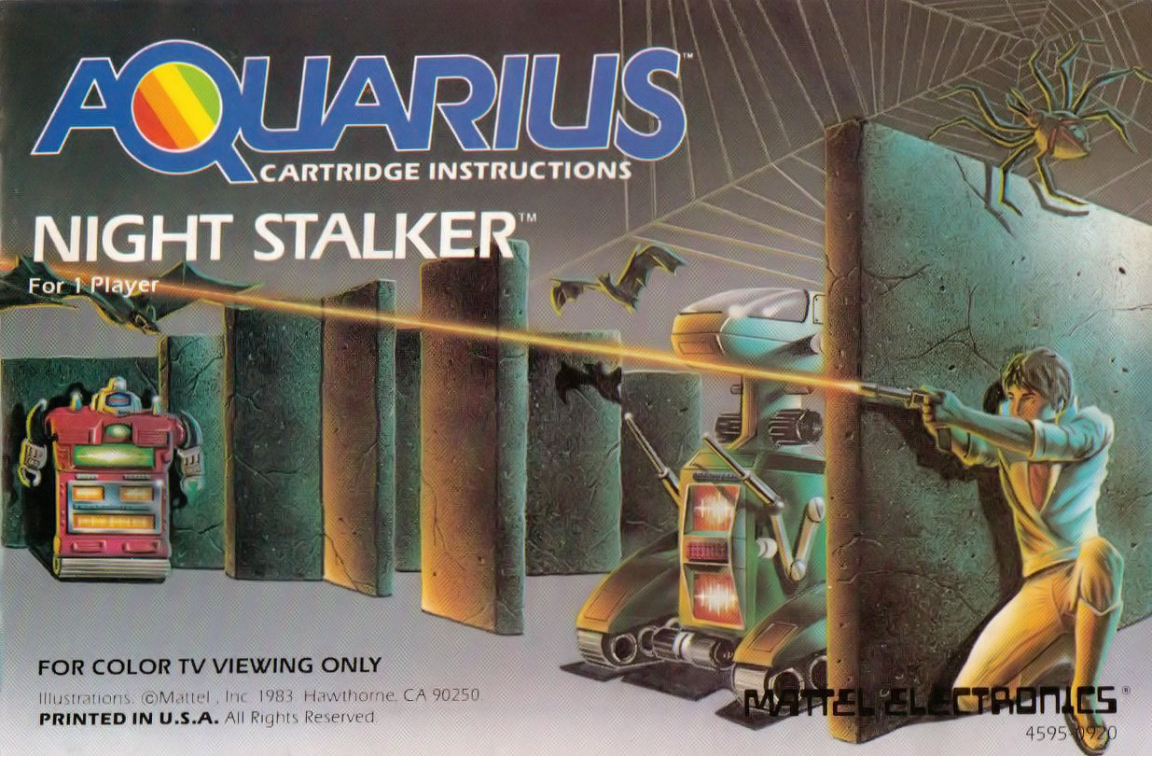
AQUARIUS™

CARTRIDGE INSTRUCTIONS

NIGHT STALKER™

For 1 Player



FOR COLOR TV VIEWING ONLY

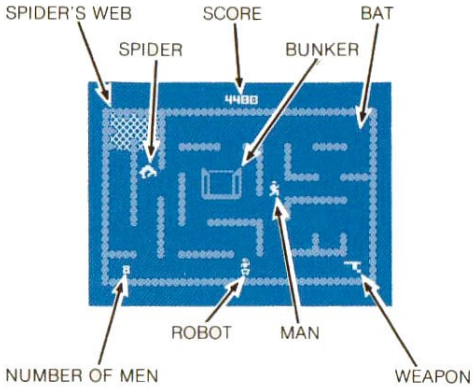
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MATTEL ELECTRONICS®

4595-0920

THE GAME

It's a battle for survival in an underground maze! One man enters the maze through the center bunker. Once inside, bats, spiders and robots appear.



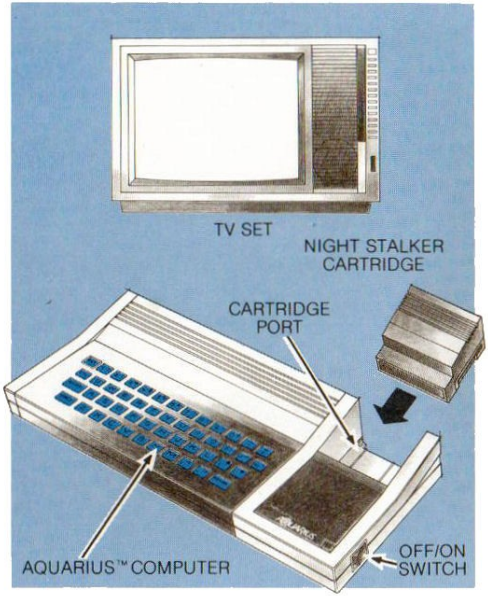
Direct your man down the tunnels. Pick up a loaded weapon when the ammo runs out! Keep him clear of the creatures and robot fire. When he gets hit by a robot's bullet...action stops. Now bring out your next man...get them before they get the man. Aim & fire!

The game ends when all of your men are blown away by the robots! The final score is displayed. Press any key to display the title screen...select the game level and begin again!

CHECK YOUR EQUIPMENT

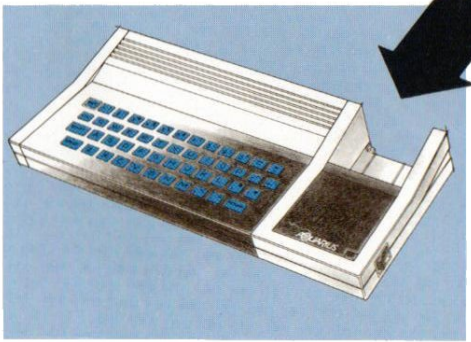
MAKE SURE:

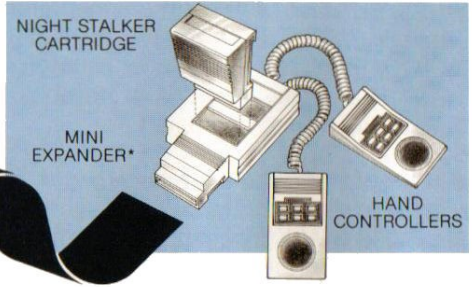
- AQUARIUS™ Computer is connected to TV set and power cord is plugged in.
- Antenna Switch Box is set at COMPUTER.
- TV set is plugged in and properly adjusted.
- NIGHT STALKER cartridge is placed in cartridge port and firmly engaged. Game title should be facing up.
- OFF/ON switch is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS ARE USED*

■ Insert Mini Expander in AQUARIUS™ computer cartridge port.
■ Insert NIGHT STALKER cartridge in front game port of the Mini Expander.

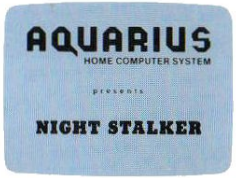




■ Plug Hand Controllers into Mini Expander.
■ Turn computer's OFF/ON switch to ON. (For detailed instructions, see your Mini Expander instructions.)

*SOLD SEPARATELY.

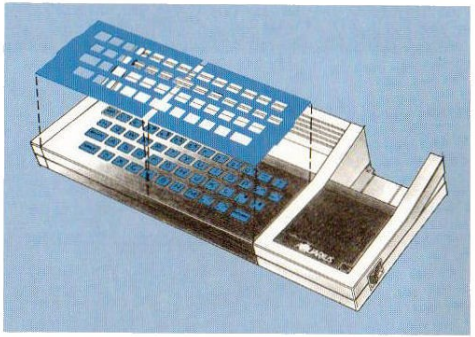
PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.



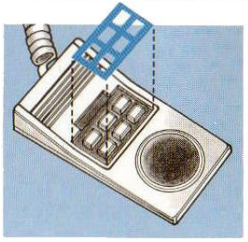
ADD OVERLAYS

Your NIGHT STALKER cartridge comes with one overlay for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the NIGHT STALKER game.

If you are using the computer keyboard to play the game, fit the Keyboard Overlay over the keyboard.

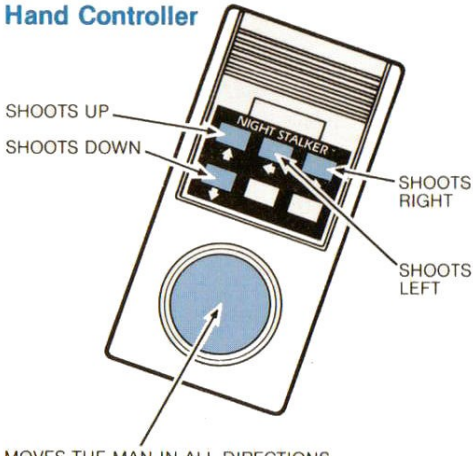


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.

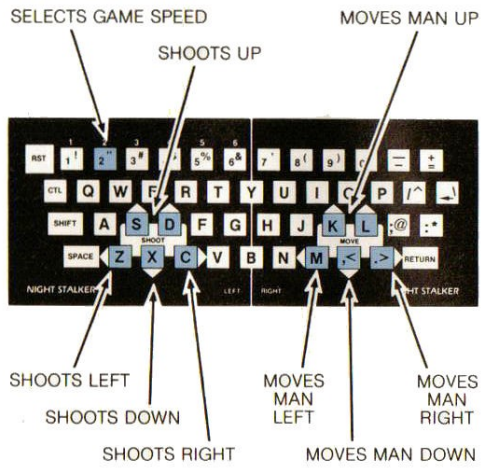


EXAMINE YOUR CONTROLS

Hand Controller



Keyboard



SELECT GAME LEVEL

Press the RST Key on your keyboard. The game title appears on the TV screen. Now you must select one of the four game levels. This sets the game speed and the number of men you get!

Press the speed you want.

LEVEL	COMPUTER KEYBOARD	HAND CONTROLLER
Slow (10 men)	**3**	**3**
Medium (8 men)	**2**	**2**
Med Fast (7 men)	**1**	**1**
Fastest (6 men)	**Any key** except 1, 2, or 3	**Any key** except 1, 2, or 3

TIME OUT

You can put the game on hold and come back to it the way you left it. To do this, press 1 & 6 at the same time on the keyboard or the hand controller. The TV screen freezes. Press any key and continue right where you left off.

NOTE: If you do not press any keys for awhile, the TV will go blank. Press any key and the game comes back on the screen.

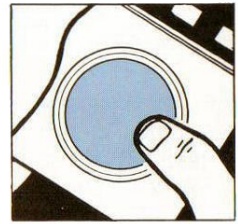
THE GAME BEGINS

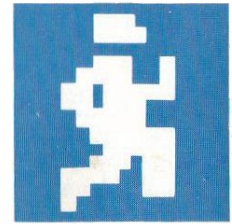
Once the game level is selected, the game begins immediately with the man inside the center bunker. His loaded weapon is lying in the maze and is flashing. The man must leave the bunker and land on the weapon to pick it up.

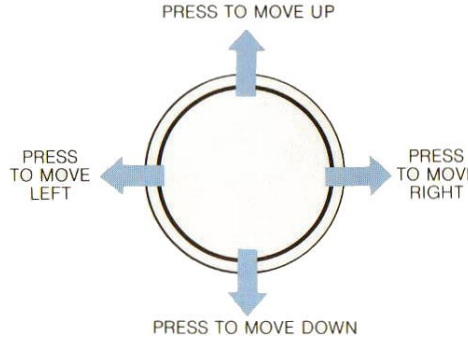
HAND CONTROLS

MOVE YOUR MAN USING THE HAND CONTROLLER

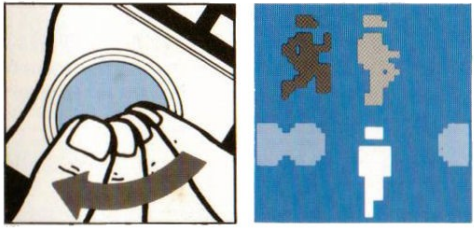
Press the Disc on your hand controller to move the man through the maze. Press the Disc edge in the direction you want the man to go. Release the Disc and the man stops.







To easily move the man around corners, hold down the disc and slowly rotate it to another direction.

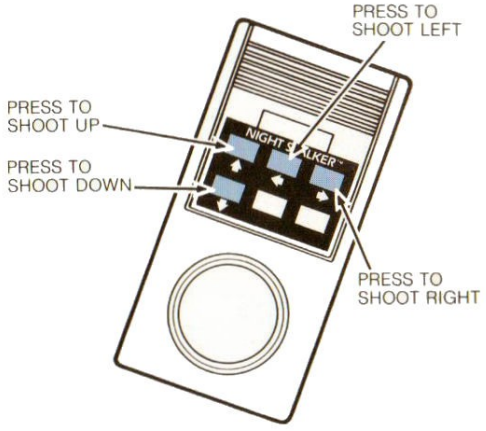


ROTATE THE DISC TO MOVE THE MAN AROUND CORNERS.

SHOOT THE WEAPON USING THE HAND CONTROLLER

Once the man has picked up the weapon, he has six bullets and can now shoot in four different directions.

HAND CONTROLLER

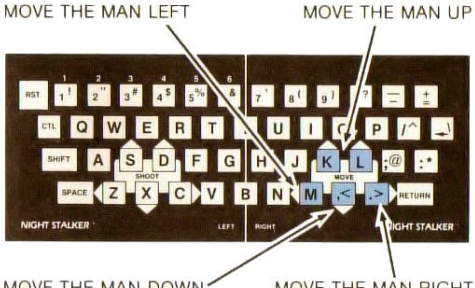


NOTE: The man can run and shoot at the same time!

KEYBOARD CONTROLS

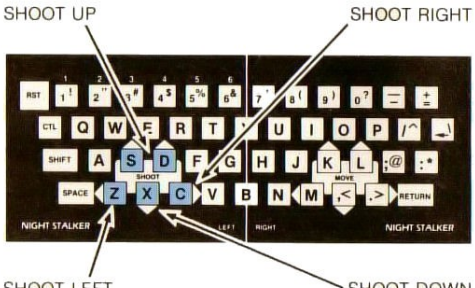
MOVE YOUR MAN USING THE KEYBOARD KEYS

You can make your man move in four different directions. The man stops when you release the key.



SHOOT THE WEAPON USING THE KEYBOARD KEYS

You can make the man's weapon shoot in four different directions. You can only fire off one shot at a time. Once the bullet disappears from the screen, you can fire again. Your man can run in one direction and shoot in another!



RULES OF THE MAZE



BUNKER: There is only one safe place for the man to hide...and that's inside the bunker, in the center of the maze. When he's inside, spiders and bats cannot bite him, and the robot's bullets will not harm him (until the Blue Robot appears, see page 10).

IMPORTANT: If your man isn't all the way inside the bunker he can be blasted by robot fire!



MAN: You start with 6-10 men. Each man can run and shoot...and at the same time! After one man is shot, the next one appears inside the bunker. Look at the screen to see how many men you have left. The number includes the man on the screen. Each time you rack up about 10,000 points, you get another man. When your last man is downed by robot fire, the game is over.



WEAPON: The man's main defense in the creature infested maze is his loaded weapon. Each weapon holds six shots, and will drop bats, spiders and robots in their tracks. Remember, you can shoot when the man is standing still or moving!

IMPORTANT: Time the shots carefully! Once a shot is fired, the weapon cannot fire again until that bullet disappears from the screen. While the bullet is traveling, the man can run to dodge robot fire.

The man is out of bullets when you see the weapon on the screen. The man must then land on top of the weapon to pick it up. If the man is bitten on his way to pick up the weapon...the weapon moves to another location on the screen.

Occasionally there are bullets left after firing off six shots. When the weapon ran out of ammo, the next loaded weapon was placed right where your man was standing and he automatically picked it up. Keep on shooting.



SPIDER: A single menacing spider creeps throughout the maze, ready to bite the man whenever they come in contact. Once the man is bitten, he changes color and is paralyzed for a few seconds. He cannot fire his weapon or run. He's vulnerable to robot attack!

To avoid being bitten, fire off a shot. If it's a direct hit, the spider vanishes. But another quickly appears in the spider's web and begins to crawl around. The robot's fire does not zap the spider!

The spider web is a semi-protected area. All the maze creatures and the man can enter the web. Sometimes the man's bullet and the robot's bullet will penetrate the web...most times they will not!



BATS: Two bats, hanging upside down, awaken and wing their way through the pathways of the maze. Either bat can bite the man when they come in contact. The man changes color and is paralyzed the same as when bitten by a spider. He cannot shoot or move.

After a bat is shot by the man or by robot fire, another bat appears in its place.

IMPORTANT: The game changes once your score is over 5,000 points. Now when the robot or the man shoots a bat, a green robot takes its place. If both bats get hit, there will be 3 robots and no bats after the man.



ROBOTS: The man's most persistent enemy in the maze is the robot. In the course of the game he will encounter five different types. As your score gets higher, the robots become more and more sophisticated. Each new robot has all the characteristics of the previous robot...plus new features.

All robots fire at the man! They have unlimited ammunition. Their shots are the same as the man's...only one bullet shows on the screen at a time.

When the man's bullet hits a robot, he disintegrates! Then another robot replaces him quickly. Robots always enter the maze at the lower left corner.



GREEN ROBOT: This robot is slow on the attack. He patrols the maze at random, shooting only when he sees the man. After 5,000 points, when a bat is shot, this robot takes its place in the maze!



PURPLE ROBOT: After 5,000 points, a purple robot appears on the screen. He's more determined to track the man wherever he goes! He's hard to lose.



WHITE ROBOT: After 15,000 points, the white robot appears and aggressively seeks out the man. The white robot's shield protects him from the man's bullets. It takes 3 bullets to penetrate the shield and blow this robot away!



BLUE ROBOT: After 30,000 points, the blue robot appears and advances with power! He is capable of firing yellow "energy bolts" that absorb the man's bullets on contact. Try to shoot him from behind!

After 50,000 points, this robot shoots white "energy bolts". These can now crash into the bunker and rapidly wear it away. Once the bunker is gone, there is no safe place for the man to hide!



INVISIBLE ROBOT: He's in the maze after 80,000 points, and is the ultimate aggressor! It's a sneak attack! His bullets are visible. That's your only clue as to where he is!

SCORING



SHOOT A SPIDER and it's 100 points.



ZAP A BAT and it's 300 points.



GET THE GREEN ROBOT and it's 300 points.



BLAST THE PURPLE ROBOT and it's 500 points.



WASTE THE WHITE ROBOT and it's 1000 points.



BLOW AWAY THE BLUE ROBOT and it's 2000 points.



HIT THE INVISIBLE ROBOT and it's 4000 points.

START A NEW GAME

Computer sights & sounds signal when the game is over. At the end of a game, press any key...this brings the title on the screen. Now pick your game level and begin a new game!

GAME STRATEGY

■ Have the man lay in wait at corners and intersections. When the robot advances, step into his path and get off a shot. Then quickly move the man out of the robot's line of fire!

■ For the white, blue and invisible robots, it's helpful to count the bullets. Try to use the last bullet to blast the robot. This gives the man some time to run and pick up the weapon while the next robot enters the maze.

■ Knock off sleeping bats for quick points.

■ Your man's cornered! There's a bat or spider in one direction...a robot in another! Don't give up! Try to escape by running through the vermon. There's a slim chance he won't get bit!

■ Have a two player game and gang up on the robots! One player uses the hand controllers to move the man. The other player uses the keyboard to shoot!

■ The loaded weapon is way on the other side of the maze. Run the man into a bat or spider. Once he's bitten, the weapon appears at a new location... hopefully closer to him.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any AQUARIUS™ cartridge, cassette, or disc it manufactures, that

the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

Mattel Electronics will not assume any liability or responsibility for loss or damage, direct or indirect, caused by or alleged to be caused by any Aquarius cartridge, cassette, or disc (software programs) or the use made of any such program by the consumer. This disclaimer includes but is not limited to any interruption of service, loss of money, or anticipatory profits resulting from the use or operation of such programs.

Mattel Electronics sole obligation under this warranty will be to repair or replace the defective product, at its option. If defective, return the cartridge, cassette or disc along with proof of the date-of-purchase to either your local dealer or postage prepaid to:

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

or

Mattel Electronics Service Center (West)
13040 East Temple Avenue
City of Industry, California 91746

This warranty excludes incidental or consequential damages resulting from the product or use of the product. (Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion may not apply to you.)

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from purchaser abuse, accident, negligence, or damages subsequent to purchase.


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