



# ELEVATORS

*Amiss*



Nathan Srum

ATARI VOX  
ENHANCED

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## Elevators Amiss

Maria likes her job cleaning rooms in the Irata Hotel. It isn't the nicest hotel - sometimes the elevators don't work so she has to take the stairs, and the guests that stay there aren't big tippers. But, all in all, it's a nice job; a quiet job. But not today! Not only are the elevators out of order - they are out of control! Maria has to finish her rooms by the end of her shift if she wants to keep her job, but if she isn't careful she'll end up smashed by an unruly elevator!

## Game Play

You begin the game at the bottom floor of the hotel, at the far left. Elevators will move up and down at various speeds, bouncing off the bottom and the top.



Guide Maria to the stairs on the other side of the floor, but make sure she doesn't get smashed by a renegade elevator! Work your way up to the top, but don't rest once you get there - a maid's work is never done!

## Using The Controllers

Plug one controller into the LEFT CONTROLLER jack. Hold the controller with the red fire button to your upper left, toward the television screen.

Press GAME RESET or the red fire button to start the game. Use your Joystick to move Maria across the floor. Press the red fire button for a burst of speed.

When Maria reaches the stairs at the other end of the floor she will automatically climb them and get ready to cross the next floor. When she reaches the top of the hotel she will be whisked away to the bottom of the next hotel!

## Console Controls

Press GAME RESET at any time to begin a new game. Press GAME SELECT at any time to switch difficulty levels (see GAME VARIATION CHART). This will end a game in progress and reset your score to zero.

2600 users: Set the TV TYPE switch to B-W to turn the music off at any time. Set it to COLOR to turn the music back on.

7800 users: Press PAUSE to turn the music off at any time. Press PAUSE again to turn the music back on.

The DIFFICULTY SWITCHES are not used by Elevators Amiss.

Score  
Lives / Time Remaining  
Current Level



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## Scoring

You score points for successfully crossing a floor: you receive the time remaining on the timer (see screenshot) plus a bonus depending on which game variation you are playing. See GAME VARIATION CHART. You will also receive a bonus worth the level x 100 when you complete a hotel.

## Game Variation Chart

There are four game variations of Elevators Amiss, chosen with the GAME SELECT switch.

Game Variation	Starting # of Elevators	Floor Bonus	Extra Life Until
NORMAL	7	40	LEVEL 11
EXPERT	7	60	LEVEL 4
CHILD	2	0	LEVEL 99
NOVICE	4	20	LEVEL 99

In CHILD and NOVICE games additional elevators will be added as hotels are successfully completed. In NOVICE games only, Maria can stop moving at any time. In all other games she can only stop moving at either end of a floor. Extra lives are awarded after completion of a level.

## AtariVox / SaveKey

If you have an AtariVox or SaveKey, you can use it with Elevators Amiss to save your high scores. To do so, make sure your AtariVox/SaveKey is plugged into the right controller port on your Atari console while you are playing. Elevators Amiss will not respond to any player input while it is saving or loading high scores.

## Hint

Sometimes patience is the best course of action - often a clear path will open if you wait just long enough.

## Credits

- Code, graphics, sound effects, and manual text: Bob Montgomery
- Music: Tommy Montgomery and Bob Montgomery
- Label artwork and manual layout: Nathan Strum
- Cartridge production and manual printing: AtariAge

## Additional thanks

- Thomas Jentzsch for lots of programming help.
- Fred Caprilli for creating Elevator Repairman, the inspiration for Elevators Amiss.
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