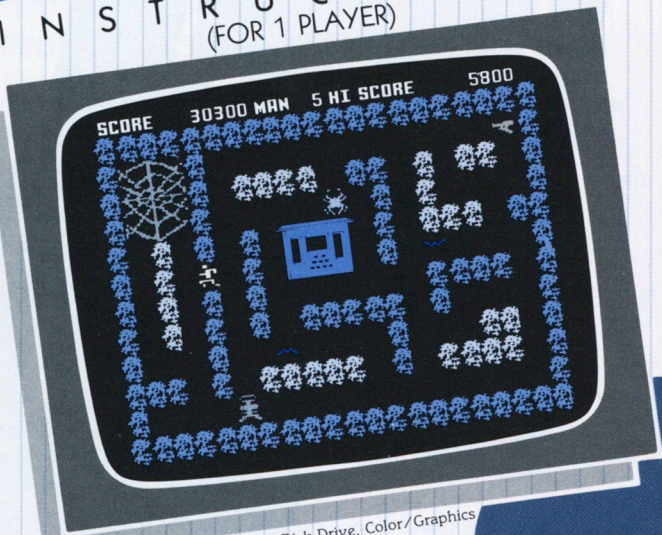


M Network by **MATTEL ELECTRONICS®**
For the **IBM PC***

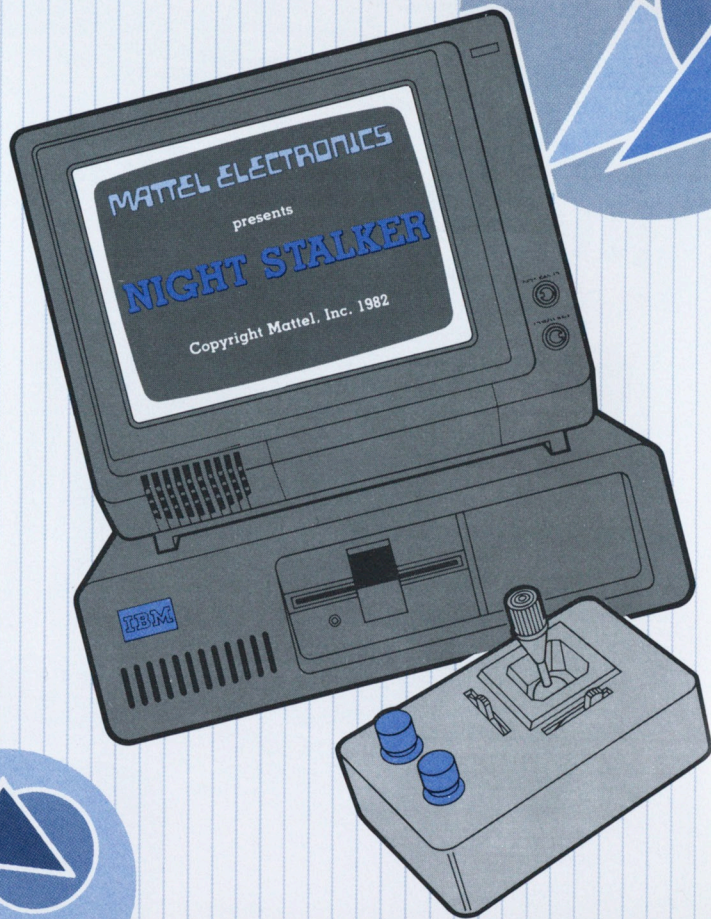
NIGHT STALKER™

I N S T R U C T I O N S
(FOR 1 PLAYER)



* Requires: 64K of memory, IBM Disk Drive, Color/Graphics Adaptor and Monitor (composite color/RGB).

THE GAME



Your man is trapped in the maze. Robots relentlessly track him down. Watch out for robot fire! Keep him away from spiders and bats. React quickly. The key to survival is to destroy them — before they get the man! Rack up as many points as you can! It's you against them...to the end!

BEFORE YOU START THE GAME

Insert the diskette, then turn on both the system unit and the monitor. For more information see IBM "Owner's Manual."

Title screen automatically appears while game is loading. When red light goes out, choose your game controls.

Press Keyboard or Joystick to start.

Press **J** for joystick control. Press **K** for keyboard control. If you do not specify, the keyboard automatically becomes the game control.

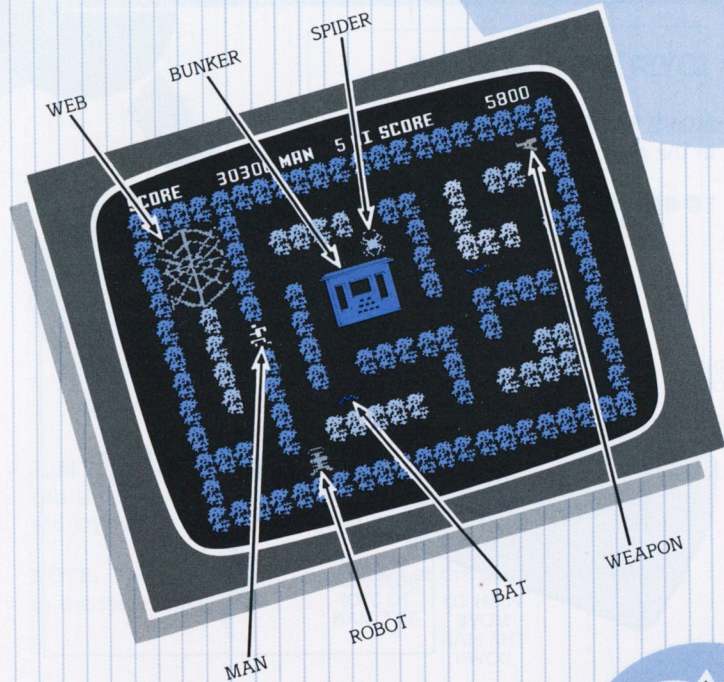
The computer automatically rotates through the following screens: INSTRUCTION, SCORING, DEMONSTRATION, then returns to the TITLE screen to again loop through the pre-game screens.

- To leave Demonstration screen, press Space Bar or Game Button.
- To start game, press Space Bar or Game Button at Instruction screen.

HOW TO PLAY

The game begins at the first level with the "Drone" robot, 6 men per game and 6 bullets per gun. If you wish to begin at a more challenging game level, or change game controls (see page 10).

The game begins immediately with the man inside the center bunker. His loaded weapon is lying in the maze and is flashing. The man must leave the bunker and land on the weapon to pick it up. The man can fire only one shot at a time.

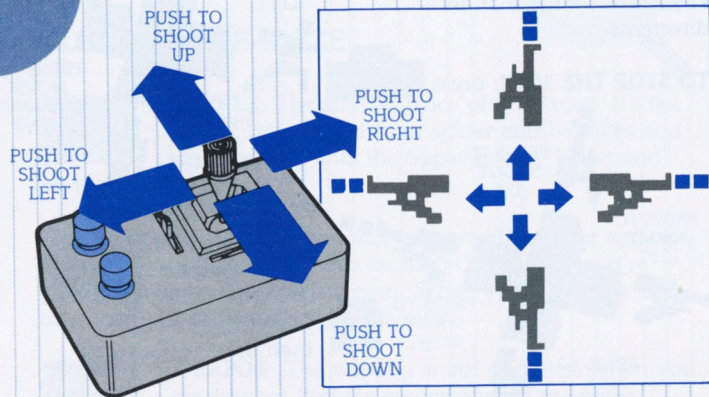
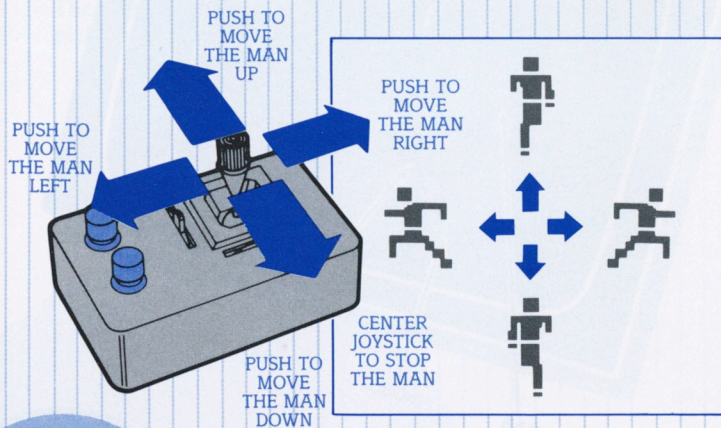


THE CONTROLS

JOYSTICK CONTROLS

MOVE YOUR MAN: Push the joystick in the direction you wish the man to move.

TO STOP THE MAN: Release joystick to center position.



AIM AND FIRE: Once the man has picked up the weapon he can shoot in 4 directions. First press game button, then push the joystick in the direction you wish to fire.

NOTE: The man can run and shoot at the same time, but only in the same direction.

KEYBOARD CONTROLS

MOVE THE MAN: Press the keys to move the man in 4 directions.

TO STOP THE MAN: press



PRESS TO
MOVE
THE MAN
LEFT



PRESS TO
MOVE
THE MAN
UP



PRESS TO
MOVE
THE MAN
RIGHT



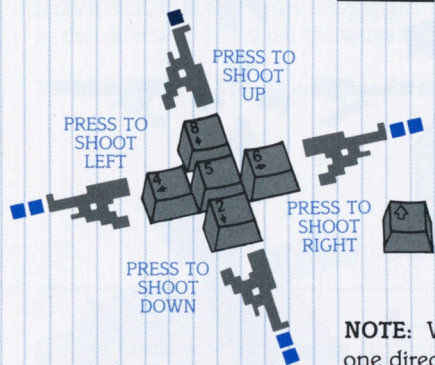
PRESS TO
MOVE
THE MAN
DOWN



AIM AND FIRE:

Once the man has picked up his weapon he can shoot in 4 directions. First press **shift** key and then the direction key:

NOTE: While the man is running in one direction, he can shoot in another.



SPECIAL GAME CONTROLS

Key



Press to turn sound on and off.

Key



Press to freeze the game. (The screen will blank out shortly.)
Press any key to continue.

Keys



and

Press to reset game.

ACTION!

RULES OF THE MAZE



BUNKER: The starting place of your man. It's the safest place to hide from spider and bat bites and robot bullets, until the Super Energy Robot and Invisible Robot appear.



MAN: After one man is downed, another appears in the bunker. For each 10,000 points, you're awarded another man. When your last man is downed by robot fire, the game is over.



WEAPON: The weapon is out of bullets when you see another flashing somewhere in the maze.



SPIDER AND BATS: Either bites the man whenever the two come in contact. Once bitten, the man falls momentarily paralyzed, vulnerable to robot attack. Only a bat may be demolished by robots' fire.



WEB: Both the man and robots are safe from each other's bullets.

MEET YOUR ADVERSARIES

After you have demolished a robot and made 10,000 points, the next higher robot will automatically appear. You may also start a game with any robot. Turn to pages 10 & 11 to learn how.



#1 DRONE ROBOT: Slow to attack it patrols the maze at random. If you're playing with a higher level of robot, the computer often turns a fallen spider or bat into a drone robot.



#2 ANDROID ROBOT: It relentlessly tracks the man, pursues him through the maze with ruthless persistence.



#3 SHIELD ROBOT: It has all the qualities of the Android Robot PLUS: 3 bullets are required to pierce the robot's shield and demolish him.



#4 ENERGY ROBOT: It has all the qualities of the Shield Robot PLUS: its energy bolts absorb the man's bullets on contact. After 10,000 points this robot automatically becomes the Super Energy robot.



#5 SUPER ENERGY ROBOT: It has all the qualities of the Energy Robot PLUS: powerful pink bolts now crash and wear away the bunker.

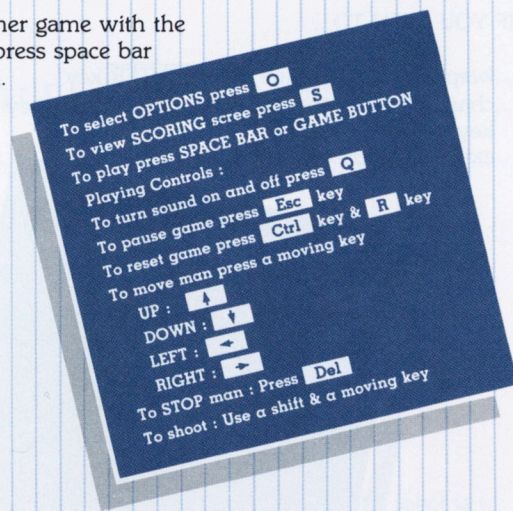


#6 INVISIBLE ROBOT: It has all the qualities of the Super Energy robot PLUS: invisibility. The only clue as to its whereabouts is the visible pink energy bolt it shoots.

WHEN THE GAME IS OVER...

The current game options are displayed at the bottom of the screen.

- To start another game with the same options, press space bar or game button.



- To change play options: controls, level of play, robot type, number of men or number of bullets, first press **SPACE BAR** or **GAME BUTTON** for **INSTRUCTION SCREEN**, then press **O** for **OPTION SCREEN**.

- To see **SCORING SCREEN** first press **SPACE BAR** or **GAME BUTTON** for **INSTRUCTION SCREEN**, then press **O** for **OPTION SCREEN**.

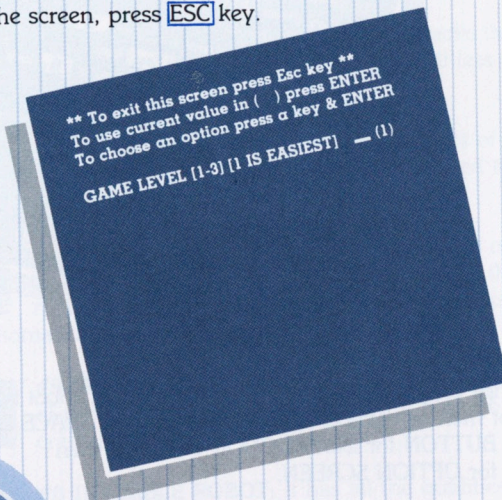


OPTION SCREEN

The current value — value initially set by the computer or previously set by a player — is in parentheses.

IF YOU WISH TO...

- ...keep the current value, press **ENTER** key.
- ...change the current value, press the correct key and **ENTER** key.
- ...exit the screen, press **ESC** key.



** To exit this screen press Esc key **
To use current value in () press ENTER
To choose an option press a key & ENTER
GAME LEVEL (1-3) [1 IS EASIEST] — (1)

GAME LEVEL [1—3] [1 IS EASIEST]

Game 1: Robots appear at lower left corner of the screen.

Game 2: Robots appear at random locations.

Game 3: More robots appear at random locations.

NOTE: The higher the game level the more unpredictable the play.

ROBOT TYPE [1—6]

The higher the robot number, the more difficult the robot is to demolish. To start a game you may select any robot you wish. (See page 8 for types of robots.)

NUMBER OF MEN [1—9]

NUMBER OF BULLETS PER GUN [1—9]

KEYBOARD OR JOYSTICK [K OR J]

The letter in parenthesis shows the current play control. "K" for keyboard, "J" for joystick.

If you press "K" you will see...

CHOOSE NEW MOVINGS KEYS [Y OR N]

If you choose (Y)es, select the keys you wish:

KEY USED FOR STOPPING ()

KEY USED FOR DOWN ()

KEY USED FOR LEFT ()

KEY USED FOR UP ()

KEY USED FOR RIGHT ()

If you press "J"

the next line on the screen asks if you wish to align the joystick.

ALIGN JOYSTICK [Y OR N]

If you choose (Y)es, a screen with instructions on aligning a joystick appears. Follow the directions.

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SCORING



SPIDER Destroy a spider and win 100 points



BAT & DRONE ROBOT Destroy a bat or a drone robot and win 300 points



ANDROID ROBOT Destroy an android robot and win 500 points



SHIELD ROBOT Destroy a shield robot and win 1,000 points



ENERGY ROBOT & SUPER-ENERGY ROBOT Destroy an energy or super-energy robot and win 2,000 points



INVISIBLE ROBOT Destroy an invisible robot and win 4,000 points

HI-SCORE: The highest score for any single game since the diskette was loaded into the computer.

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