

Elevator Action Old & New (Import) FAQ/Walkthrough

by Solomon warrior

Updated to v2.0 on Jul 20, 2004

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```
Version          : 2.1
Platform         : GBA (Game Boy Advance)
Date            : 07-19-2004
Author          : Sacred Hero
Author profiles  : http://www.ffevelation.net/profiles/solomonwarrior.shtml
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User name       : Solomon warrior
Game Title      : Elevator Action Old & New / Elevator Advance
FAQ's Title     : Elevator Action Old & New FAQ / Walkthrough
FAQ's Type     : General FAQ
Size           : 131KB [...text is 134440 bytes long]
```

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0-----0
|INDEX / TABLE OF CONTANTS|
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| Version History |
--*-*-*

Version: 1.0 [8:15 PM Saturday, January 04, 2003] [20.0KB]

- First FAQ.
- Control section is completed.
- Enemy FAQ is completed.
- Item FAQ is completed.
- Map for stage 1 area 1 is completed.
- Contents for stage 1 area 1 is completed.
- Strategy for stage 1 area 1 is completed.
- Enemies for stage 1 area 1 is completed.
- Room status for stage 1 area 1 is completed.
- Map for stage 1 area 2 is completed.
- Contents for stage 1 area 2 is completed.
- Strategy for stage 1 area 2 is completed.
- Enemies for stage 1 area 2 is completed.
- Room status for stage 1 area 2 is completed.

Version: 1.1 [10:47 AM Thursday, February 13, 2003] [40.9KB]

- Second FAQ.
- Map for stage 1 area 3 is completed.
- Contents for stage 1 area 3 is completed.
- Strategy for stage 1 area 3 is completed.
- Enemies for stage 1 area 3 is completed.
- Room status for stage 1 area 3 is completed.
- Give Neoseeker permission on post this FAQ.
- Add room status for all maps.
- New stage logo.
- New area logo.
- Map for stage 1 area 4 is completed.
- Contents for stage 1 area 4 is completed.
- Strategy for stage 1 area 4 is completed.
- Enemies for stage 1 area 4 is completed.
- Room status for stage 1 area 4 is completed.
- Full map for stage 1 is completed.

Version: 1.2 [8:08 Am Friday, February 14, 2003] [47.0KB]

- Third FAQ.
- Map for stage 2 area 1 is completed.
- Contents for stage 2 area 1 is completed.
- Strategy for stage 2 area 1 is completed.
- Enemies for stage 2 area 1 is completed.
- Room status for stage 2 area 1 is completed.

Version: 1.3 [7.38 Am Saturday, February 15, 2003] [52.3KB]

- Fourth FAQ.
- Map for stage 2 area 2 is completed.
- Contents for stage 2 area 2 is completed.
- Strategy for stage 2 area 2 is completed.
- Enemies for stage 2 area 2 is completed.
- Room status for stage 2 area 2 is completed.

Version: 1.4 [9.05 Pm Monday, February 17, 2003] [55.0KB]

- Fifth FAQ.
- Map for stage 2 area 3 is completed.
- Contents for stage 2 area 3 is completed.
- Strategy for stage 2 area 3 is completed.
- Enemies for stage 2 area 3 is completed.
- Room status for stage 2 area 3 is completed.

Version: 1.5 [9:53 AM Friday, February 21, 2003] [71.1KB]

- sixth FAQ.
- Map for stage 2 area 4 is completed.
- Contents for stage 2 area 4 is completed.
- Strategy for stage 2 area 4 is completed.
- Enemies for stage 2 area 4 is completed.
- Room status for stage 2 area 4 is completed.
- Full map for stage 2 is completed.

Version: 1.6 [7:48 AM Thursday, March 13, 2003] [76.6KB]

- Seventh FAQ.
- Map for stage 3 area 1 is completed.
- Contents for stage 3 area 1 is completed.
- Enemies for stage 3 area 1 is completed.
- Room status for stage 3 area 1 is completed.
- Strategy for stage 3 area 1 is completed.

Version: 1.7 [10:00 AM Saturday, May 24, 2003] [81.3KB]

- Eighth FAQ.
- Map for stage 3 area 2 is completed.
- Contents for stage 3 area 2 is completed.
- Enemies for stage 3 area 2 is completed.
- Room status for stage 3 area 2 is completed.
- Strategy for stage 3 area 2 is completed.

Version: 1.8 [7:11 AM Tuesday, June 03, 2003] [100.0KB]

- Ninth FAQ.
- Map for stage 3 area 3 is completed.
- Contents for stage 3 area 3 is completed.
- Enemies for stage 3 area 3 is completed.
- Room status for stage 3 area 3 is completed.
- Strategy for stage 3 area 3 is completed.
- Map for stage 3 area 4 is completed.
- Contents for stage 3 area 4 is completed.
- Enemies for stage 3 area 4 is completed.
- Room status for stage 3 area 4 is completed.
- Strategy for stage 3 area 4 is completed.

- Full map for stage 3 is completed.

Version: 1.9 [8:38 AM Tuesday, October 07, 2003] [112KB]

- Tenth FAQ.

- Map for stage 4 area 1 is completed.

- Contents for stage 4 area 1 is completed.

- Enemies for stage 4 area 1 is completed.

- Room status for stage 4 area 1 is completed.

- Strategy for stage 4 area 1 is completed.

- Map for stage 4 area 2 is completed.

- Contents for stage 4 area 2 is completed.

- Enemies for stage 4 area 2 is completed.

- Room status for stage 4 area 2 is completed.

- Strategy for stage 4 area 2 is completed.

Version: 2.0 [Mac 01, 2004] [130KB]

- 11th FAQ.

- Map for stage 4 area 3 is completed.

- Contents for stage 4 area 3 is completed.

- Enemies for stage 4 area 3 is completed.

- Room status for stage 4 area 3 is completed.

- Strategy for stage 4 area 3 is completed.

- Map for stage 4 area 4 is completed.

- Contents for stage 4 area 4 is completed.

- Enemies for stage 4 area 4 is completed.

- Room status for stage 4 area 4 is completed.

- Strategy for stage 4 area 4 is completed.

- Full map for stage 4 is completed.

Version: 2.1 [8:21 PM Monday, July 19, 2004] [131KB]

- minor upgrade....

--*-*-*-*-*-*-*
| Introducion |
--*-*-*-*-*-*-*

This game was released on 12-20-2002 by Media Kite. Unfortunately, this game is a Japanese game. Although this game is in Japanese, I still think this game is fun. Anyway, this is an Action Compilation (Misc/Action) game.

All you have to do in this game is stealing. You must steal all the documents in the red door and run away before all your enemies spot you. Also, you can hide yourselves in a room if there are too many enemies out there. There are some item room in this game too. All the item are put in the blue door.

This kind of game had been released in many platform. Nes's elevator action is the poor game among all the game. It has poor graphic and game speed is slow. Then, this game is not that fun. You can't get any items from building. For the GB's elevator action, that game is just okay, you can change weapon in the building by entering a room which is marked (?) and you can steal all the documents in the room marked (!). If you miss some document and walk away, the game will take you back to the room you missed. While the latest Elevator in GBA is great. There are 2 version of the game Old & New. The old version is as poor as Nes's elevator action. But the new version is cool. You are given 3 character to choose. Then, you can fight with player 2 or computer in this version. You must complete all the mission by using all the characters. There are new items like bullet, machine gun, and glasses in this version. Also,

there are some new enemies like zombies and soldiers.

-_-_*-_*-_*-_*-_*-_*-_*-_*-*

| FAQ/Walkthrough |

-_-_*-_*-_*-_*-_*-_*-_*-_*-*

=====
Control
=====

UP = Control the elevator to move up/ go into a room.
DOWN = Control the elevator to move down/ get down
LEFT = Go left.
RIGHT = Go right.
A Button = Jump/ jump over enemy.
B Button = Shoot/ punch.
L Button = do nothing.
R Button = throw a grenade.
Select Button = option (2 player mode)
Start Button = menu.
R + Left/Right = Rolls Grenade Left/Right

=====
VBA Codes (Visualboyadvance Codes)
=====

-----OLD-----

03000258:09 = Infinite Lives
83000258 0009 (Code Breaker)

-----NEW-----

030030AA:63 = Infinite bullets
830030AA 0063 (Code Breaker)
030030B8:09 = Infinite grenade
830030B8 0063 (Code Breaker)
030030CA:05 = Max HP
830030CA 0063 (Code Breaker)
030030CB:05 = Current HP
830030CA 6300 (Code Breaker)
030030C9:0A = Infinite Lives
830030C9 0A00 (Code Breaker)
030030B2:63 = Infinite Machine gun's bullets
830030B2 0063 (Code Breaker)
030030D8:FF = invisible
830030D8 00FF (Code Breaker)
030038D0:FF = Stop time
830038D0 00FF (Code Breaker)

=====
Enemy FAQ
=====

_/Guard\

The man with blue uniform. He will not attack When a Guard Sees You, he blows his whistle and enemies will start coming out of the doors. One can Shoot the guard before he blows the whistle and move along undetected.

_/Robber\

This guy will attack you with their gun.

_/Soldier\

You must shoot him twice to kill him. Also, he can attack you.

_/Zombie\

This guy is crazy. He will faint if you shoot him for 3 times and he will get up again to attack you. DONT'T go close to them, they will spit Green Goo. A Player can jump over a maximum of 2 goo patches next to each other. Zombies can be destroyed by letting them go under a lift.

_/Robot\

Robot is tough. You must shoot it for 10 times to destroy it. He will run towards you when he sees you. Sometimes, he will attack you with his Laser beam. Blow him with granade is a good idea too.

_/MISC\

When you go up at least 2 floors in a lift, enemies will walk across the base of the lift shaft. Grenades take 5secs to blow. It can kill you also.

=====
Item FAQ
=====

+-----+
|Machine gun|
+-----+

This gun is extremely powerful and you can kill your enemy easily with this gun.

+-----+
|Sun glasses|
+-----+

You can change yourself for a while to a robber if you get this. All your enemies will not attack you when you change yourself.

+-----+
|Bullet|
+-----+

this item will restore your bullet. You don't want to fight your enemy with bare hands, do you?

+-----+
|Machine gun's bullet|
+-----+

this item will restore your machine gun's bullet.

+-----+
|Watch|
+-----+

this item will restore your time by 5 second.

+-----+
|Grenade|
+-----+

You can throw this to your enemy, it give your enemy 4 points of damage.

+-----+
|Hamburgers|
+-----+

Restores Life by 1.

+-----+
|Watches|
+-----+

Depending on the Level, +5/10 secs

The shooting down of lights can cause a short invisibility state.

Changes from NES to GB to GBA

-NES-

NES(Nintendo Entertainment system)

The elevator action of this platform is classic, you can only kill all the cops, take all the documents, you cannot throw grenade and change items. There is no time limit and bullet limit in this game. One thing, you will die if you fall even 1 floor or you get shot once.

-GB-

GB(Game Boy)

You must get 3 documents in 1 stage. If you miss some document, the game will bring you to the door where you miss the document. Also, you there are 4 kinds of weapon in this game (Machine gun, grenade, Shot gun, Automatic gun).

-GBA-

GBA(Game Boy Advance)

Old version of this game is NES elevator action(they are same game). The New version of teh gam is awesome. There are 3 chareacter with different status. (Robin, Berry, Rice).You must complete all 8 missions with different character to finish this game. This game has the greatest graphic among all the elevator action.

Walkthrough - FOR NEW ELEVATOR ACTION

<><><><><><><>
<>BUILDING 1<>
<> TIME 150 <>
<><><><><><><>

Diagram showing a grid of '#' characters representing a level layout. The grid is bounded by a '+' sign at the top and bottom. The layout consists of several rows of '#' characters, with some rows containing more characters than others, suggesting a rectangular area with some internal structures or obstacles. The characters are arranged in a way that suggests a path or a specific arrangement of elements within the level.

```

          =|  |=
          |  |
    *S
=====|  |======
=  OO  OO  |  |  OO  OO 37=
=  OO  OO  |  |  OO  OO  =
=====|  |======
=  RR  OO  |  |  BB  OO 36=
=  RR  OO  |  |  BB  OO  =
=====|  |======
=  BB  OO  |  |= RR  S1 35=
=  BB  OO  |  |= RR  S1  =
=====|  |======
=  S2  OO  |  |  S1      34=
=  S2  OO  |  |  S1      =
=====|  |======
=  S3  S2  OO  OO      S4 33=
=  S3  S2  OO  OO      S4  =
=====|  |======
=          S3  RR = BB S4  S5 32=
=          S3  RR = BB S4  S5  =
=====|  |======
=  OO  OO  |  |  S5      31=
=  OO  OO  |  |  S5      =
=====|  |======
          |  |          30
          *E  |  |
=====|  |======
=          29 =
=

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
|  |    = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.

-----Room status-----

```

Blue Room X 3
Red Room X 3

```

-----Strategy-----

First, go to floor 36 and go into the blue room. Then, go jump to the left and go into the red room to take a document. Now, take the elevator and go down to floor 34. Go up the stair on your right and go into the red room. Then, go back to floor 34 and go down to floor 33 by stair. now, take the stair on your left to go down to floor 32. Next, go into the red room and go back to floor 33. Then, take the stair on your right to go down to floor 32. Now, go into the blue room to take item and then go down to floor 30 to clear this area.

```

+-----+
| #####  #####  ###  #####  #####  #|
|  ##   ##   ##   #####  ##   ##   ##   #####  |

```



```

|   ###           ###           ### ##           ##           ##           ##
|   #####        ###           ##  ##          #####  #####  #####          ###
|           ##          ##          ###          ##          ##          ##          ##
| ##          ##          ##          #####          ##          ##          ##          ##
| #####          ##          ###          ##          #####          #####          ##
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|
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|           #####          #####          #####          ##          #####
|           #####          ##          ##  ##          #####          ##          ##
|           ### ##          ##          ###          ##          ##          ##          ##
|           ##          ##          #####          #####          ##          ##          ##
|           ###          ##          ##          ##          ##          ##          ##
|           #####          ##          ##          ##          #####          ##          ##
|           ##          ##          ##          ##          ##          ##          ##

```


```

=====
= OO | | BB | | OO29=
= OO | | BB | | *SOO =
=====| |=====| |=====
= OO | | OO | | OO28=
= OO | | OO | | OO =
=====| |=====| |=====
= RR | | OO | | OO27=
= RR | | OO | | OO =
=====| |=====
= OO | | BB S126=
= OO | | BB S1 =
=====
=| | OO OO S1 25=
=| | OO OO S1 =
=| |=====
=| | OO OO RR BB24=
=| | OO OO RR BB =
=| |=====
=| | OO OO | | 23=
=| | OO OO | | =
=====| |=====
= S2 RR = BB | | 22=
= S2 RR = BB | | =
=====| |=====
= S2 | | | | 21=
= S2 | | | | =
=====| |=====
| | 20
| | *E
=====

```

-----Contents-----

- *S = you start there
- RR = Red door (with document inside)
- BB = Blue door (with item inside)
- OO = regular door (nothing inside)
- = = Wall
- | | = Elevator
- *E = Go there if you have collect all the documents

-----Enemies-----

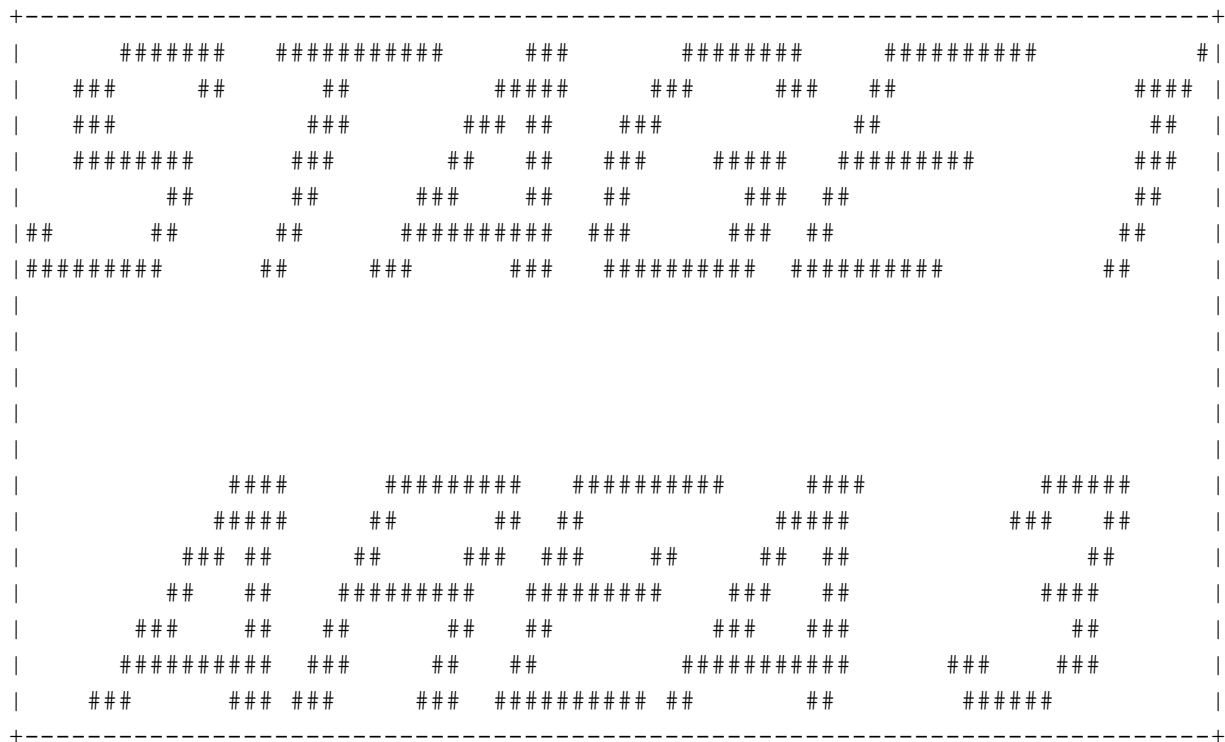
- 1. Guard.
- 2. Robber.

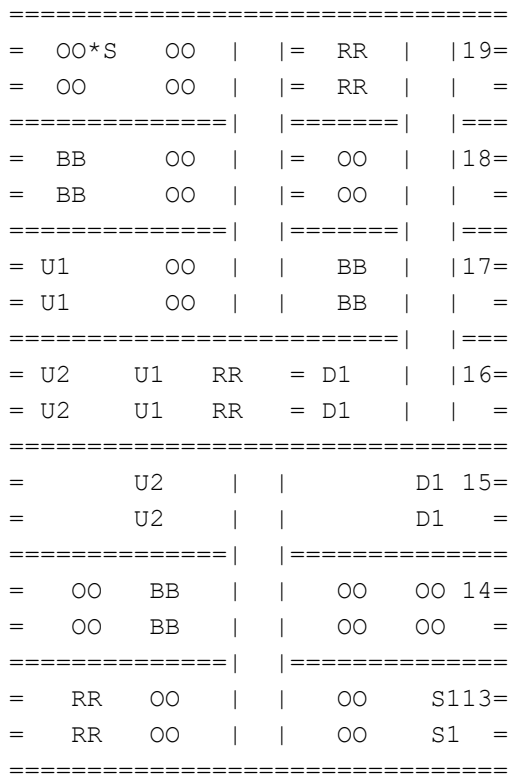
-----Room status-----

Blue Room X 4
 Red Room X 3

-----Strategy-----

First, go to the blue room on floor 29. Then, go to the red room on floor 27. Next, go into the blue room on floor 26 to grab an item and then go down the stair. Now, go to floor 24 and go in a blue room and a red room. Next, go to floor 22 and go into the blue room. Go to floor 21 and go up the stair on the left and go up the stair. Now, go in the red room and go back to floor 21. Now, go to floor 20 to clear this area.





```
= D2      OO      BB S1   U312=
= D2      OO      BB S1   U3  =
=====
=         D2      |   |   U3      11=
=         D2      |   |   U3      =
=====|   |=====
                |   |           10
                |   |*E
=====
```

-----Contents-----

*S = you start there
RR = Red door (with document inside)
BB = Blue door (with item inside)
OO = regular door (nothing inside)
= = Wall
| | = Elevator
*E = Go there if you have collect all the documents

-----Enemies-----

- 1. Guard.
- 2. Robber.

-----Room status-----

Blue Room X 4
Red Room X 3

-----Strategy-----

First, go to the blue room on floor 18. Next, go to the blue room on floor 17. Then, use the elevator and go to the red room on floor 19. Now, go to floor 15, go left and up to floor 16. Go to the red room and go up to floor 17. Go down to floor 14 and go to the blue room. Go to floor 13 for the red room. Then, go the the right and down to floor 12. Now, go to the blue room and then left. Go down to floor 11 and use the elevator to reach floor 10 to clear this area.

+-----+

```
|##### |##### |## |##### |##### |# | | | | |
|### ## |##### |### |### ## |##### |
|### |### |## |### |### |### |### ## |
|##### |### |## |## |### |##### |##### |### |
|## |### |### |### |### |### |### |### |### |### |
|##### |## |### |### |##### |##### |##### |### |
|
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|
|
|##### |##### |##### |### | | | | | |
|##### |## |## |## |##### |##### |
|### |### |### |### |### |## |### |### |### |
|## |## |##### |##### |### |## |## |### |### |
|### |## |## |## |## |### |### |### |### |
|##### |### |## |## |##### |##### |##### |
|### |### |### |### |##### |## |## |### |### |
```

```
=====
= OO*S OO | | OO OO9=
```

```

= 00 00 | | 00 00 =
=====| |=====
= 00 BB | | 00 008=
= 00 BB | | 00 00 =
=====| |=====
=| | 00 | | 00 | |07=
=| | 00 | | 00 | | =
=| |=====| |===
=| | RR = S1 00 | |06=
=| | RR = S1 00 | | =
=====
= | | S1 05=
= | | S1 =
=====| |=====
= 00 | | | | RR4=
= 00 | | | | RR =
=====| |=====| |=====
= 00 | | BB | | 00 | | 003=
= 00 | | BB | | 00 | | 00 =
=====| |=====| |=====
= RR | | 00 00 00 | | BB2=
= RR | | 00 00 00 | | BB =
=====| |=====| |=====
= 00 | | | | 001=
= 00 | | | | 00 =
=====| |=====
| | 01
| |
=====

```

-----Contents-----

- *S = you start there
- RR = Red door (with document inside)
- BB = Blue door (with item inside)
- OO = regular door (nothing inside)
- = = Wall
- | | = Elevator
- *E = Go there if you have collect all the documents

-----Enemies-----

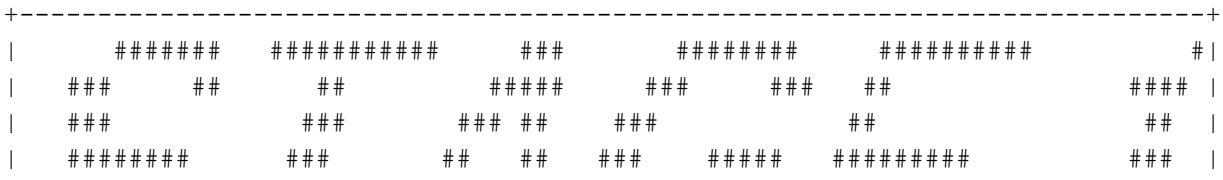
1. Guard.
2. Robber.

-----Room status-----

Blue Room X 3
Red Room X 3

-----Strategy-----

First, go to the blue room at floor 8. Then, when you reach floor 7, go left and use elevator to get to the red door at floor 6. Now, go back to floor 7 and go right. Go down until you reach floor 4. Go to the red room on the right. Next, go to floor 3 and go into the blue room. Then, go to floor 2 and go into the red room on the left and go to the blue room on the right. Now, go down to floor 1 with elevator to clear this area or stage.



```

|      ##      ##      ###  ##  ##      ###  ##      ##
|##      ##      ##      #####  ###      ##  ##      ##
|#####      ##      ###      ##      #####  #####      ##
|
|
|
|
|
|
|      #####  ##      ##  ##      ##
|      ##      ##      ##  ##      ##
|      ##  ##  ##      ##  ##      ##
|      #####  ##      ##  ##      ###
|      ##      ###      ##  ###      ##
|      ##      ##      ###  #      ##
|      ###      #####  #####  #####

```

```

=====
=|  |=
   *S   |  |
=====|  |=====
=  OO  OO  |  |  OO  OO 37=
=  OO  OO  |  |  OO  OO  =
=====|  |=====
=  RR  OO  |  |  BB  OO 36=
=  RR  OO  |  |  BB  OO  =
=====|  |=====
=  BB  OO  |  |=  RR  S1 35=
=  BB  OO  |  |=  RR  S1  =
=====|  |=====
=  S2   OO  |  |  S1      34=
=  S2   OO  |  |  S1      =
=====
=  S3   S2  OO   OO   S4 33=
=  S3   S2  OO   OO   S4  =
=====
=          S3  RR  =  BB  S4  S5 32=
=          S3  RR  =  BB  S4  S5  =
=====
=  OO  OO  |  |  S5      31=
=  OO  OO  |  |  S5      =
=====|  |=====
            |  |              30
   *E   |  |
=====
=  OO  |  |  BB   |  |  OO29=
=  OO  |  |  BB   |  |  *SOO  =
=====|  |=====|  |=====
=  OO  |  |  OO   |  |  OO28=
=  OO  |  |  OO   |  |  OO  =
=====|  |=====|  |=====
=  RR  |  |  OO   |  |  OO27=
=  RR  |  |  OO   |  |  OO  =
=====|  |=====|  |=====
=  OO  |  |  BB           S126=
=  OO  |  |  BB           S1  =
=====
=|  |  OO   OO   S1   25=
=|  |  OO   OO   S1   =
=|  |  =====

```

```

=| | 00 00 RR BB24=
=| | 00 00 RR BB =
=| |=====
=| | 00 00 | | 23=
=| | 00 00 | | =
=====| |=====
= S2 RR = BB | | 22=
= S2 RR = BB | | =
=====| |=====
= S2 | | | | 21=
= S2 | | | | =
=====| |=====
| | 20
| | *E
=====
= OO*S OO | | = RR | | 19=
= OO OO | | = RR | | =
=====| |=====| |=====
= BB OO | | = OO | | 18=
= BB OO | | = OO | | =
=====| |=====| |=====
= U1 OO | | BB | | 17=
= U1 OO | | BB | | =
=====| |=====
= U2 U1 RR = D1 | | 16=
= U2 U1 RR = D1 | | =
=====| |=====
= U2 | | D1 15=
= U2 | | D1 =
=====| |=====
= OO BB | | OO OO 14=
= OO BB | | OO OO =
=====| |=====
= RR OO | | OO S113=
= RR OO | | OO S1 =
=====| |=====
= D2 OO BB S1 U312=
= D2 OO BB S1 U3 =
=====| |=====
= D2 | | U3 11=
= D2 | | U3 =
=====| |=====
| | 10
| | *E
=====
= OO*S OO | | OO OO09=
= OO OO | | OO OO =
=====| |=====
= OO BB | | OO OO08=
= OO BB | | OO OO =
=====| |=====
=| | OO | | OO | | 07=
=| | OO | | OO | | =
=| |=====| |=====
=| | RR = S1 OO | | 06=
=| | RR = S1 OO | | =
=====| |=====
= | | S1 05=
= | | S1 =
=====| |=====

```

```

= OO | | | | | RR4=
= OO | | | | | RR =
=====| |=====| |=====| |=====
= OO | | BB | | OO | | OO3=
= OO | | BB | | OO | | OO =
=====| |=====| |=====
= RR | | OO OO OO | | BB2=
= RR | | OO OO OO | | BB =
=====| |=====| |=====
= OO | | | | | OO1=
= OO | | | | | OO =
=====| |=====
                                01
                                | |
                                | |
=====

```

=====

```

<><><><><><><><>
<>BUILDING 2<>
<> TIME 150 <>
<><><><><><><><>

```

```

+-----+
|          #####          #####          ##          #####          #####          ##### |
|   ##        ##        ##          #####          ##          ##          ##          ##### |
|   ##          ##          ## ##          ##          ##          #####          ##          |
|   #####          ##          ##          ##          ##          #####          #####          |
|          ##          ##          #####          ##          ##          ##          #####          |
|##          ##          ##          ##          ##          ##          ##          ##          |
| #####          ##          ##          ##          #####          #####          #####          |
|                                                                                               |
|                                                                                               |
|                                                                                               |
|          #####          #####          #####          ##          ##          |
|          #####          ##          ##          ##          #####          #####          |
|          ##          ##          ##          ##          ##          ##          ##          |
|          ##          ##          #####          #####          ##          ##          ##          |
|          ##          ##          ##          ##          ##          ##          ##          |
|          #####          ##          ##          ##          #####          #####          |
|          ##          ##          ##          ##          #####          ##          ##          |
+-----+

```

```

=====
=| | =
=| |          *S
=| |=====
=| |   OO   BB38=
=| |   OO   BB  =
=| |=====
=| |   OO   | |   OO37=
=| |   OO   | |   OO  =
=====| |=====
= OO | | OO | | OO | | BB36
= OO | | OO | | OO | | BB =
=====| |=====| |=====
= RR | | OO   OO | | OO35
= RR | | OO   OO | | OO =
=====| |=====| |=====

```

```

= OO | | BB = S1 OO | | OO34
= OO | | BB = S1 OO | | OO =
=====
= S2      RR = S3      S1      RR33
= S2      RR = S3      S1      RR =
=====
= S4      S2 =          S3 | |32=
= S4      S2 =          S3 | | =
=====| |===
=          S4 | | OO   | |31=
=          S4 | | OO   | | =
=====| |=====
| |          30
| |          *E
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
| |    = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.

-----Room status-----

```

Blue Room X 3
Red Room X 3

```

-----Strategy-----

First, go to the blue room on floor 38. Then, go to floor 36, and then right to the blue room. Next, go down to floor 35 and then left to get to the red room. Use the elevator beside you and go down to floor 34 and get to the blue room. Then, go up to floor 35. Go right and then down to floor 34. Now, go down to floor 33 and go to the red room. Go down to floor 31. Go right and then up to floor 33 to get to the red room. Now, head back to floor 31 and use the elevator to reach stage 30. Then, area cleared.

```

+-----+
| ##### #####      ##      #####      #####      ##### |
| ###  ##  ##      #####      ##  ##  ##      ##  ## |
| ###      ##  ##  ##  ##  ##      ##  ###  ##      ## |
| #####      ##  ##  ##  ##  #####      #####      ##### |
|      ##  ##  #####      ##  ##  ##      ##      ## |
|##  ##  ##  ##  ##  ##  ##  ##  ##      ##      ## |
| #####      ##  ##  ##  ##  #####      #####      ##### |
|
|
|
|
|      ##  #####      #####      ##      ##      ## |
|      #####      ##  ##  ##      #####      ##  ## |
|      ##  ##  ##  ##  ##      ##  ##      ##  ## |
|      ##  ##  #####      #####      ##  ##      ##  ## |
|      ##  ##  ##  ##  ##      ##  ##      ##  ## |
|      #####      ##  ##  ##      #####      ##  ## |

```



```

|   ##   ##   ##   ##   #####   ##   ##   #####   |
+-----+
*****
=====
=  OO  |  |  RR = OO  |  | *SOO29
=  OO  |  |  RR = OO  |  |  OO =
=====|  |=====|  |=====
=  OO  |  |  OO  OO  |  |  OO28
=  OO  |  |  OO  OO  |  |  OO =
=====|  |=====|  |=====
=  BB  |  |  OO = OO  |  |  OO27
=  BB  |  |  OO = OO  |  |  OO =
=====|  |=====
=  S1      BB  OO  |  |  OO26
=  S1      BB  OO  |  |  OO =
=====
=  S2  S1  OO  OO  OO  |  | 25=
=  S2  S1  OO  OO  OO  |  |  =
=====|  |=====
=  S3  S2  OO = RR  OO  |  | 24=
=  S3  S2  OO = RR  OO  |  |  =
=====|  |=====
=          S3  BB = OO  OO  |  | 23=
=          S3  BB = OO  OO  |  |  =
=====|  |=====
=|  |  OO  OO  |  |  BB  |  | 22=
=|  |  OO  OO  |  |  BB  |  |  =
=|  |=====|  |=====
=|  | = OO  OO  |  |  OO  RR21=
=|  | = OO  OO  |  |  OO  RR  =
==|  |=====
|  |          *E          20
|  |
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
|  |    = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.

-----Room status-----

```

Blue Room X 4
Red Room X 3

```

-----Strategy-----

First, go to floor 28. Go left and then use the elevator to reach floor 29. Get to the red room. Use the elevator and go to floor 27 for a blue room. Now, use the elevator to reach floor 28. Go right and use the elevator to reach floor 26. Go left to the blue room. Now, go left and then down to floor 25. Go left and then down until floor 23. Go to the blue door. Now, go back to floor 25 and then go right. Use the elevator to reach floor 24 and go to the red room. Use the elevator beside you to reach floor 22. Go into the blue room.

Now, use the elevator beside you and go to floor 21. Go to the right to reach the red room. Use the elevator to go back to floor 22. Go left and use the elevator to reach floor 20. Area cleared.

```

+-----+
|#####|#####|###|#####|#####|#####| | | | | |
|###|#|##|#####|###|#|#|#####|###|#|
|###|##|###|#|#|#####|###|###|#|
|#####|##|##|#|#|#|#####|#####|#####|
|###|#|#####|##|#|#|#####|###|
|##|###|#|##|#|#|#|#|###|#|#|
|#####|#|###|###|#####|#####|#####|
|
|
|
|
|#####|#####|#####|###|#####| | | | | | |
|#####|#|#|#|#####|###|#|
|##|#|#|###|#|#|#|#|#|#|#|
|###|###|#####|#####|##|#|###|
|#|#|#|###|###|###|#|#|#|
|#####|###|#|#|#####|###|#|
|#|#|#|#|#####|###|#|#####|
+-----+

```

```

=====
= OO*S OO S1 S2 OO OO19
= OO OO S1 S2 OO OO =
=====
= BB S1 S3 = S4 S2 OO18
= BB S1 S3 = S4 S2 OO =
=====
= OO S3 S5 = S6 S4 OO17
= OO S3 S5 = S6 S4 OO =
=====
= RR S5 S7 = S8 S6 RR16
= RR S5 S7 = S8 S6 RR =
=====
=| | S7 = S8 BB15
=| | S7 = S8 BB =
=| |=====
=| | OO S9 SA BB OO14
=| | OO S9 SA BB OO =
=====
= RR S9 SB = SC SA OO13
= RR S9 SB = SC SA OO =
=====
= BB SB U1 = D1 SC OO12
= BB SB U1 = D1 SC OO =
=====
=| | U1 OO D1 OO11
=| | U1 OO D1 OO =
==| |=====
| | 10
| | *E
=====

```

-----Contents-----

- *S = you start there
- RR = Red door (with document inside)

BB = Blue door (with item inside)
 OO = regular door (nothing inside)
 = = Wall
 | | = Elevator
 *E = Go there if you have collect all the documents

-----Enemies-----

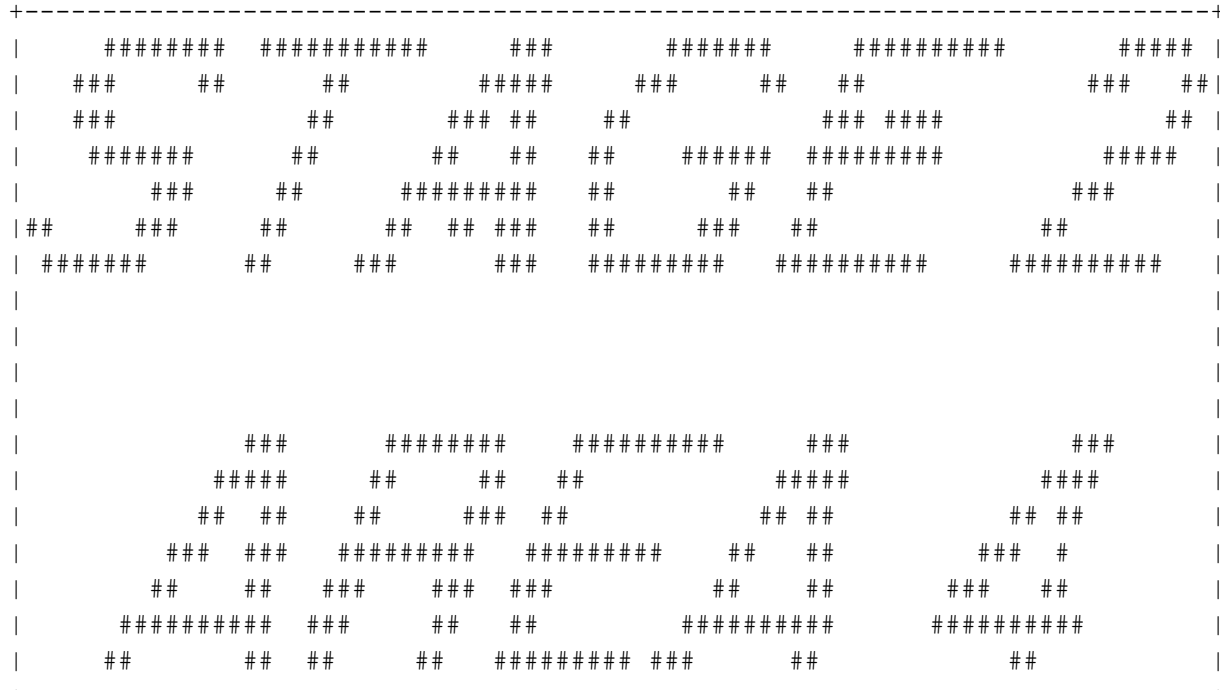
1. Guard.
2. Robber.

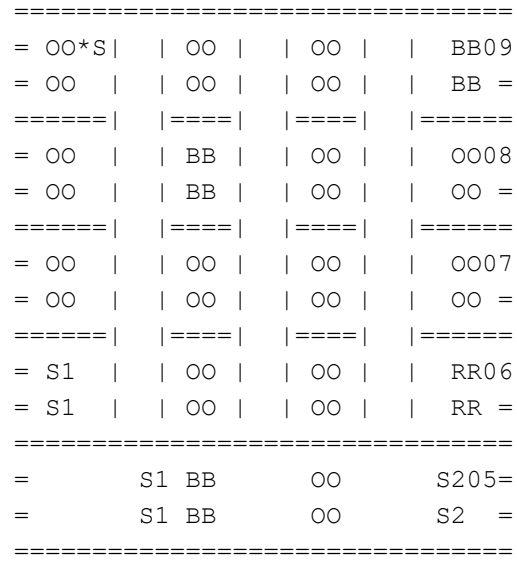
-----Room status-----

Blue Room X 4
 Red Room X 3

-----Strategy-----

First, go right and then down to floor 16 to get to the red room. Next, go down to floor 15 to get to the blue room. Then, go back to floor 19. Go left and then down to floor 18 to get to the blue room. Now, go straight down to floor 16 to get to the red room. Go to floor 14 to get to the blue room. Then, go left and down to floor 13 for the red room. Then go down again to get to the blue room. Now, go back to floor 14. Then, go right and then down to floor 11. Then, go left and then use elevator to get to floor 10. Then, stage cleared.





```

= RR | |= | | S2 04=
= RR | |= | | S2 =
=====| |====| |=====
= OO | |= | | BB | | OO03
= OO | |= | | BB | | OO =
=====| |====| |=====| |=====
= OO | | | | OO | | OO02
= OO | | | | OO | | OO =
=====| |====| |=====| |=====
= OO | |= | | OO | | RR01
= OO | |= | | OO | | RR =
=====| |=====
| | 01
| |*E
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
| |    = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.

-----Room status-----

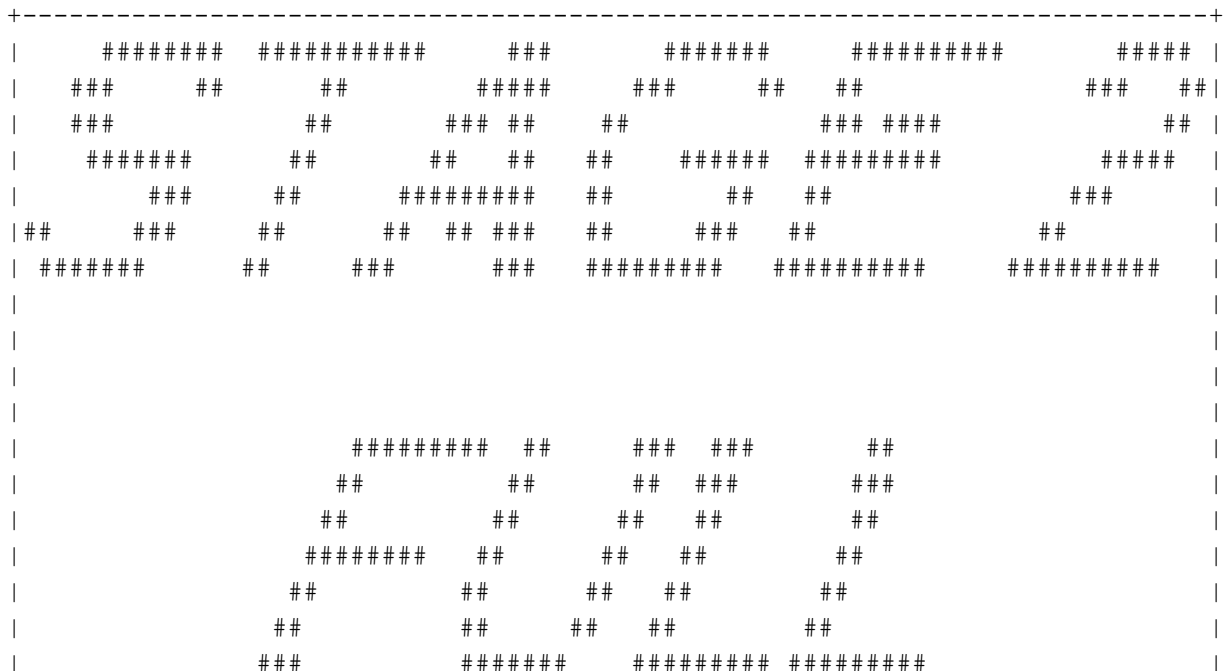
```

Blue Room X 4
Red Room X 3

```

-----Strategy-----

First, go to right for thr blue room. Then, go to blue room at floor 8. Next, go down to floor 6 and then right to get to the red room. Go left and then down to floor. Now, go to the blue room. Go down to floor 3 for the blue room. Now, go to floor 1 for the red room. Now, go back to floor 1 and then go left and use the elevator to go up to floor 4 for the red room. Go down to floor 1 to clear this stage.



```
=====
=|  | =
=|  |          *S
=|  |=====
=|  |  OO  BB38=
=|  |  OO  BB  =
=|  |=====
=|  |  OO  |  |  OO37=
=|  |  OO  |  |  OO  =
=====|  |=====
= OO |  | OO |  | OO |  | BB36
= OO |  | OO |  | OO |  | BB =
=====|  |=====|  |=====
= RR |  | OO          OO |  | OO35
= RR |  | OO          OO |  | OO =
=====|  |=====|  |=====
= OO |  | BB = S1  OO |  | OO34
= OO |  | BB = S1  OO |  | OO =
=====
= S2          RR = S3  S1          RR33
= S2          RR = S3  S1          RR =
=====
= S4  S2  =          S3  |  |32=
= S4  S2  =          S3  |  | =
=====|  |=====|  |=====
=          S4  |  | OO  |  |31=
=          S4  |  | OO  |  | =
=====|  |=====
|  |          30
|  |          *E
=====
= OO |  | RR = OO |  |*SOO29
= OO |  | RR = OO |  | OO =
=====|  |=====|  |=====
= OO |  | OO  OO |  | OO28
= OO |  | OO  OO |  | OO =
=====|  |=====|  |=====
= BB |  | OO = OO |  | OO27
= BB |  | OO = OO |  | OO =
=====|  |=====|  |=====
= S1          BB  OO |  | OO26
= S1          BB  OO |  | OO =
=====
= S2  S1  OO  OO  OO |  |25=
= S2  S1  OO  OO  OO |  | =
=====|  |=====|  |=====
= S3  S2  OO = RR  OO |  |24=
= S3  S2  OO = RR  OO |  | =
=====|  |=====|  |=====
=          S3  BB = OO  OO |  |23=
=          S3  BB = OO  OO |  | =
=====|  |=====|  |=====
=|  | OO  OO |  | BB  |  |22=
=|  | OO  OO |  | BB  |  | =
=|  |=====|  |=====
=|  | OO  OO |  | OO  RR21=
=|  | OO  OO |  | OO  RR  =
=|  |=====|  |=====
```

```

| | *E 20
| |
=====
= OO*S OO S1 S2 OO OO19
= OO OO S1 S2 OO OO =
=====
= BB S1 S3 = S4 S2 OO18
= BB S1 S3 = S4 S2 OO =
=====
= OO S3 S5 = S6 S4 OO17
= OO S3 S5 = S6 S4 OO =
=====
= RR S5 S7 = S8 S6 RR16
= RR S5 S7 = S8 S6 RR =
=====
=| | S7 = S8 BB15
=| | S7 = S8 BB =
=| |=====
=| | OO S9 SA BB OO14
=| | OO S9 SA BB OO =
=====
= RR S9 SB = SC SA OO13
= RR S9 SB = SC SA OO =
=====
= BB SB U1 = D1 SC OO12
= BB SB U1 = D1 SC OO =
=====
=| | U1 OO D1 OO11
=| | U1 OO D1 OO =
=| |=====
| | 10
| | *E

```

```

=====
= OO*S| | OO | | OO | | BB09
= OO | | OO | | OO | | BB =
=====| |====| |====| |====
= OO | | BB | | OO | | OO08
= OO | | BB | | OO | | OO =
=====| |====| |====| |====
= OO | | OO | | OO | | OO07
= OO | | OO | | OO | | OO =
=====| |====| |====| |====
= S1 | | OO | | OO | | RR06
= S1 | | OO | | OO | | RR =
=====
= S1 BB OO S205=
= S1 BB OO S2 =
=====
= RR | |= | | S2 04=
= RR | |= | | S2 =
=====| |====| |====
= OO | |= | | BB | | OO03
= OO | |= | | BB | | OO =
=====| |====| |====
= OO | | | | OO | | OO02
= OO | | | | OO | | OO =
=====| |====| |====
= OO | |= | | OO | | RR01
= OO | |= | | OO | | RR =
=====| |====

```

| |
| |*E

=====

<><><><><><><><><><><><><><><><><><><><><><>
<>HIGHTECH BUILDING 3 <>
<> TIME 180 <>
<><><><><><><><><><><><><><><><><><><><><><>

```

+-----+
| #####      #####      ##      #####      #####      ##   |
| ###   ##     ##      #####      ##      ##   ##           ##   |
| ###         ##      ### ##     ##              ##  ###        ##   |
| #####      ##       ##   ##   ##   #####      #####      ##   |
|         ###   ##       #####      ##           ##   ##           |
|##     ###   ##       ##   ##  ##   ##     ##     ##           ##   |
| #####      ##   ###       ##     #####      #####      #####   |
|                                           |
|                                           |
|                                           |
|           #####      #####      #####      ##               ##   |
|         #####      ##   ##   ##           #####      #####   |
|           ### ##     ##   ##   ##           ##   ##           ##   |
|           ##   ##   #####      #####      ##     ##           ##   |
|           ###   ###  ##   ##   ##           ###   ##           ##   |
|           #####      ##   ##   ##           #####      ##           |
|           ###     ##   ##   ##   #####      ##     ##           ##   |
+-----+

```

=====
= | | =
| |S1

```

=====| |=====
=| | | | =| | = RR | | 37=
=| | | | =| | = RR | | =
=| |=====| |=====| |====
=| | OO | | = OO | | 36=
=| | OO | | = OO | | =
=| |=====| |=====| |====
=| | BB =| | OO | | 35=
=| | BB =| | OO | | =
=| |=====| |=====| |====
=| | BB =| | = BB | | 34=
=| | BB =| | = BB | | =
=====| |=====
= S1 OO RR =| | OO RR 33=
= S1 OO RR =| | OO RR =
=====| |=====
=         S1 | | BB | | 32=
=         S1 | | BB | | =
=====| |=====
=| | OO OO OO | | 31=
=| | OO OO OO | | =
==| |=====
| | 30
| | *E
=====

```

-----Contents-----

- *S = you start there
- RR = Red door (with document inside)
- BB = Blue door (with item inside)
- OO = regular door (nothing inside)
- = = Wall
- | | = Elevator
- *E = Go there if you have collect all the documents

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier

-----Room status-----

Blue Room X 4
Red Room X 3

-----Strategy-----

Go to floor 37. Then, use the elevator to go down to floor 35 to get to the blue room. Then, go to floor 34 to another blue room. Then, go to floor 36, go right and then down to floor 35. Go right and then down to get to the blue room. Now, go up to floor 37 for the red room. Next, go to floor 35 and then left to get to the elevator. Now, use the elevator to go down to floor 33. Go to the red room and use the elevator on the left to go down to floor 32. Go left and then up to floor 33 to get to the red room. Then, go back to floor 32 and then go right to the blue room. Now, go right and then down to floor 31. Go left and then down to floor 30 and clear this area.

+-----+



```

=====
=| | U1  OO  OO  OO *SOO29=
=| | U1  OO  OO  OO  OO  =
=| |=====
=| |= U2  U1  BB  RR  OO28=
=| |= U2  U1  BB  RR  OO  =
=| |=====

```



```

=| |= U3      U2  OO  OO  BB27=
=| |= U3      U2  OO  OO  BB  =
=| |=====
=| |= U4      U3   OO   |  |26=
=| |= U4      U3   OO   |  |  =
=| |=====|  |===
=| |          U4   OO  =|  |25=
=| |          U4   OO  =|  |  =
=====|  |===
= OO  BB  OO  |  |  |  |24=
= OO  BB  OO  |  |  |  |  =
=====|  |=====
=| |   RR  OO  |  |  OO  BB23
=| |   RR  OO  |  |  OO  BB  =
=| |=====|  |=====
=| |  OO  |  |=|  |          S122
=| |  OO  |  |=|  |          S1  =
=====|  |=====
= OO  OO  |  |= RR  S1    21=
= OO  OO  |  |= RR  S1    =
=====|  |=====
|  |          20
|  | *E
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
|  |    = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier.

-----Room status-----

```

Blue Room X 4
Red Room X 3

```

-----Strategy-----

You start at floor 29. First, use the elevator to go down to floor 25. Then go right and then up to 26. Now, go to floor 27 and get to the blue room. Next, go up to floor 25 to get the blue room and the red room. Go up to floor 29 again and use the elevator to get down to floor 25. Go up to floor 26. Go right and use the elevator to go down to floor 24. Go left to get the blue room. Then, go to floor 23 to get the red room and blue room. Then go down to floor 21 for the red room. Go up to floor 23 and then left to reach the elevator. Now, use the elevator to go down to floor 20 to clear this stage.

```

+-----+
| #####  #####  ###  #####  #####  #####  |
| ###   ##   ##   #####  ###   ##   ##   ###   ## |
| ###           ##   ### ##   ##           ###  ###  ## |
| #####   ##   ##   ##   ##   #####  #####  #####  |
|           ##   ##   #####  ##   ##   ##           ## |
|##   ###   ##   ##   ##   ##   ##   ##   ##   ##   ## |

```

```

| #####  ##  ###  ###  #####  #####  #####
|
|
|
|
|
|      ###  #####  #####  ###  #####
|      #####  ##  ##  ##  #####  ##  ##
|      ##  ##  ##  ###  ##  ##  ##  ##
|      ###  ##  #####  #####  ##  ##  #####
|      ##  ##  ###  ###  ###  ##  ##  ##
|      #####  ###  ##  ##  #####  ###  ##
|      ##  ##  ##  ##  #####  ##  ##  #####
+-----+

```

```

=====
= OO*S OO | | S1 OO OO19
= OO OO | | S1 OO OO =
=====| |=====
= OO BB | |= S1 RR18
= OO BB | |= S1 RR =
=====| |=====
=| | OO | | | OO17
=| | OO | | | OO =
=| |=====| |=====
=| | OO = OO | | BB16
=| | OO = OO | | BB =
=| |=====| |=====
=| | RR = BB | | OO15
=| | RR = BB | | OO =
=====| |=====
= BB | | OO | | OO14
= BB | | OO | | OO =
=====| |=====
=| | | |= OO S3 | |13=
=| | | |= OO S3 | | =
=| |=====| |=====
=| | RR = S3 S2 =| |12=
=| | RR = S3 S2 =| | =
=| |=====| |=====
=| | OO S2 =| |11=
=| | OO S2 =| | =
=====| |=====
| |10
| |*E
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
| |     = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier.

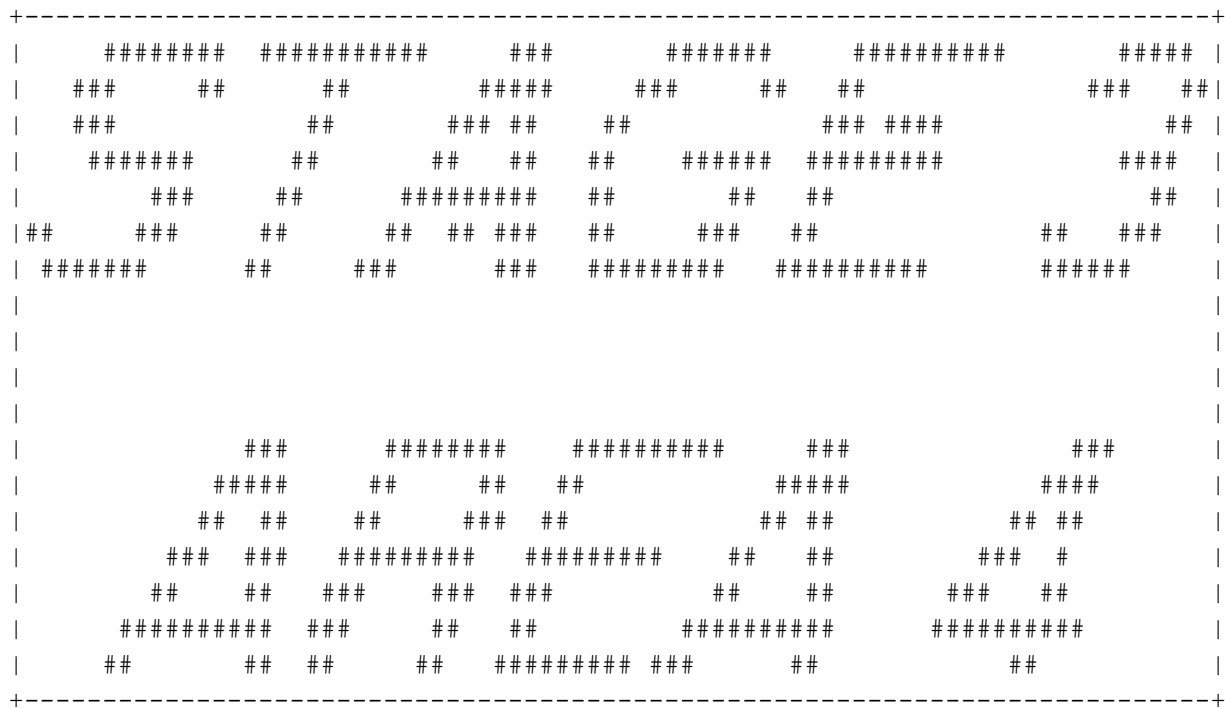
-----Room status-----

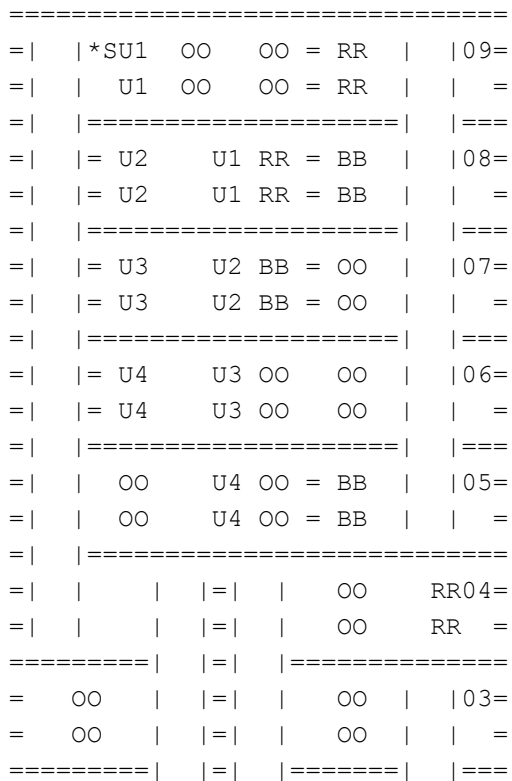
Blue Room X 4

Red Room X 3

-----Strategy-----

You start at floor 19. Go to the right and then down to floor 18 to get to the red door. Now, head back to floor 19 and then go left. Use the elevator to get to floor 18. Go into the blue room. Then, use the elevator to get to floor 17. Go left and use the elevator to get down to floor 15. Go into the red room and then use the elevator to go back to floor 17. Go right and use the elevator to reach floor 16. Get to the blue door on your right. Use the elevator to get to floor 15 and go into the blue room which is on your left. Go to floor 14 and then left to get to the blue door. Use the elevator to go down to floor 12. Visit the red room on your right. Continue your mission, use the elevator to go down to floor 11. Now, go left and then straight up to floor 13. Go right and use the elevator to go down to floor 10. Stage cleared.





```

= S1      | |=| |   OO =| |02=
= S1      | |=| |   OO =| | =
=====| |=====| |===
= BB      S1      | |   OO =| |01=
= BB      S1      | |   OO =| | =
=====| |=====
| |01
| |*E
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
|      | = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier.

-----Room status-----

```

Blue Room X 3
Red Room X 3

```

-----Strategy-----

You start at floor 9. Use the elevator on your left and go down to floor 5. Go right and then up to floor 6. Go right and then down to floor 5. Go to the blue door. Use the elevator and go up to floor 8 to get the blue room and then go up again to get the red door. Use the elevator to go down to floor 6. Go left and then up to floor 7 to get to the blue room. After that, go up to floor 8 to get to the red room. Then, go up to floor 9. Now, use the elevator on your left to go down to floor 4. Go to the elevator on your right and go down to floor 2. Go down to floor 1. Then, go left to grt to the blue room. Go right and and use the elevator to go up to floor 4. Get the red door. Use the same elevator to go down to floor 3. Go right and use the elevator to go down to floor floor 01. Stage cleared.

+-----+

```

| ##### |#####|   ## |##### |#####|   ##### |
|  ##   ##   ##   #####   ##   ##   ##   ##   ## |
|  ##   ##   ##   ##   ##   ##   ##   ##   ## |
|  #####   ##   ##   ##   ##   ##### |#####|   ##### |
|      ##   ##   #####   ##   ##   ##   ##   ## |
|##   ##   ##   ##   ##   ##   ##   ##   ##   ## |
| #####   ##   ##   ##   #####   #####   ##### |
|
|
|
|
|      #####   ##   ##   ##   ##   ## |
|      ##   ##   ##   ##   ##   ## |
|      ##   ##   ##   ##   ##   ## |
|      #####   ##   ##   ##   ## |
|      ##   ##   ##   ##   ## |
|      ##   ##   ##   ##   ## |
|      ##   #####   #####   ##### |

```

```
=====
= | | =
  | |S1
=====| |=====
=| | | |=| |= RR | |37=
=| | | |=| |= RR | | =
=| |=====| |=====| |===
=| | OO | |= OO | |36=
=| | OO | |= OO | | =
=| |=====| |=====| |===
=| | BB =| | OO | |35=
=| | BB =| | OO | | =
=| |=====| |=====| |===
=| | BB =| |= BB | |34=
=| | BB =| |= BB | | =
=====| |=====
= S1 OO RR =| | OO RR 33=
= S1 OO RR =| | OO RR =
=====| |=====
= S1 | | BB | |32=
= S1 | | BB | | =
=====| |=====
=| | OO OO OO | |31=
=| | OO OO OO | | =
=| |=====
| | 30
| | *E
=====
=| | U1 OO OO OO *S0029=
=| | U1 OO OO OO OO =
=| |=====
=| |= U2 U1 BB RR OO28=
=| |= U2 U1 BB RR OO =
=| |=====
=| |= U3 U2 OO OO BB27=
=| |= U3 U2 OO OO BB =
=| |=====
=| |= U4 U3 OO | |26=
=| |= U4 U3 OO | | =
=| |=====| |=====
=| | U4 OO =| |25=
=| | U4 OO =| | =
=====| |=====
= OO BB OO | | | |24=
= OO BB OO | | | | =
=====| |=====
=| | RR OO | | OO BB23
=| | RR OO | | OO BB =
=| |=====| |=====
=| | OO | |=| | S122
=| | OO | |=| | S1 =
=====| |=====
= OO OO | |= RR S1 21=
= OO OO | |= RR S1 =
=====| |=====
| | 20
| | *E
=====
```

```

= 00*S 00 | | S1 00 0019
= 00 00 | | S1 00 00 =
=====| |=====
= 00 BB | |= S1 RR18
= 00 BB | |= S1 RR =
=====| |=====
=| | 00 | | | | 0017
=| | 00 | | | | 00 =
=| |=====| |=====
=| | 00 = 00 | | BB16
=| | 00 = 00 | | BB =
=| |=====| |=====
=| | RR = BB | | 0015
=| | RR = BB | | 00 =
=====| |=====
= BB | | 00 | | 0014
= BB | | 00 | | 00 =
=====| |=====
=| | | |= 00 S3 | |13=
=| | | |= 00 S3 | | =
=| |=====| |=====
=| | RR = S3 S2 =| |12=
=| | RR = S3 S2 =| | =
=| |=====| |=====
=| | 00 S2 =| |11=
=| | 00 S2 =| | =
=====| |=====
| |10
| |*E

=====
=| |*SU1 00 00 = RR | |09=
=| | U1 00 00 = RR | | =
=| |=====| |=====
=| |= U2 U1 RR = BB | |08=
=| |= U2 U1 RR = BB | | =
=| |=====| |=====
=| |= U3 U2 BB = 00 | |07=
=| |= U3 U2 BB = 00 | | =
=| |=====| |=====
=| |= U4 U3 00 00 | |06=
=| |= U4 U3 00 00 | | =
=| |=====| |=====
=| | 00 U4 00 = BB | |05=
=| | 00 U4 00 = BB | | =
=| |=====| |=====
=| | | |=| | 00 RR04=
=| | | |=| | 00 RR =
=====| |=====
= 00 | |=| | 00 | |03=
= 00 | |=| | 00 | | =
=====| |=====
= S1 | |=| | 00 =| |02=
= S1 | |=| | 00 =| | =
=====| |=====
= BB S1 | | 00 =| |01=
= BB S1 | | 00 =| | =
=====| |=====
| |01
| |*E
=====

```

```

<><><><><><><><><><><><>
<>HIGHTECH BUILDING 4 <>
<>      TIME 180      <>
<><><><><><><><><><><><>

```

```

+-----+
|#####  #####   ##     #####   #####   |###|
|###  ##   #     #####   ##     #  #     |###|
|###  ##   ##   ##   #  ##   ##     ##   ##   |##  ##|
|#####   #     #  #  #  #  #     #####   #####   |#   #|
|      ###   #     #####   #     #  #     |##   #####|
|##     ##   #     #  #  #  #  #     ##   #  #     |#   ##  #|
|#####   #     ##     #     #####   #####   |##|
|
|
|
|          #####   #####   #####   #     #
|          #####   #     #  #     #     #####   #####
|          ##   #     #     #  #     #     #     ##
|          #  #     #####   #####   ##     ##     #
|          ###   ##   #     #  #     #     #     #
|          #####   #     #  #     #     #####   #
|          ###   #     #     #     #####   #     #     #
+-----+

```

```

=
=====
|  |  09
*E  |  |
=====|  |=====
= S2  OO  RR =|  |  OO  |  |  08
= S2  OO  RR =|  |  OO  |  |  =
=====|  |=====
= S1   S2  OO =|  |  BB   OO07
= S1   S2  OO =|  |  BB   OO =
=====|  |=====
=          S1  BB  |  |  |  |  OO06
=          S1  BB  |  |  |  |  OO =
=====|  |=====
= RR          OO   OO  |  |  OO05
= RR          OO   OO  |  |  OO =
=====|  |=====
= OO |  |  RR =  OO  |  |  BB04
= OO |  |  RR =  OO  |  |  BB =
=====|  |=====
= OO |  |  OO =  OO  |  |  OO03
= OO |  |  OO =  OO  |  |  OO =
=====|  |=====
= BB |  |  OO =  OO  |  |  OO02
= BB |  |  OO =  OO  |  |  OO =
=====|  |=====
= OO |  |  OO |  |  BB  |  |  OO01
= OO |  |  OO |  |  BB  |  |  OO =
=====|  |=====
          *E  |  |
              |  |

```

-----Contents-----

- *S = you start there
- RR = Red door (with document inside)
- BB = Blue door (with item inside)
- OO = regular door (nothing inside)
- = = Wall
- | | = Elevator
- *E = Go there if you have collect all the documents

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier.

-----Room status-----

Blue Room X 5
 Red Room X 3

-----Strategy-----

You start at floor 9. Use the elevator on your ight to reach floor 8. Then, use the elevator on your left to reach floor 7. Get to the Blue door and then back to the elevator and use it to reach floor 6. Go to the Blue room on your left and go left and then up to floor 7. Go right and then up to floor 8. Go to the Red room and go back down to floor 6. Go right most and use the elevator to get to floor 5. Go to the left for the red door and then go right back to the elevator. Use the elevator to reach floor 4. Go into the blue room on your right. Then, use the elevator to reach floor 1. Go to the left for the blue door and then use the second elevator on your left to get to floor 2. Go into the blue room and use the elevator again to reach floor 4. GO into the red room on your right. Use the elevator to go back to floor 1. After that, use the elevator on your right to go down. Stage cleared.

+-----+

```

| ##### |#####|###|#####|#####|###|
| ###  ##  ##  #####  ###  ##  ##  #####  |
| ###  ##  ##  ###  ##  ##  #####  ##  ##  |
| #####  ##  ##  ##  ##  #####  #####  ##  #  |
|   ###  ##  #####  ##  ##  ##  ###  #####  |
|##   ###  ##  ##  ##  ###  ##  ###  ##  #  ##  #  |
| #####  ##  ###  ###  #####  #####  ##  |
|
|
|
|
|   ###  #####  #####  ###  #####  |
|   #####  ##  ##  ##  #####  #####  ##  |
|   ##  ##  ##  ###  ##  ##  ##  #  ##  |
|   ###  ###  #####  #####  ##  ##  #####  |
|   ##  ##  ###  ###  ###  ##  ##  #####  |
|   #####  ###  ##  ##  #####  ##  |
|   ##  ##  ##  ##  #####  ###  ##  #####  |

```

+-----+

```

= OO | | OO | | OO =| | RR18
= OO | | OO | | OO =| | RR =
=====| |=====| |=====
= OO | | OO BB | | OO17
= OO | | OO BB | | OO =
=====| |=====| |=====
= OO | |= | | OO | | OO16
= OO | |= | | OO | | OO =
=====| |=====| |=====
= RR | |= | | OO OO S615
= RR | |= | | OO OO S6 =
=====| |=====
= OO BB | |= RR S6 S514
= OO BB | |= RR S6 S5 =
=====| |=====
= OO OO | |= OO S5 S413
= OO OO | |= OO S5 S4 =
=====| |=====
= BB OO | |= BB S4 S312
= BB OO | |= BB S4 S3 =
=====| |=====
= S1 OO | |= OO S3 S211
= S1 OO | |= OO S3 S2 =
=====
= S1 *S S2 10
= S1 S2 =
=====

```

-----Contents-----

```

*S      = you start there
RR      = Red door      (with document inside)
BB      = Blue door     (with item inside)
OO      = regular door (nothing inside)
=       = Wall
| |     = Elevator
*E      = Go there if you have collect all the documents

```

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier.

-----Room status-----

```

Blue Room X 4
Red Room X 3

```

-----Strategy-----

Go right and then up to floor 11. Go up again to floor 12 and go into the blue room. Go up to floor 13 and then 14 to get to the red room. Finally, go up to floor 15. Use the elevator on your left to go down to floor 14 for the blue room. Then, use the elevator to go down again to floor 12 for another blue room. After that, use the elevator to go to floor 16. Go right and use the elevator to get to floor 18. go to the red room on your right and then use the elevator to go back to floor 17. Go to the blue room on your left and go left. Use the elevator to go down to floor 15 and get to the red room. Use the elevator to get to floor 18. Go right and use the elevator again to reach floor 19. Stage cleared.

```

+-----+
| ##### |#####|###|#####|#####|###|

```

```

|   ###   ##   ##   #####   ###   ##   ##   #####
|   ###   ##   ##   ### ##   ##   ###   #####   ## ##
|   #####   ##   ##   ##   ##   #####   #####   ##   #
|   ###   ##   #####   ##   ##   ##   ###   #####
| ##   ###   ##   ##   ##   ##   ##   ###   ##   #   ## #
| #####   ##   ###   ###   #####   #####   ##
|
|
|
|
|           ###   #####   #####   ##   #####
|         #####   ##   ##   ##   #####   ##   ##
|         ##   ##   ##   ###   ##   ##   ##   #   ##
|         ###   ###   #####   #####   ##   ##   #####
|         ##   ##   ###   ###   ##   ##   ##   ##
|         #####   ###   ##   ##   #####   ###   ##
|         ##   ##   ##   ##   #####   ##   ##   #####
+-----+

```

```

=====
*E | | 29
| |
=====
= S5 BB | |= RR S628
= S5 BB | |= RR S6 =
=====
= S3 S4 RR =| |= S6 S527
= S3 S4 RR =| |= S6 S5 =
=====
= S2 S3 OO =| | S5 26=
= S2 S3 OO =| | S5 =
=====
= S2 BB OO OO S125
= S2 BB OO OO S1 =
=====
= OO | | BB S1 24=
= OO | | BB S1 =
=====
=| | | |=| |= RR | |23=
=| | | |=| |= RR | | =
=| |=====| |=====| |====
=| | OO | | OO | |22=
=| | OO | | OO | | =
=| |=====| |=====| |====
=| | BB | | OO | |21=
=| | BB | | OO | | =
=| |=====| |=====| |====
=| | OO*S | | OO | |20=
=| | OO | | OO | | =
=====

```

-----Contents-----

- *S = you start there
- RR = Red door (with document inside)
- BB = Blue door (with item inside)
- OO = regular door (nothing inside)
- = = Wall
- | | = Elevator
- *E = Go there if you have collect all the documents

-----Enemies-----

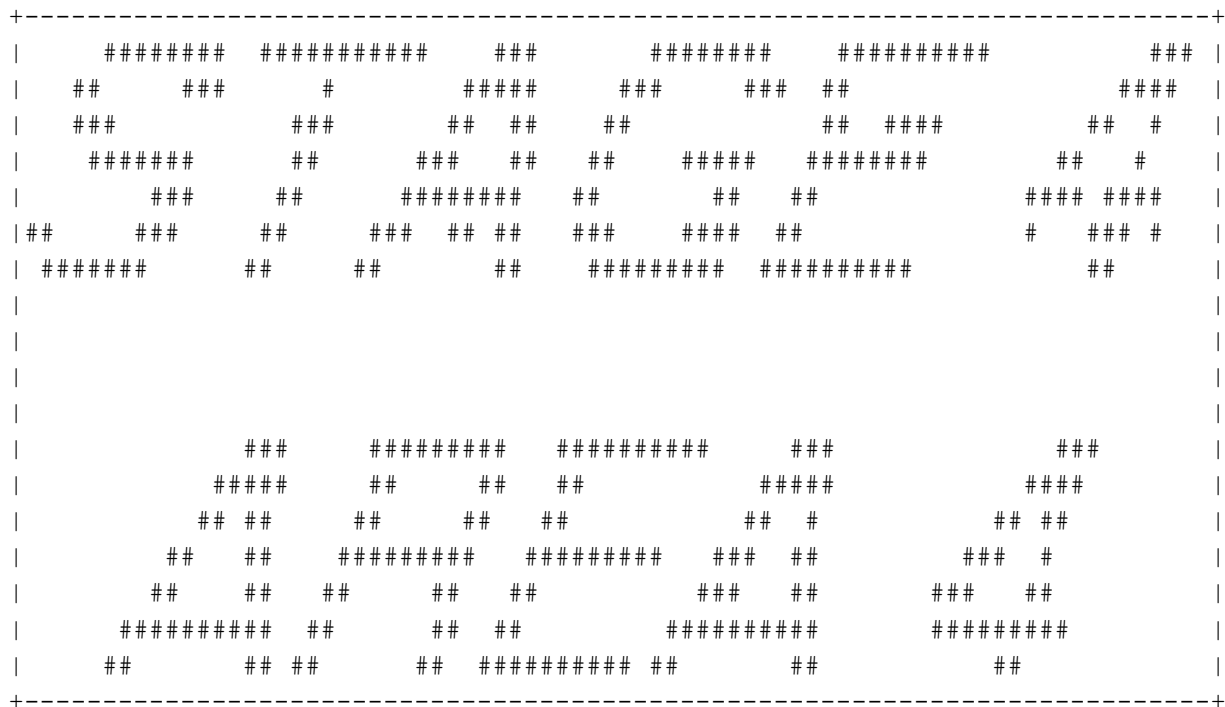
1. Guard.
2. Robber.
3. Soldier.

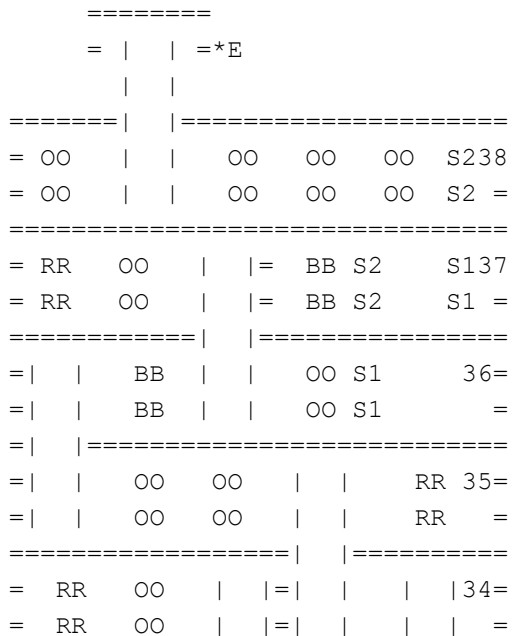
-----Room status-----

Blue Room X 4
 Red Room X 3

-----Strategy-----

You start at floor 20. First, use the elevator on your right to get to the blue door on floor 19. Then, use the elevator on the right and get up to floor 23. Go into the red room. Use the elevator to get back to floor 22. Then, use the elevator on the left and get up to floor 23. Use the elevator beside you and get to floor 24. Go into the blue room on floor 24 and then move up to floor 25 and go into the other blue door. Now, go left and then go up to floor 26. After that, go into the red room on floor 27 before you go to floor 28. Now, use the elevator on your right and move down to floor 26. Go right and then go up to floor 28 and go into the red room. Then, go back to floor 26 and use the elevator on your left and go up to floor 29. Area clear.





```

=====| |=====| |===
=| | BB | | OO | |33=
=| | BB | | OO | | =
=| |=====| |=====| |===
=| | OO | | OO | |32=
=| | OO | | OO | | =
=| |=====| |=====| |===
=| | OO | | BB | |31=
=| | OO | | BB | | =
=| |=====| |=====| |===
=| | OO OO OO *SOO 30=
=| | OO OO OO OO =
=====

```

-----Contents-----

*S = you start there
RR = Red door (with document inside)
BB = Blue door (with item inside)
OO = regular door (nothing inside)
= = Wall
| | = Elevator
*E = Go there if you have collect all the documents

-----Enemies-----

1. Guard.
2. Robber.
3. Soldier.

-----Room status-----

Blue Room X 4
Red Room X 3

-----Strategy-----

You start on floor 30. Go left and use the elevator to get to floor 31. Go left and go into the blue room. Use the elevator on your left and go up to floor 33 for the blue room. Then, use the same elevator to move up to floor 34. Go into the red room and go back to floor 33. Go right and use the elevator to go up to floor 34. Use the elevator on your left and go up to floor 35. Go into the red room on your right. Go left and use the elevator to reach floor 36. Go into the blue room. Then, use the elevator on your right to move up to floor 37. Go into the red room and use the elevator to get back to floor 36. Go right and then go up to floor 37. Go into the blue room and go up to floor 38. Use the elevator on your left and go up to floor 39. Stage cleared.

```

+-----+
| #####  #####  ###      #####  #####  #####  |
| ##   ##   #   #####  ###   ##   ##   #####  |
| ###   ##   ##   ##   ##   ##   ##   ##   ##   |
| #####   ##   ###   ##   ##   #####  #####   ##   |
|   ##   ##   #####   ##   ##   ##   #####   ##   |
|##   ##   ##   ##   ##   ##   ##   ##   ##   ##   |
| #####   ##   ##   ##   #####   #####   ##   |
|
|
|
|
|
|          #####  ##   ##   ##   ##   |
|          ##   ##   ##   ##   ##   |
|          ##   ##   ##   ##   ##   |

```

```

| ##### ## ## ## ##
| ## ## ## ## ##
| ## ## ## ## ##
| ### ##### ##### #####
+-----+

```

```

=====
= | | =*E
| |
=====| |=====
= OO | | OO OO OO S238
= OO | | OO OO OO S2 =
=====
= RR OO | | = BB S2 S137
= RR OO | | = BB S2 S1 =
=====| |=====
=| | BB | | OO S1 36=
=| | BB | | OO S1 =
=| |=====
=| | OO OO | | RR 35=
=| | OO OO | | RR =
=====| |=====
= RR OO | | =| | | |34=
= RR OO | | =| | | | =
=====| |=====| |=====
=| | BB | | OO | |33=
=| | BB | | OO | | =
=| |=====| |=====| |=====
=| | OO | | OO | |32=
=| | OO | | OO | | =
=| |=====| |=====| |=====
=| | OO | | BB | |31=
=| | OO | | BB | | =
=| |=====
=| | OO OO OO *SOO 30=
=| | OO OO OO OO =
=====

```

```

*E | | 29
| |

```

```

=====| |=====
= S5 BB | | = RR S628
= S5 BB | | = RR S6 =
=====| |=====
= S3 S4 RR =| | = S6 S527
= S3 S4 RR =| | = S6 S5 =
=====| |=====
= S2 S3 OO =| | S5 26=
= S2 S3 OO =| | S5 =
=====
= S2 BB OO OO S125
= S2 BB OO OO S1 =
=====
= OO | | BB S1 24=
= OO | | BB S1 =
=====| |=====
=| | | | = RR | |23=
=| | | | = RR | | =
=| |=====| |=====| |=====
=| | OO | | OO | |22=
=| | OO | | OO | | =

```

```

=====
=| |=====| |=====| |====
=| | BB | | OO | |21=
=| | BB | | OO | | =
=| |=====| |=====| |====
=| | OO*S | | OO | |20=
=| | OO | | OO | | =
=====

```

19

*E

```

=====
= OO | | OO | | OO =| | RR18
= OO | | OO | | OO =| | RR =
=====| |=====| |=====
= OO | | OO BB | | OO17
= OO | | OO BB | | OO =
=====| |=====| |=====
= OO | |= | | OO | | OO16
= OO | |= | | OO | | OO =
=====| |=====| |=====
= RR | |= | | OO OO S615
= RR | |= | | OO OO S6 =
=====| |=====| |=====
= OO BB | |= RR S6 S514
= OO BB | |= RR S6 S5 =
=====| |=====| |=====
= OO OO | |= OO S5 S413
= OO OO | |= OO S5 S4 =
=====| |=====| |=====
= BB OO | |= BB S4 S312
= BB OO | |= BB S4 S3 =
=====| |=====| |=====
= S1 OO | |= OO S3 S211
= S1 OO | |= OO S3 S2 =
=====
= S1 *S S2 10
= S1 S2 =
=====

```

09

*E

```

=====
= S2 OO RR =| | OO | | 08
= S2 OO RR =| | OO | | =
=====| |=====| |=====
= S1 S2 OO =| | BB OO07
= S1 S2 OO =| | BB OO =
=====| |=====| |=====
= S1 BB | | | | OO06
= S1 BB | | | | OO =
=====| |=====| |=====
= RR OO OO | | OO05
= RR OO OO | | OO =
=====| |=====| |=====
= OO | | RR = OO | | BB04
= OO | | RR = OO | | BB =
=====| |=====| |=====
= OO | | OO = OO | | OO03
= OO | | OO = OO | | OO =
=====| |=====| |=====
= BB | | OO = OO | | OO02
= BB | | OO = OO | | OO =
=====

```

```
====| |====| |====
= OO | | OO | | BB | | OO1
= OO | | OO | | BB | | OO =
=====| |=====
          *E   | |
              | |
=====
```

```
-----
*-*-*-*-*-*-*-*-*-*
| UPGRADE INFORMATION |
*-*-*-*-*-*-*-*-*-*
```

I will upgrade this FAQ as soon as possible.

```
-----
*-*-*-*-*-*-*-*-*-*
| COPYRIGHT INFORMATION |
*-*-*-*-*-*-*-*-*-*
```

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This game is copyright© 1983 2002 Taito Corporation

```
-----
*-*-*-*-*-*-*-*-*-*
| CONTACT INFORMATION |
*-*-*-*-*-*-*-*-*-*
```

If you want to make any questions, comments, suggestions, information or correntions to my FAQ, please feel free to e-mail me at Sacred_hero@hotmail.com Anyway, please put Elevator action as e-mail's tittle so I can seperate your e-mail from the junk mail. All the contributor of this FAQ will be credited.

```
-----
*-*-*-*-*-*
| CREDITS |
*-*-*-*-*-*
```

Me - SoloWar, Sacred Hero
-make this FAQ on my own.
-Hack some VBA Codes on my own.

???? (forgot ur e-mail//)
- item list

CJayC

-post this FAQ on his web site.

Media Kite

-release this game.

ELEVATOR OLD & NEW STAFF

Producer = Noriyasu Kainuma
Director = Makoto Yoshida
Programming (New) = Masaki Ryosita
Programming (New) = Masayuki Fujii
Programming (New) = Eikichi Sazawa
Programming (Old) = Takashi Takahama
Graphic = Kazumasa Edeta
Sound = Kenichiro Iwasaki
Illustrations = Taichi Nagase
Public Relations = Toshikazu Okano
Special Thanks = Masaaki Ohzuno
Special Thanks = Seiji Kawakami
Special Thanks = Kiyoshi Itou
Special Thanks = Yutaka Shimamune
Special Thanks = Fumie Morie

You [insert your name here]

-read this FAQ till the end.

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000000 0
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0 00000000000000 0 0 00 0 00 0000 0000 00 00
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00000 0 00 0 0000 00000000 00 0 000 00 000 0 0000
      0 0 0 00 00 0 00 0 00 0 00 0 00
      0 0 0 00000 00 00 0 00 00 00 00 00
0000 0000 00 00 0 00 00 00 00 00 00 0000
      0 0 0 0 0 0 0 0 0 0 0 0
```

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```

Enjoy the game !!!!!!!