bulletproof Vest		Absorbs enemy fire in the torso. Shots to the head or legs will still kill your agent.	Agent's vest will glow.
Bionic Legs		Exoskeletal suit that enables you to walk faster.	Agent's legs will glow.
Stealth Shoes		Enemies above and below won't hear or pursue you as much.	Agent's shoes will glow.
Weapon Boost		Agent's shots move twice as fast.	A glowing gun icon appears in the status area at the bottom of the screen.

To collect a Spy Gadget, enter a purple door as you would a red door. When you exit the door, the Spy Gadget's icon will appear over the door for a few seconds, and a short description will be displayed in the status area at the bottom of the screen. You can collect and use multiple Spy Gadgets at the same time.

Spy Gadgets only last for a short time, so use them while you can! When a Spy Gadget is about to expire, the specific indicator will flash quickly and a short warning sound will be heard.

Spy Gadgets are lost if the agent loses a life or when the current level is completed.

TELEPORTERS

A Teleporter is a flashing door that will transport your agent to another random door in the same building. This device was designed to quickly travel to the nearest red door, but the technology is unreliable. Enter a Teleporter as you would a red or purple door. The view of the building will change to the location where your agent will appear... but which door will he be behind?
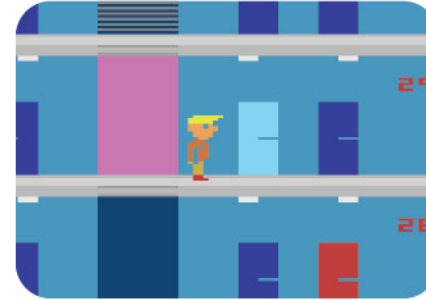
DOUBLE AGENTS

Double Agents are spies that are working undercover in your organization for the enemy. Their main goal is to sabotage your mission by destroying the secret documents before you can retrieve them.
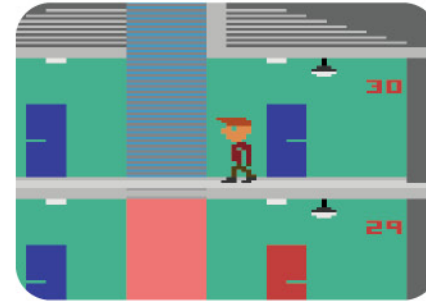
These Double Agents have the same training as you, so they can jump to avoid your fire and drop kick you in close quarters. They cannot access Spy Gadgets or Teleporters, however.

If a Double Agent enters a red door, they will set explosives to destroy the secret documents. A timer will appear above the door and your agent will have just a few seconds to retrieve the documents before they are destroyed. If you are too late, you'll have to find replacement secret documents behind a new red door on a higher floor before you can complete your mission.

The Versus game mode options allow two players to play Elevator Agent simultaneously, with one player controlling Agent 23, and the other controlling the enemy agents. In the Versus Alt mode, players take turns controlling Agent 23 or enemy agents as they compete for high scores.

The Versus game modes have the same rules as the normal game modes, except that one player will be controlling at most one of the enemy agents with the goal of stopping Agent 23 from completing their goal of collecting the secret documents and escaping the enemy headquarters.

The player will initially control the first enemy agent that enters from a blue door. The enemy being controlled will flash when they exit from a blue door, but after a few seconds they will appear the same as the other enemy agents, so pay close attention! When the enemy agent that is being controlled is eliminated or not in view, the player will control the next enemy to enter from a blue door.

Once the player is controlling the enemy, move the Joystick LEFT or RIGHT to move across the current floor, and press DOWN to crouch. Press the BUTTON to fire towards the agent. Enemy agents cannot jump.

You can also hop on an elevator and control its direction by moving the Joystick UP or DOWN, but you cannot control the elevator if Agent 23 is also in the same elevator. You can also use the escalators as an enemy agent by moving to the red indicators and pressing UP or DOWN. You cannot fire or be hit while riding an escalator.

In CHALLENGE mode, you will sometimes control a Double Agent. As a Double Agent, you will be able to jump and drop kick Agent 23. You can also enter red doors to destroy the classified documents. Double Agents cannot use Teleporters or Spy Gadgets.

When you reach the bottom of the building, there will be numerous elevators. One of the elevators is the escape elevator that leads to the basement. To complete the current level, you must collect all the secret documents located behind the red doors before the escape elevator to the basement. Once this is done, your agent will hop into the getaway car and speed off to the next mission.

If you attempt to exit the basement and have not collected all the secret documents, a warning sound will be played, and your agent will be transported to the highest floor where a red door remains.
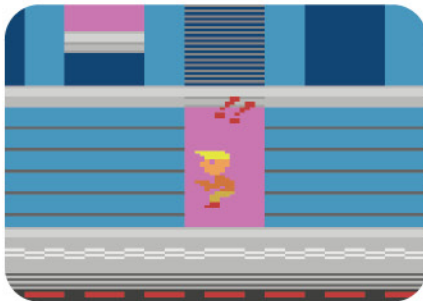
If you take too long to complete a level, the enemy agents will sound an alarm and start pursuing your agent at a faster speed. Your agent will also start to lose the ability to control the elevators, as the enemy will activate the override security measures, so be sure to complete your mission as fast as you can!

Action	Points
Shooting an agent	100
Drop kicking an agent	150
Shooting an agent in the dark	150
Drop kicking an agent in the dark	200
Crushing an agent with an elevator	300
Collecting a secret document	500

When you successfully complete a level, you are awarded 1,000 points multiplied by the current level number, with a maximum bonus of 10,000 points.

An extra life is earned at 10,000 points, 50,000 points and every 50,000 points after that.

The game ends for the current player when a life is lost and there are no reserves left, or the player completes level 99.

If a high score has been achieved, the HIGH SCORE ENTRY screen will be displayed (see below), after which the GAME OVER screen will be displayed (or the other player will continue in a two-player alternating game).

- The player can enter up to three initials. The current position will be flashing.
- Move the Joystick LEFT or RIGHT to select which initial to change.
- Move the Joystick UP or DOWN to change the current initial. Press the button to accept the current initial and move to the next one. The entry is accepted by pressing the button after entering the last initial.
- The current entry will be used if there is no input for one minute.
- The top five scores for each skill level are displayed. For each score, the highest round reached is also displayed. If the high score was achieved while playing a versus game, a '+' is displayed between the level and the initials.

- To reset the high scores for the current skill level: From the HIGH SCORES screen, flip the TV TYPE switch (2600) or press the PAUSE button (7800).
- A prompt to "RESET SCORES?" will be displayed. Press the button to reset the scores. To cancel, flip the TV TYPE switch (2600) or press the PAUSE button (7800) again.

WITH ATARIVOX / SAVEKEY

- Up to five high scores are saved for each skill level. Other game settings including skill level, player options and current mission are also saved.
- To reset all scores for all skill levels and all settings, hold down RESET while powering on the game.

WITHOUT ATARIVOX / SAVEKEY

Scores and settings are reset when the game is powered off.

TIPS & TRICKS

- Watch the enemies closely. They will draw their weapon before they fire at your agent.
- Shoot enemies when they are riding on an elevator before they get a chance to attack.
- Jump off elevators onto enemy agents to drop kick them.
- Be extra careful when riding an elevator, since you cannot crouch to avoid enemy fire.

CREDITS

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